Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

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1.2 libvariable-magic-perl 0.62-1+b1

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Format: https://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
Upstream-Name: Variable-Magic
Upstream-Contact: Vincent Pit <perl@profvince.com>
Source: https://metacpan.org/release/Variable-Magic

Files: *
Copyright: 2007-2017, Vincent Pit <perl@profvince.com>
License: Artistic or GPL-1+

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Copyright: 2010-2013, Vincent Pit
License: Artistic or GPL-1+
Comment:
Parts taken from Scalar::Util:
Copyright: 1997-2007, Graham Barr
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1.3 is-buffer 2.0.5

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1.4 akka-http-core 10.0.10

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1.5 jackson-core 2.11.0
1.5.1 Available under license:

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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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Current team:

* Ashley Whetter: maintainer, contributor

* Bryce Guinta: maintainer, contributor

* Claudiu Popa: maintainer, contributor

* Cara Vinson: astroid committer.

* Guillaume Peillex: committer

* ukasz Rogalski: committer.

* Roy Williams (Lyft): committer

added check for implementing __eq__ without implementing __hash__.

Added Python 3 check for accessing `Exception.message`.

Added Python 3 check for calling `encode/decode` with invalid codecs.

Added Python 3 check for accessing `sys.maxint`.

Added Python 3 check for bad import statements.

Added Python 3 check for accessing deprecated methods on the 'string' module, various patches.

* Dmitry Pribysh: committer

multiple-imports, not-iterable, not-a-mapping, various patches.

* Jim Robertson: committer

Ex-maintainers:

* Sylvain Thenault (Logilab): main author / maintainer

* Torsten Marek (Google): committer / contributor

We would not be here without folks that contributed patches, pull requests, issues and their time to pylint. We're incredibly grateful to all of these contributors:

* Daniel Balparda (Google): GPyLint maintainer (Google's pylint variant), various patches

* Martin Pool (Google): warnings for anomalous backslashes, symbolic names for messages (like 'unused'), etc
* Alexandre Fayolle (Logilab): TkInter gui, documentation, debian support

* Julien Cristau, Emile Anclin (Logilab): python 3 support

* Sandro Tosi: Debian packaging

* Mads Kiilerich, Boris Feld, Bill Wendling, Sebastian Ulrich: various patches

* Brian van den Broek: windows installation documentation

* Amaury Forgeot d'Arc: check names imported from a module exists in the module

* Benjamin Niemann: allow block level enabling/disabling of messages

* Nathaniel Manista: suspicious lambda checking

* David Shea: invalid sequence and slice index

* Carl Crowder: don't evaluate the value of arguments for 'dangerous-default-value'


* David Lindquist: logging-format-interpolation warning.

* Brett Cannon: Port source code to be Python 2/3 compatible, Python 3 checker.

* Vlad Temian: redundant-unittest-assert and the JSON reporter.

* Cosmin Poiean: unichr-builtin and improvements to bad-open-mode.

* Viorel tirbu: intern-builtin warning.

* Dan Goldsmith: support for msg-template in HTML reporter.

* Chris Rebert: unidiomatic-typecheck.

* Steven Myint: duplicate-except.


* Bruno Daniel: check_docs extension.

* James Morgensen: ignored-modules option applies to import errors.

* Cezar Elbazli: deprecated-method
* Stphane Wirtel: nonlocal-without-binding

* Laura Medioni (Logilab, on behalf of the CNES): misplaced-comparison-constant, no-classmethod-decorator, no-staticmethod-decorator, too-many-nested-blocks, too-many-boolean-expressions, unneeded-not, wrong-import-order, ungrouped-imports, wrong-import-position, redefined-variable-type

* Aru Sahni: Git ignoring, regex-based ignores

* Mike Frysinger: contributor.

* Moiss Lpez (Vauxoo): Support for deprecated-modules in modules not installed, Refactor wrong-import-order to integrate it with `isort` library Add check too-complex with mccabe for cyclomatic complexity Refactor wrong-import-position to skip try-import and nested cases Add consider-merging-isinstance, superfluous-else-return Fix consider-using-ternary for 'True and True and True or True' case

* Luis Escobar (Vauxoo), Moiss Lpez (Vauxoo): Add bad-docstring-quotes and docstring-first-line-empty

* Yannick Brehon: contributor.

* Glenn Matthews: autogenerated documentation for optional extensions, bug fixes and enhancements for docparams (ne check_docs) extension

* Elias Dorneles: minor adjust to config defaults and docs

* Yuri Bochkarev: Added epytext support to docparams extension.

* Alexander Todorov: added new error conditions to 'bad-super-call', Added new check for incorrect len(SEQUENCE) usage, Added new extension for comparison against empty string constants, Added new extension which detects comparing integers to zero, Added new useless-return checker, Added new try-except-raise checker

* Erik Eriksson - Added overlapping-except error check.

* Anthony Foglia (Google): Added simple string slots check.

* Derek Gustafson: contributor

* Petr Pulc: require whitespace around annotations

* John Paraskevopoulos: add 'differing-param-doc' and 'differing-type-doc'

* Martin von Gagern (Google): Added 'raising-format-tuple' warning.
* Ahirnish Pareek: 'keyword-arg-before-var-arg' check

* Daniel Miller: contributor.

* Bryce Guinta: contributor

* Martin Bati: contributor
  Added new check for shallow copy of os.environ

* Jacques Kvam: contributor

* Brian Shaginaw: prevent error on exception check for functions

* Ioana Tagirta: fix bad thread instantiation check

* Reverb Chu: contributor

* Tobias Hernstig: contributor

* Konstantin Manna: contributor

* Andreas Freimuth: fix indentation checking with tabs

* Renat Galimov: contributor

* Thomas Snowden: fix missing-docstring for inner functions

* Mitchell Young: minor adjustment to docparams

* Marianna Polatoglou: minor contribution for wildcard import check

* Ben Green: contributor

* Benjamin Freeman: contributor

* Fureigh: contributor

* Jace Browning: updated default report format with clickable paths

* Sushobhit (sushobhit27): contributor
  Added new check 'comparison-with-itself'.
  Added new check 'useless-import-alias'.
  Added support of annotations in missing-type-doc and missing-return-type-doc.
  Added new check 'comparison-with-callable'.
  Removed six package dependency.
  Added new check 'chained-comparison'.
  Added new check 'useless-object-inheritance'.
* Mariatta Wijaya: contributor
  Added new check `logging-fstring-interpolation`
  Documentation typo fixes

* Jason Owen: contributor

* Mark Roman Miller: fix inline defs in too-many-statements

* Adam Dangoor: contributor

* Gary Tyler McLeod: contributor

* Wolfgang Grafen, Axel Muller, Fabio Zadrozy, Pierre Rouleau,
  Maarten ter Huurne, Mirko Friedenhagen and all the Logilab's team (among others).

* Matej Marusak: contributor

* Nick Drozd: contributor, performance improvements to astroid

* Kosarchuk Sergey: contributor

* Carey Metcalfe: demoted `try-except-raise` from error to warning

* Marcus Nslund (naslundx): contributor

* Natalie Serebryakova: contributor

* Caio Carrara: contributor

* Roberto Leinardi: PyCharm plugin maintainer

* Aivar Annamaa: contributor

* Hornwitser: fix import graph

* Yuri Gribov: contributor

* Drew Risinger: committer (docs)

* Ben James

* Tomer Chachamu, Richard Goodman: simplifiable-if-expression

* Alan Chan: contributor

* Benjamin Drung: contributing Debian Developer
* Scott Worley: contributor

* Michael Hudson-Doyle

* Lucas Cimon: contributor

* Mike Miller: contributor

* Sergei Lebedev: contributor

* Sasha Bagan

* Pablo Galindo Salgado: contributor
  Fix false positive 'Non-iterable value' with async comprehensions.

* Matus Valo

* Sardorbek Imomaliev: contributor

* Justin Li (justinhli)

* Nicolas Dickreuter

* Pascal Corpet

* Svetoslav Neykov: contributor

* Federico Bond: contributor

* Fantix King (UChicago): contributor

* Yory (yory8): contributor

* Thomas Hisch: contributor

* Clment Pit-Claudel : contributor

* Goudcode: contributor

* Paul Renvoise : contributor

* BluesheepToken: contributor

* Michael Scott Cuthbert: contributor

* Pierre Sassouls : contributor
  - Made C0412 (ungrouped import) compatible with isort
  - Made multiple message with the same old name possible
- Made Pylint a little faster by refactoring the message store
- Broke down "missing-docstrings" between "module", "class" and "function"

* Nathan Marrow

* Taewon Kim: contributor

* Daniil Kharkov: contributor

* Tyler N. Thieding: contributor

* Zeb Nicholls: contributor
  - Made W9011 compatible with 'of' syntax in return types

* Martin Vielsmaier: contributor

* Agustin Toledo: contributor

* Nicholas Smith: contributor

* Peter Kolbus (Garmin): contributor

* Oisin Moran: contributor

* Andrzej Klajnert: contributor

* Andrs Prez Hortal: contributor

* Niko Wenselowski: contributor

* Danny Hermes: contributor

* Eric Froemling: contributor

* Robert Schweizer: contributor

* Hugo van Kemenade: contributor

* Rmi Cardona: contributor
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1.18 gauge 2.7.4

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* /opt/cola/permits/1135840581_1613612850.71/0/android-json-0.0-20131108-vaadin1-sources-1-jar/org/json/JSONArray.java
* /opt/cola/permits/1135840581_1613612850.71/0/android-json-0.0-20131108-vaadin1-sources-1-jar/org/json/JSONStringer.java
* /opt/cola/permits/1135840581_1613612850.71/0/android-json-0.0-20131108-vaadin1-sources-1-jar/org/json/JSONObject.java
* /opt/cola/permits/1135840581_1613612850.71/0/android-json-0.0-20131108-vaadin1-sources-1-jar/org/json/JSONTokener.java
* /opt/cola/permits/1135840581_1613612850.71/0/android-json-0.0-20131108-vaadin1-sources-1-jar/org/json/JSONException.java

1.43 tlddoc 1.3
1.44 chardet 4.0.0

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/**
 * A very fast and memory efficient class to encode and decode to and from BASE64 in full accordance
 * with RFC 2045.<br>
 * On Windows XP sp1 with 1.4.2_04 and later ;), this encoder and decoder is about 10 times faster
 * on small arrays (10 - 1000 bytes) and 2-3 times as fast on larger arrays (10000 - 100000 bytes)
 * compared to <code>sun.misc.Encoder()/Decoder()</code>.<br>
 * On byte arrays the encoder is about 20% faster than Jakarta Commons Base64 Codec for encode and
 * about 50% faster for decoding large arrays. This implementation is about twice as fast on very small
 * arrays (&lt; 30 bytes). If source/destination is a <code>String</code> this
 * version is about three times as fast due to the fact that the Commons Codec result has to be recoded
 * to a <code>String</code> from <code>byte[]</code>, which is very expensive.<br>
 * This encode/decode algorithm doesn't create any temporary arrays as many other codecs do, it only
 * allocates the resulting array. This produces less garbage and it is possible to handle arrays twice
 * as large as algorithms that create a temporary array. (E.g. Jakarta Commons Codec). It is unknown
 * whether Sun's <code>sun.misc.Encoder()/Decoder()</code> produce temporary arrays but since performance
 * is quite low it probably does.<br>
 * The encoder produces the same output as the Sun one except that the Sun's encoder appends
 * a trailing line separator if the last character isn't a pad. Unclear why but it only adds to the
 * length and is probably a side effect. Both are in conformance with RFC 2045 though.<br>
 * Commons codec seem to always att a trailing line separator.<br>
 * <b>Note!</b>
 * The encode/decode method pairs (types) come in three versions with the <b>exact</b> same algorithm and
thus a lot of code redundancy. This is to not create any temporary arrays for transcoding to/from different
format types. The methods not used can simply be commented out.<br><br>

There is also a "fast" version of all decode methods that works the same way as the normal ones, but
has a few demands on the decoded input. Normally though, these fast versions should be used if the source if
the input is known and it hasn't bee tampered with.<br><br>

If you find the code useful or you find a bug, please send me a note at base64 @ miginfocom . com.

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@author Mikael Grev
@version 2.2
Date: 2004-aug-02
Time: 11:31:11

Adapted in 2009 by Mathias Doenitz.
jar/akka/parboiled2/support/Lifter.scala
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-
jar/akka/parboiled2/Parser.scala
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-
jar/akka/parboiled2/support/RunResult.scala
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-
jar/akka/parboiled2/ErrorFormatter.scala
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-
jar/akka/parboiled2/CharPredicate.scala
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-
jar/akka/parboiled2/ActionOpsSupport.scala
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-
jar/akka/parboiled2/RuleDSLCombinators.scala
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-
jar/akka/parboiled2/RuleDSLBasics.scala
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-
jar/akka/parboiled2/ParserInput.scala
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-
jar/akka/parboiled2/ParseError.scala

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 */

Found in path(s):
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-
jar/akka/shapeless/package.scala

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*/

Found in path(s):
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-jar/akka/shapeless/hlists.scala
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-jar/akka/shapeless/syntax/hlists.scala
* /opt/cola/permits/1110919292_1606872312.49/0/akka-parsing-2-11-10-1-7-sources-jar/akka/shapeless/ops/hlists.scala

1.49 body-parser 1.19.0

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1.60 protobuf 3.6.1.3-2

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  * MS Visual Studio error format option.
  * Detect unordered_map in stl_hash.m4.
Brian Olson <brianolson@google.com>
  * gzip/zlib I/O support.
Michael Poole <mdpoole@troilus.org>
  * Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).
  * Added generation of field number constants.
Wink Saville <wink@google.com>
  * Fixed initialization ordering problem in logging code.
Will Pierce <willp@nuclei.com>
  * Small patch improving performance of in Python serialization.
Alexandre Vassalotti <alexandre@peadrop.com>
  * Emacs mode for Protocol Buffers (editors/protobuf-mode.el).
Scott Stafford <scott.stafford@gmail.com>
* Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.
Alexander Melnikov <alm@sibmail.ru>
* HPUX support.
Oliver Jowett <oliver.jowett@gmail.com>
* Detect whether zlib is new enough in configure script.
* Fixes for Solaris 10 32/64-bit confusion.
Evan Jones <evanj@mit.edu>
* Optimize Java serialization code when writing a small message to a stream.
* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
* Clean up some Java warnings.
* Fix bug with permanent callbacks that delete themselves when run.
Michael Kucharski <m.kucharski@gmail.com>
* Added CodedInputStream.getTotalBytesRead().
Kacper Kowalik <xarthisius.kk@gmail.com>
* Fixed m4/acx_pthread.m4 problem for some Linux distributions.
William Orr <will@worrbase.com>
* Fixed detection of sched_yield on Solaris.
* Added atomicops for Solaris
Andrew Paprocki <andrew@ishiboo.com>
* Fixed minor IBM xLC compiler build issues
* Added atomicops for AIX (POWER)

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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple2,
  or consider a pattern matching anonymous function: `{ case (a, b) => ... }
val x: ((Int, Int) => Int) = ((a, b)) => a
^    
not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple2,
  or consider a pattern matching anonymous function: `{ case (param1, param2) => ... }
val y: ((Int, Int, Int) => Int) = (((a, !)) => a)
^    
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple3,
  or consider a pattern matching anonymous function: `{ case (param1, ..., param3) => ... }
val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^    
three errors found

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    Name: "Simplified BSD License",
    PossibleMatches: []string{"freebsd", "simpbsd", "simple bsd", "2-clause bsd", "2 clause bsd", "simplified bsd license"},
    Header: "All rights reserved."
  }

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    Licenses["bsd"] = License{
        Name: "NewBSD",
        PossibleMatches: []string{"bsd", "newbsd", "3 clause bsd", "3-clause bsd"},
        Header: `All rights reserved.
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    Licenses["gpl2"] = License{
        Name: "GNU General Public License 2.0",
        PossibleMatches: []string{"gpl2", "gnu gpl2", "gplv2"},
        Header: '```

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package cmd

import (  
  "strings"  
  "time"

  "github.com/spf13/viper"
)

// Licenses contains all possible licenses a user can choose from.
var Licenses = make(map[string]License)

// License represents a software license agreement, containing the Name of
// the license, its possible matches (on the command line as given to cobra),
// the header to be used with each file on the file's creating, and the text
// of the license
type License struct {  
  Name    string // The type of license in use
func init() {
    // Allows a user to not use a license.
    Licenses["none"] = License{"None", []string{"none", "false"}, """

    initApache2()
    initMit()
    initBsdClause3()
    initBsdClause2()
    initGpl2()
    initGpl3()
    initLgpl()
    initAgpl()
}

    // getLicense returns license specified by user in flag or in config.
    // If user didn't specify the license, it returns Apache License 2.0.
    //
    // TODO: Inspect project for existing license
    func getLicense() License {
    // If explicitly flagged, use that.
    if userLicense != "" {
        return findLicense(userLicense)
    }

    // If user wants to have custom license, use that.
    if viper.IsSet("license.header") || viper.IsSet("license.text") {
        return License{Header: viper.GetString("license.header"),
                        Text: viper.GetString("license.text"))
    }

    // If user wants to have built-in license, use that.
    if viper.IsSet("license") {
        return findLicense(viper.GetString("license"))
    }

    // If user didn't set any license, use Apache 2.0 by default.
    return Licenses["apache"]
}

    func copyrightLine() string {
        author := viper.GetString("author")
        year := viper.GetString("year") // For tests.
if year == "" {
    year = time.Now().Format("2006")
}

return "Copyright " + year + " " + author
}

// findLicense looks for License object of built-in licenses.
// If it didn't find license, then the app will be terminated and
// error will be printed.
func findLicense(name string) License {
    found := matchLicense(name)
    if found == "" {
        err("unknown license: " + name)
    }
    return Licenses[found]
}

// matchLicense compares the given a license name
// to PossibleMatches of all built-in licenses.
// It returns blank string, if name is blank string or it didn't find
// then appropriate match to name.
func matchLicense(name string) string {
    if name == "" {
        return ""
    }
    for key, lic := range Licenses {
        for _, match := range lic.PossibleMatches {
            if strings.EqualFold(name, match) {
                return key
            }
        }
        return ""
    }
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    // Unless required by applicable law or agreed to in writing, software
    // distributed under the License is distributed on an "AS IS" BASIS,
    // WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
    // See the License for the specific language governing permissions and
func initGpl3() {
    Licenses["gpl3"] = License{
        Name:            "GNU General Public License 3.0",
        PossibleMatches: []string{"gpl3", "gplv3", "gpl", "gnu gpl3", "gnu gpl"},
        Header: `This program is free software: you can redistribute it and/or modify
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```
package cmd

func initLGPL() {
    licenses["lgpl"] = License{
        Name: "GNU Lesser General Public License",
        PossibleMatches: []string{"lgpl", "lesser gpl", "gnu lgpl"},
        Header: `This program comes free software: you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.
        This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.
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        `,
        Text: `GNU LESSER GENERAL PUBLIC LICENSE
```

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```
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    Licenses["agpl"] = License{
        Name:            "GNU Affero General Public License",
        PossibleMatches: []string{"agpl", "affero gpl", "gnu agpl"},
        Header: `This program is free software: you can redistribute it and/or modify
                    it under the terms of the GNU Affero General Public License as published by
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package cmd

func initApache2() {
    Licenses["apache"] = License{
        Name: "Apache 2.0",
        PossibleMatches: []string{"apache", "apache20", "apache 2.0", "apache2.0", "apache-2.0"},
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func initMit() {
    licenses["mit"] = License{
        Name: "MIT License",
        PossibleMatches: []string{"mit"},
        Header: `Permission is hereby granted, free of charge, to any person obtaining a copy
of this software and associated documentation files (the "Software"), to deal
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1.74 ssl-cert 1.0.39

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1.75 pyyaml 5.4
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1.76 tomcat-util-scan 8.5.57
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1.78 @babel/helper-function-name 7.12.13

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1.79 jetty-servlets 9.4.12.v20180830

1.80 @babel/parser 7.12.3
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1.81 iucode-tool 2.3.1-1

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1.89 spring-messaging 5.1.9.RELEASE

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 */

/**
 * Set the max pool size of the ThreadPoolExecutor.
 * <p><strong>NOTE:</strong> When an unbounded
 * {@link #queueCapacity(int) queueCapacity} is configured (the default), the
 * max pool size is effectively ignored. See the "Unbounded queues" strategy
* in [@link java.util.concurrent.ThreadPoolExecutor ThreadPoolExecutor] for more details.
* <p>By default this is set to [@code Integer.MAX_VALUE].
*/

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* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-jar/org/springframework/messaging/simp/stomp/ConnectionLostException.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-jar/org/springframework/messaging/MessageChannel.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-jar/org/springframework/messaging/support/AbstractSubscribableChannel.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-jar/org/springframework/messaging/handler/annotation/support/PayloadArgumentResolver.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-jar/org/springframework/messaging/simp/user/SimpSubscriptionMatcher.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-jar/org/springframework/messaging/simp/user/SimpUserRegistry.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-jar/org/springframework/messaging/converter/CompositeMessageConverter.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-jar/org/springframework/messaging/simp/user/UserDestinationResolver.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-jar/org/springframework/messaging/handler/annotation/SendTo.java
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* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/MessageHandlingException.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/support/HeaderMapper.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/support/HeaderMapper.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/support/HeaderMapper.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/support/HeaderMapper.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/handler/annotation/support/MessageHandlerMethodFactory.java

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  jar/org/springframework/messaging/handler/invocation/HandlerMethodArgumentResolverComposite.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/simp/stomp/StompEncoder.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/handler/invocation/ReactiveReturnValueHandler.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/simp/stomp/StompBrokerRelayMessageHandler.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/simp/SimpMessageHeaderAccessor.java
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  jar/org/springframework/messaging/handler/annotation/support/MethodArgumentNotValidException.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/simp/stomp/StompDecoder.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
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* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
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* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
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* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/simp/stomp/StompSession.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/tcp/reactor/ReactorNettyTcpClient.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/handler/invocation/HandlerMethodReturnValueHandlerComposite.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/simp/stomp/StompHeaderAccessor.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1-
  jar/org/springframework/messaging/simp/user/MultiServerUserRegistry.java

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jar/org/springframework/messaging/converter/AbstractMessageConverter.java
* /opt/cola/permits/1140438343_1614822643.23/0/spring-messaging-5-1-9-release-sources-1.jar/org/springframework/messaging/converter/MessageConverter.java
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Name: custompalette
Columns: 4

#
0 0 0  Index 3
65 38 30  Index 4
103 62 49  Index 6
79 73 72  Index 7
114 101 97  Index 8
208 127 100  Index 9
151 144 142  Index 10
221 207 199  Index 11
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#
0 0 0     Index 3
01234567890123456789012345678901234567890123456789012345678901234567890123456789012345678901234567890123456789012345678901234567890123456789
34567890123456789
103 62 49     Index 6
79 73 72     Index 7
114 101 97     Index 8
208 127 100     Index 9
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/java8/CommentCollectingScannerFactory.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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  zip/lombok/javac/java6/CommentCollectingScanner.java
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  zip/lombok/javac/apt/EmptyLombokFileObject.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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zip/lombok/javac/JavacTreeMaker.java
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zip/lombok/core/configuration/ConfigurationValueParser.java
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zip/lombok/core/JavaIdentifiers.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/EclipseAST.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/agent/PatchExtensionMethod.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/handlers/HandleAccessors.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/debug/DebugSnapshot.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/debug/package-info.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/handlers/HandleValue.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/handlers/HandleWither.java
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  zip/lombok/eclipse/handlers/HandleHelper.java
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  zip/lombok/javac/handlers/HandleHelper.java

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  zip/lombok/eclipse/handlers/singualars/EclipseGuavaTableSingularizer.java
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  /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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  /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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  /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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  /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/CommentInfo.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/runtimeDependencies/CreateLombokRuntimeApp.java

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  zip/lombok/eclipse/agent/PatchValEclipsePortal.java

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  zip/lombok/javac/handlers/singualars/JavaJavaUtilMapSingularizer.java
  */
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/handlers/singualars/JavaJavaUtilListSetSingularizer.java
  */
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/handlers/singualars/EclipseJavaUtilMapSingularizer.java
  */
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/handlers/EclipseSingularsRecipes.java
  */
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/Singular.java
  */
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/handlers/singualars/EclipseGuavaSingularizer.java
  */
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/handlers/EclipseSingularsRecipes.java
  */
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/handlers/singualars/EclipseGuavaSingularizer.java
  */
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-

zip/lombok/core/TestSingulars.java

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zip/lombok/eclipse/handlers/HandleNonNull.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/java6/CommentCollectingParser.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/core/configuration/ConfigurationDataType.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/java7/CommentCollectingParserFactory.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/core/LombokConfiguration.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/java8/CommentCollectingParser.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/core/configuration/ConfigurationKey.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/java7/CommentCollectingParserFactory.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/java6/CommentCollectingParserFactory.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources- zip/lombok/javac/FindTypeVarScanner.java

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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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   zip/lombok/installer/Installer.java
 * /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
   zip/lombok/installer/IdeLocationProvider.java
 * /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
   zip/lombok/core/AST.java
 * /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
   zip/lombok/installer/eclipse/STSLocationProvider.java
 * /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
   zip/lombok/installer/eclipse/EclipseProductLocationProvider.java
 * /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
   zip/lombok/installer/eclipse/EclipseLocationProvider.java
 * /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
   zip/lombok/installer/OsUtils.java
 * /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
   zip/lombok/installer/IdeLocation.java

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  zip/lombok/javac/TreeMirrorMaker.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/launch/PatchFixesHider.java
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  zip/lombok/javac/JavacASTVisitor.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/TransformEclipseAST.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/core/PrintAST.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/EclipseNode java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/JavaAnnotationHandler.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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  */opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/Getter.java
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  */opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/JavacTransformer.java
  */opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/Version.java
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  */opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/Synchronized.java
  */opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/installer/eclipse/EclipseProductLocation.java
  */opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/handlers/HandleSetter.java
  */opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/InstallerGUI.java
  */opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/InstallerGUI.java
  */opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/InstallerGUI.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/LombokTestSource.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/LombokInternalAliasing.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/handlers/HandlerUtil.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/handlers/HandlerUtil.java
Found in path(s):
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/DirectoryRunner.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/transform/TestWithDelombok.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/transform/TestSourceFiles.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/TypeLibrary.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/delombok/ant/DelombokTask.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/transform/TestLombokFilesIdempotent.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/delombok/ant/DelombokTaskImpl.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/agent/EclipsePatcher.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/TypeResolver.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/transform/TestWithEcj.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/EqualsAndHashCode.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/ToString.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/EclipseHandlerUtil.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/HandlerUtil.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources
  zip/lombok/eclipse/HandlerLibrary.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources
  zip/lombok/eclipse/package-info.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources
  zip/lombok/javac/handlers/HandlePrintAST.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources
  zip/lombok/javac/handlers/HandleSynchronized.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources
  zip/lombok/javac/handlers/HandleSneakyThrows.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources
  zip/lombok/core/handlers/package-info.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources
  zip/lombok/core/runtimeDependencies/package-info.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources
  zip/lombok/javac/handlers/HandlePrintAST.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources
  zip/lombok/javac/handlers/HandleSynchronized.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources
  zip/lombok/javac/handlers/HandleSneakyThrows.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources
  zip/lombok/javac/package-info.java
1.105 commons-lang3 3.9

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* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/websocket/WebSocketMessageBrokerSecurityBeanDefinitionParser.java
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jar/org/springframework/security/config/http/HeadersBeanDefinitionParser.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/annotation/authentication/configurers/ldap/LdapAuthenticationProviderConfigurer.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/authentication/JdbcUserServiceBeanDefinitionParser.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/annotation/authentication/configurers/CachingUserDetailsService.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/annotation/web/messaging/MessageSecurityMetadataSourceRegistry.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/Elements.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/http/PortMappingsBeanDefinitionParser.java
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* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/jar/org/springframework/security/config/authentication/UserServiceBeanDefinitionParser.java
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* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/jar/org/springframework/security/config/ldap/LdapServerBeanDefinitionParser.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/jar/org/springframework/security/config/annotation/method/configuration/Jsr250MetadataSourceConfiguration.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/jar/org/springframework/security/config/http/DefaultFilterChainValidator.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/jar/org/springframework/security/config/annotation/web/socket/AbstractSecurityWebSocketMessageBrokerConfigurer.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/jar/org/springframework/security/config/annotation/web/configurers/CorsConfigurer.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/jar/org/springframework/security/config/authentication/AuthenticationManagerBeanDefinitionParser.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/jar/org/springframework/security/config/http/SessionCreationPolicy.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/jar/org/springframework/security/config/http/HeadersConfigurer.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/jar/org/springframework/security/config/annotation/web/configurers/HeadersConfigurer.java

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jar/org/springframework/security/config/http/GrantedAuthorityDefaultsParserUtils.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-
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* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2.jar/org/springframework/security/config/annotation/method/configuration/MethodSecurityMetadataSourceAdvisorRegistrar.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2.jar/org/springframework/security/config/annotation/web/configurers/RememberMeConfigurer.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2.jar/org/springframework/security/config/annotation/method/configuration/GlobalMethodSecuritySelector.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2.jar/org/springframework/security/config/http/RememberMeBeanDefinitionParser.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2.jar/org/springframework/security/config/http/FormLoginBeanDefinitionParser.java
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* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2.jar/org/springframework/security/config/http/UrlAuthorizationConfigurer.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2.jar/org/springframework/security/config/annotation/authentication/configuration/InitializeAuthenticationProviderBeanManagerConfigurer.java

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* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/annotation/web/WebSecurityConfigurer.java
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* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/annotation/web/configurers/ExpressionUrlAuthorizationConfigurer.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/annotation/authentication/configurers/userdetails/UserDetailsServiceConfigurer.java
* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/annotation/web/servlet/configuration/EnableWebMvcSecurity.java
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* /opt/cola/permits/1110760818_1606849581.84/0/spring-security-config-4-2-13-release-sources-2-jar/org/springframework/security/config/annotation/web/configurers/RequestCacheConfigurer.java

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{ TARGET_FREEBSD_NR___acl_delete_fd, "__acl_delete_fd", "%s(%d, %d)", NULL, NULL },
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{ TARGET_FREEBSD_NR___acl_delete_link, "__acl_delete_link", "%s(\"%s\", %d)", NULL, NULL },
{ TARGET_FREEBSD_NR___acl_get_fd, "__acl_get_fd", "%s(%d, %d, %#x)", NULL, NULL },
{ TARGET_FREEBSD_NR___acl_get_file, "__acl_get_file", "%s(\"%s\", %d, %#x)", NULL, NULL },
{ TARGET_FREEBSD_NR___acl_get_link, "__acl_get_link", "%s(\"%s\", %d, %#x)", NULL, NULL },
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{ TARGET_FREEBSD_NR___syscall, "__syscall", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR___sysctl, "__sysctl", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR__umtx_op, "_umtx_op", "%s(%#x, %d, %d, %#x, %#x)", NULL, NULL },
{ TARGET_FREEBSD_NR_accept, "accept", "%s(%d,%#x,%#x)", NULL, NULL },
{ TARGET_FREEBSD_NR_access, "access", "%s("%s",%#o)", NULL, NULL },
{ TARGET_FREEBSD_NR_acct, "acct", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_adjtime, "adjtime", NULL, NULL, NULL },
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{ TARGET_FREEBSD_NR_break, "break", NULL, NULL, NULL },
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{ TARGET_FREEBSD_NR_chmod, "chmod", "%s(\"%s\",%#o)", NULL, NULL },
{ TARGET_FREEBSD_NR_chown, "chown", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_chroot, "chroot", NULL, NULL, NULL },
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{ TARGET_FREEBSD_NR_clock_gettime, "clock_gettime", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_clock_settime, "clock_settime", NULL, NULL, NULL },
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{ TARGET_FREEBSD_NR_connect, "connect", "%s(%d,%#x,%d)\n", NULL, NULL },
{ TARGET_FREEBSD_NR_dup, "dup", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_dup2, "dup2", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_eaccess, "eaccess", "%s(\"%s\",%#x)\n", NULL, NULL },
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{ TARGET_FREEBSD_NR_execlp, "execlp", "%s(\"%s\",%d)\n", NULL, NULL },
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{ TARGET_FREEBSD_NR_execvp, "execvp", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_exit, "exit", "%s(%d)\n", NULL, NULL },
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{ TARGET_FREEBSD_NR_execvp, "execvp", "%s(\"%s\", %d)\n", NULL, NULL },
{ TARGET_FREEBSD_NR_execvpe, "execvpe", "%s(\"%s\", %d, %\"%s\")", NULL, NULL },
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{ TARGET_FREEBSD_NR_gettimeofday, "gettimeofday", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_getuid, "getuid", "%s()", NULL, NULL },
{ TARGET_FREEBSD_NR_ioctl, "ioctl", NULL, print_ioctl, NULL },
{ TARGET_FREEBSD_NR_issetugid, "issetugid", "%s()", NULL, NULL },
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{ TARGET_FREEBSD_NR_lseek, "lseek", NULL, NULL, NULL },
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{ TARGET_FREEBSD_NR_shmdt, "shmdt", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_shmget, "shmget", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_shutdown, "shutdown", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_sigaction, "sigaction", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_signalstack, "signalstack", "%s(%p,%p)", NULL, NULL },
{ TARGET_FREEBSD_NR_sigsuspend, "sigsuspend", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_socket, "socket", "%s(%d,%d,%d)", NULL, NULL, NULL },
{ TARGET_FREEBSD_NR_socketpair, "socketpair", NULL, NULL, NULL },
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John R. Hauser
2018 January 20

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John R. Hauser
2018 January 20

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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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Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 715
The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas
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1.124 slf4j-log4j 1.7.26

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1.125 libdatrie 0.2.12 2

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1.133 deprecated-decorator 0.1.6

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1.134 joda-time 2.10.2

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1.136 javax-websocket-api 1.1

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1.140 jersey-hk2 2.26

1.141 spring-restdocs-core 1.1.3.RELEASE

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1.142 unist-util-position 3.1.0

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1.143 packaging 20.4

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procfs provides functions to retrieve system, kernel and process
metrics from the pseudo-filesystem proc.

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1.153 react-textarea-autosize 8.3.3

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* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/cache/annotation/Caching.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/jndi/JndiLocatorDelegate.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/config/PropertyOverrideBeanDefinitionParser.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/format/datetime/standard/YearMonthFormatter.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/format/datetime/standard/MonthDayFormatter.java
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* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/format/Printer.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/config/AbstractPropertyLoadingBeanDefinitionParser.java
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* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/config/AbstractPropertyLoadingBeanDefinitionParser.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/config/PropertyOverrideBeanDefinitionParser.java
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* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/config/PropertyOverrideBeanDefinitionParser.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/config/AbstractPropertyLoadingBeanDefinitionParser.java
jar/org/springframework/context/support/GenericXmlApplicationContext.java
* /opt/cola/permits/1173062578_1623422540.62/spring-context-5.3.8-sources.jar/org/springframework/remoting/rmi/RmiClientInterceptorUtils.java
* /opt/cola/permits/1173062578_1623422540.62/spring-context-5.3.8-sources.jar/org/springframework/cache/interceptor/CacheEvaluationContext.java
* /opt/cola/permits/1173062578_1623422540.62/spring-context-5.3.8-sources.jar/org/springframework/jmx/export/annotation/ManagedNotifications.java
* /opt/cola/permits/1173062578_1623422540.62/spring-context-5.3.8-sources.jar/org/springframework/scheduling/annotation/Schedules.java
* /opt/cola/permits/1173062578_1623422540.62/spring-context-5.3.8-sources.jar/org/springframework/context/annotation/Primary.java
* /opt/cola/permits/1173062578_1623422540.62/spring-context-5.3.8-sources.jar/org/springframework/scripting/groovy/GroovyObjectCustomizer.java
* /opt/cola/permits/1173062578_1623422540.62/spring-context-5.3.8-sources.jar/org/springframework/jndi/JndiPropertySource.java
* /opt/cola/permits/1173062578_1623422540.62/spring-context-5.3.8-sources.jar/org/springframework/instrument/classloading/weblogic/WebLogicLoadTimeWeaver.java
* /opt/cola/permits/1173062578_1623422540.62/spring-context-5.3.8-sources.jar/org/springframework/format/datetime/standard/DurationFormatter.java
* /opt/cola/permits/1173062578_1623422540.62/spring-context-5.3.8-sources.jar/org/springframework/format/datetime/standard/TemporalAccessorPrinter.java
* /opt/cola/permits/1173062578_1623422540.62/spring-context-5.3.8-sources.jar/org/springframework/format/datetime/standard/PeriodFormatter.java

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  jar/org/springframework/scheduling/annotation/AsyncConfigurerSupport.java
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  jar/org/springframework/validation/annotation/Validated.java
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  jar/org/springframework/cache/interceptor/BasicOperation.java
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  */opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-
  jar/org/springframework/context/ApplicationContext.java
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  jar/org/springframework/context/annotation/PropertySources.java
  */opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-
  jar/org/springframework/scheduling/config/ContextLifecycleScheduledTaskRegistrar.java
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 */
/**
 * Abstract the invocation of a cache operation.
 *
 * Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 * Callers are expected to handle this issue type specifically.
* @author Stephane Nicoll
* @since 4.1
*/

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* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/annotation/LoadTimeWeavingConfiguration.java
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jar/org/springframework/scheduling/concurrent/ConcurrentTaskScheduler.java
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* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/event/EventListenerMethodProcessor.java
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* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/jmx/access/MBeanClientInterceptor.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/support/SimpleThreadScope.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/support/AbstractValueAdaptingCache.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/validation/DataBinder.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/cache/concurrent/ConcurrentMapCache.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/cache/support/AbstractValueAdaptingCache.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/cache/interceptor/CacheInterceptor.java
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* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources.jar/org/springframework/context/event/AbstractApplicationContextInitializer.java
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* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources.jar/org/springframework/scheduling/TaskScheduler.java
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* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources.jar/org/springframework/context/support/ReloadableResourceBundleMessageSource.java
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* /opt/cola/permits/1173062578_1623422540.62/spring-context-5-3-8-sources-jar/org/springframework/context/event/GenericApplicationListener.java
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  jar/org/springframework/scripting/support/MethodInvokingRunnable.java
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  jar/org/springframework/context/config/AnnotationAsyncExecutionInterceptor.java
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  jar/org/springframework/context/config/LoadTimeWeaverBeanDefinitionParser.java
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* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/cache/interceptor/CacheableOperation.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/jmx/export/assembler/AbstractReflectiveMBeanInfoAssembler.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/scripting/ScriptCompilationException.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/annotation/Profile.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/scripting/naming/KeyNamingStrategy.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/support/MessageSourceAccessor.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/MessageSourceAware.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].
*<br>
*See the javadocs for WebSphere's
*<br>
/com/ibm/websphere/management/AdminServiceFactory.html">[@code AdminServiceFactory]\</a>*
* and
*<br>
/com/ibm/websphere/management/MBeanFactory.html">[@code MBeanFactory]\</a>*
*<br>
* @author Juergen Hoeller
* @author Rob Harrop
* @since 2.0.3
* @see javax.management.MBeanServer
* @see MBeanServerFactoryBean
*/

Found in path(s):
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-
jar/org/springframework/jmx/support/WebSphereMBeanServerFactoryBean.java
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jar/org/springframework/context/annotation/ConflictingBeanDefinitionException.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-
jar/org/springframework/context/ApplicationEventPublisherAware.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-
jar/org/springframework/context/annotation/ImportAware.java
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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 programatically
* 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/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/scripting/config/LangNamespaceHandler.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/format/datetime/joda/YearMonthFormatter.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/format/datetime/joda/MonthDayFormatter.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/format/datetime/joda/PeriodFormatter.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/jmx/export/annotation/ManagedResource.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/jmx/export/annotation/ManagedOperationParameter.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/jmx/export/annotation/ManagedNotification.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/jmx/export/annotation/ManagedMetric.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/context/annotation/Role.java
* /opt/cola/permits/1173062578_1623422540.62/0/spring-context-5-3-8-sources-jar/org/springframework/jmx/export/annotation/ManagedNotification.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

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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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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

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1.162 java-dogstatsd-client 2.10.3
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1.163 gnutls 3.6.7-4+deb10u7

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in
"src/lib/gssapi", including the following files:

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

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

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Found in path(s):
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/spi/MarkerFactoryBinder.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/helpers/MessageFormatter.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/IMarkerFactory.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/Marker.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/MDC.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/helpers/BasicMarkerFactory.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/helpers/NamedLoggerBase.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/helpers/FormattingTuple.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/helpers/Util.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/helpers/MarkerIgnoringBase.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/spi/StaticMarkerBinder.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/spi/LoggerFactoryBinder.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/helpers/SubstituteLogger.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/helpers/NOPMDCAdapter.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/helpers/NOPLogger.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/Logger.java
* /opt/cola/permits/1110910119_1607378188.9/0/slf4j-api-1-7-12-sources-1-jar/org/slf4j/helpers/BasicMarker.java

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

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None

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1.168 npmcli-promise-spawn 1.3.2

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1.170 prosemirror-schema-list 1.1.5

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1.171 itypes 1.2.0

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* /opt/cola/permits/1160919933_1620419761.18/0/itypes-1-2-0-1-tar-gz/itypes-1.2.0/setup.py

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Metadata-Version: 2.1
Name: itypes
Version: 1.2.0
Summary: Simple immutable types for python.
Home-page: http://github.com/PavanTatikonda/itypes
Author: Tom Christie
Author-email: tom@tomchristie.com
License: BSD
Description: # itypes

[!Build Status](https://travis-ci.org/PavanTatikonda/itypes.svg?branch=master)(https://travis-ci.org/PavanTatikonda/itypes)

Basic immutable container types for Python.

A simple implementation that's designed for simplicity over performance.

Use these in circumstances where it may result in more comprehensible code, or when you want to create custom types with restricted, immutable interfaces.

For an alternative implementation designed for performance, please see [pyrsistent](https://github.com/tobgu/pyrsistent).

### Installation

Install using `pip`: 
pip install itypes

### Instantiating dictionaries and lists.

```python
>>> import itypes
>>> d = itypes.Dict({'a': 1, 'b': 2, 'c': 3})
>>> l = itypes.List(['a', 'b', 'c'])
```

### On instantiation, nested types are coerced to immutables.

```python
>>> d = itypes.Dict({'a': 123, 'b': ['a', 'b', 'c']})
>>> d['b']
List(['a', 'b', 'c'])
```

### Assignments and deletions return new copies.

Methods: `set(key, value)` , `delete(key)`

```python
>>> d2 = d.set('c', 456)
>>> d2
Dict({'a': 123, 'b': ['a', 'b', 'c'], 'c': 456})
>>> d3 = d2.delete('a')
>>> d3
Dict({'b': ['a', 'b', 'c'], 'c': 456})
```

### Standard assignments and deletions fail.

```python
>>> d['z'] = 123
TypeError: 'Dict' object doesn't support item assignment
>>> del(d['c'])
TypeError: 'Dict' object doesn't support item deletion
```

### Nested lookups.

Method: `get_in(keys, default=None)`

```python
>>> d['b'][-1]
'c'
>>> d['b'][5]
IndexError: list index out of range
>>> d.get_in(['b', -1])
'c'
>>> d.get_in(['b', 5])
None
```

### Nested assignments and deletions.
Methods: `set_in(keys, value)`, `delete_in(keys)`

```python
>>> d2 = d.set_in(['b', 1], 'xxx')
>>> d2
Dict({'a': 123, 'b': ['a', 'xxx', 'c']})
>>> d3 = d2.delete_in(['b', 0])
>>> d3
Dict({'a': 123, 'b': ['xxx', 'c']})
```

### Equality works against standard types.

```python
>>> d = itypes.Dict({'a': 1, 'b': 2, 'c': 3})
>>> d == {'a': 1, 'b': 2, 'c': 3}
True
```

### Objects are hashable.

```python
>>> hash(d)
277752239
```

### Shortcuts for switching between mutable and immutable types.

Functions: `to_mutable(instance)`, `to_immutable(value)`

```python
>>> value = itypes.to_mutable(d)
>>> value
{'a': 123, 'b': ['a', 'b', 'c']}
>>> itypes.to_immutable(value)
Dict({'a': 123, 'b': ['a', 'b', 'c']})
```

### Subclassing.

Only private attribute names may be set on instances. Use `@property` for attribute access.

Define a `clone(self, data)` method if objects have additional state.

Example:

```python
class Configuration(itypes.Dict):
    def __init__(self, title, *args, **kwargs):
        self._title = title
        super(Configuration, self).__init__(*args, **kwargs)

    @property
def title(self):
        return self._title

    def clone(self, data):
```
return Configuration(self._title, data)

Using the custom class:

```python
>>> config = Configuration('worker-process', {'hostname': 'example.com', 'dynos': 4})
>>> config.title
'worker-process'
>>> new = config.set('dynos', 2)
>>> new
Configuration({'dynos': 2, 'hostname': 'example.com'})
>>> new.title
'worker-process'
```

### Custom immutable objects.

Subclass `itypes.Object` for an object that prevents setting public attributes.

```python
>>> class Custom(itypes.Object):
...     pass
...
Only private attribute names may be set on instances. Use `@property` for attribute access.

```python
>>> class Document(itypes.Object):
...     def __init__(self, title, content):
...         self._title = title
...         self._content = title
...     @property
...     def title(self):
...         return self._title
...     @property
...     def content(self):
...         return self._content

Using immutable objects:

```python
>>> doc = Document(title='Immutability', content='For simplicity')
>>> doc.title
'Immutability'
>>> doc.title = 'Changed'
TypeError: 'Document' object doesn't support property assignment.
```
1.172 slick 3.3.2
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1.173 @formatjs/intl 1.14.1

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* java.sun.security.ssl

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.178 netifaces 0.10.4-1+b1

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1.179 javax-el 2.2.4

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1.181 javax-annotation-api 1.3.FR

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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
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* /opt/cola/permits/1171078082_1622801803.89/0/spring-web-5-2-15-release-sources-
  jar/org/springframework/http/converter/json/SpringHandlerInstantiator.java
* /opt/cola/permits/1171078082_1622801803.89/0/spring-web-5-2-15-release-sources-
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# The table below contains both registered and (common) unregistered types.
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# identify "new" types. File extensions are also commonly used to indicate
# content languages and encodings, so choose them carefully.
#
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# The registry is at <https://www.iana.org/assignments/media-types/>.
#
# This file was retrieved from
# application/example
application/exi
# application/fastinfoset
# application/fastsoap
# application/fdt+xml
# application/fits
# application/font-sfnt
application/font-tdpfrpfr
application/font-woffwoff
# application/framework-attributes+xml
# application/geo+json
application/gml+xmlgml
application/gpx+xmlgpx
application/gxf
# application/gzip
# application/h224
# application/held+xml
# application/http
application/hyperstudiotk
# application/ibe-key-request+xml
# application/ibe-pkg-reply+xml
# application/ibe-pp-data
# application/iges
# application/im-iscomposing+xml
# application/index
# application/index.cmd
# application/index.obj
# application/index.response
# application/index.vnd
application/inkml+xmlinkml
# application/jotp
application/ipfix
# application/ipp
# application/isup
# application/its+xml
application/java-archivejar
application/java-serialized-objectser
application/java-vmclass
application/javascriptjs
# application/jose
# application/jose+json
# application/jrd+json
application/jsonjson
# application/json-patch+json
# application/json-seq
application/jsonml+jsonjsonml
# application/jwk+json
# application/jwk-set+json
# application/jwt
# application/kpml-request+xml
# application/kpml-response+xml
# application/ld+json
# application/lgr+xml
# application/link-format
# application/load-control+xml
application/lost+xml
# application/lostsync+xml
# application/lxf
application/mac-binhex40
application/mac-compactpro	
cpt
# application/macwriteii
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# application/mbms-user-service-description+xml
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# application/media_control+xml
application/mediaservercontrol+xml
# application/merge-patch+json
application/metalink+xml
application/metalink4+xml
application/mets+xml
# application/mf4
# application/mikey
application/mods+xml
# application/moss-keys
# application/moss-signature
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# application/mosskey-request
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</tr>
</thead>
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<td></td>
</tr>
<tr>
<td># application/set-payment</td>
<td></td>
</tr>
<tr>
<td>application/set-payment-initiation</td>
<td></td>
</tr>
<tr>
<td># application/set-registration</td>
<td></td>
</tr>
<tr>
<td>application/set-registration-initiation</td>
<td></td>
</tr>
<tr>
<td># application/sgml</td>
<td></td>
</tr>
<tr>
<td>application/shf+xml</td>
<td></td>
</tr>
<tr>
<td># application/sieve</td>
<td></td>
</tr>
<tr>
<td># application/simple-filter+xml</td>
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<td># application/simple-message-summary</td>
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<td># application/slate</td>
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<td># application/smil</td>
<td></td>
</tr>
<tr>
<td>application/smil+xml</td>
<td></td>
</tr>
<tr>
<td># application/smp-te336m</td>
<td></td>
</tr>
<tr>
<td># application/soap+fastinfoset</td>
<td></td>
</tr>
<tr>
<td># application/soap+xml</td>
<td></td>
</tr>
<tr>
<td>application/sparql-query</td>
<td></td>
</tr>
<tr>
<td>application/sparql-results+xml</td>
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* /opt/cola/permits/1171078082_1622801803.89/0/spring-web-5-2-15-release-sources-jar/org/springframework/web/context/request/RequestContextListener.java
* /opt/cola/permits/1171078082_1622801803.89/0/spring-web-5-2-15-release-sources-jar/org/springframework/web/bind/annotation/SessionAttributes.java
* /opt/cola/permits/1171078082_1622801803.89/0/spring-web-5-2-15-release-sources-jar/org/springframework/web/util/HttpSessionMutexListener.java
* /opt/cola/permits/1171078082_1622801803.89/0/spring-web-5-2-15-release-sources-jar/org/springframework/web/server/WebFilterChain.java
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jar/org/springframework/http/converter/HttpMessageNotWritableException.java
* /opt/cola/permits/1171078082_1622801803.89/0/spring-web-5-2-15-release-sources-
jar/org/springframework/http/client/AbstractClientHttpRequestFactoryWrapper.java
* /opt/cola/permits/1171078082_1622801803.89/0/spring-web-5-2-15-release-sources-
jar/org/springframework/web/bind/annotation/RequestMethod.java
* /opt/cola/permits/1171078082_1622801803.89/0/spring-web-5-2-15-release-sources-
jar/org/springframework/web/context/request/DestructionCallbackBindingListener.java
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jar/org/springframework/web/method/annotation/AbstractWebArgumentResolverAdapter.java
* /opt/cola/permits/1171078082_1622801803.89/0/spring-web-5-2-15-release-sources-jar/org/springframework/web/server/session/InMemoryWebSessionStore.java
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* /opt/cola/permits/1171078082_1622801803.89/0/spring-web-5-2-15-release-sources-jar/org/springframework/web/context/support/AnnotationConfigWebApplicationContext.java

1.183 pyasn1-modules 0.2.8

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1.185 protobuf-java 2.6.0

1.186 urllib3 1.24.3
1.187 which 2.0.2

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1.188 types-koa-compose 3.2.5

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1.190 json-c 0.12.1+ds-2+deb10u1

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* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/target/LazyInitTargetSource.java
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* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/support/DynamicMethodMatcherPointcut.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1--
<table>
<thead>
<tr>
<th>File Path</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>jar/org/springframework/aop/target/HotSwappableTargetSource.java</td>
<td>Source code for HotSwappableTargetSource, a target source in Spring AOP.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/framework/AopProxy.java</td>
<td>Additional source code for AopProxy, a key component in Spring AOP.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/framework/ProxyConfig.java</td>
<td>Configuration and management of proxies.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/support/AbstractGenericPointcutAdvisor.java</td>
<td>Supports generic pointcut advisors.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/support/DefaultBeanFactoryPointcutAdvisor.java</td>
<td>Provides default behavior for bean factory pointcut advisors.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/support/DelegatingIntroductionInterceptor.java</td>
<td>Interception logic for advice.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/support/ExposeBeanNameAdvisors.java</td>
<td>Exposes bean names for advice.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/support/StaticMethodMatcherPointcut.java</td>
<td>Matches static methods.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/support/JdkRegexpMethodPointcut.java</td>
<td>Matches methods using regular expressions.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/framework/ConfigBeanDefinitionParser.java</td>
<td>Parses and configures Spring beans.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/framework/autoproxy/ProxyCreationContext.java</td>
<td>Manages proxy creation contexts.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/framework/autoproxy/ProxyFactory.java</td>
<td>Facilitates proxy creation.</td>
</tr>
<tr>
<td>* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/framework/autoproxy/TargetSourceCreator.java</td>
<td>Creates target sources.</td>
</tr>
</tbody>
</table>

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* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
  jar/org/springframework/aop/TrueMethodMatcher.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
  jar/org/springframework/aop/aspectj/AspectJAfterAdvice.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
  jar/org/springframework/aop/aspectj/AspectJMethodBeforeAdvice.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
  jar/org/springframework/aop/aspectj/annotation/AspectJAdvisorFactory.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
  jar/org/springframework/aop/framework/autoproxy/AutoProxyUtils.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
  jar/org/springframework/aop/framework/autoproxy/target/QuickTargetSourceCreator.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
  jar/org/springframework/aop/framework/support/Pointcuts.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
  jar/org/springframework/aop/framework/support/MethodMatchers.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
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* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
  jar/org/springframework/aop/framework/AbstractPoolingTargetSource.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
  jar/org/springframework/aop/framework/ObjectProxy.java
*/
jar/org/springframework/aop/target/CommonsPoolTargetSource.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/ProxyMethodInvocation.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/framework/ReflectiveMethodInvocation.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/framework/DefaultAopProxyFactory.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/framework/AbstractSingletonProxyFactoryBean.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/aspectj/AspectJAroundAdvice.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/aspectj/autoproxy/AbstractBeanFactoryAwareAdvisingPostProcessor.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/aspectj/autoproxy/AspectJPrecedenceComparator.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/aspectj/annotation/PrototypeAspectInstanceFactory.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/aspectj/AspectJAfterThrowingAdvice.java
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jar/org/springframework/aop/aspectj/autoproxy/AspectJAwareAdvisorAutoProxyCreator.java
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jar/org/springframework/aop/aspectj/AspectJWeaverMessageHandler.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
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* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
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jar/org/springframework/aop/support/ClassFilters.java
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jar/org/springframework/aop/support/annotation/AnnotationClassFilter.java
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* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-
jar/org/springframework/aop/config/AbstractInterceptorDrivenBeanDefinitionDecorator.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/support/AbstractBeanFactoryPointcutAdvisor.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/target/dynamic/AbstractRefreshableTargetSource.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/aopalliance/intercept/ConstructorInterceptor.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/aopalliance/intercept/Invocation.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/aspectj/annotation/BeanFactoryAspectInstanceFactory.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/interceptor/AsyncExecutionInterceptor.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/framework/ProxyFactory.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/aspectj/annotation/SingletonMetadataAwareAspectInstanceFactory.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/aspectj/AspectJExpressionPointcut.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/aopalliance/intercept/MethodInvocation.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/aopalliance/intercept/Interceptor.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/aopalliance/intercept/MethodInterceptor.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/aspectj/annotation/LazySingletonAspectInstanceFactoryDecorator.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/aspectj/annotation/BeanFactoryAspectJAdvisorsBuilder.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1-jar/org/springframework/aop/aspectj/Annotation/AspectJAfterReturningAdvice.java
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/* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1.jar/org/springframework/aop/framework/autoproxy/target/AbstractBeanFactoryBasedTargetSourceCreator.java */
/* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1.jar/org/springframework/aop/aspectj/annotation/AbstractAspectJAdvisorFactory.java */
/* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1.jar/org/springframework/aop/aspectj/annotation/AspectJProxyFactory.java */
/* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1.jar/org/springframework/aop/aspectj/AbstractAspectJAdvisorFactory.java */
/* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1.jar/org/springframework/aop/aspectj/annotation/AspectJProxyFactory.java */
/* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1.jar/org/springframework/aop/aspectj/AbstractAspectJAdvisorFactory.java */
/* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1.jar/org/springframework/aop/aspectj/annotation/AspectJProxyFactory.java */
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* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1.jar/org/springframework/aop/support/NameMatchMethodPointcutAdvisor.java
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* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1.jar/org/springframework/aop/ClassFilter.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1.jar/org/springframework/aop/RawTargetAccess.java
* /opt/cola/permits/1110923475_1606873503.74/0/spring-aop-4-3-22-release-sources-1.jar/org/springframework/aop/config/AspectComponentDefinition.java
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1.199 is-cidr 4.0.2

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1.200 spring-hateoas 0.25.0.RELEASE

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1.201 sphinx 1.7.2

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1.202 spring-beans 5.1.9.RELEASE

1.203 batik-dom 1.12

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### 1.204 fbjs 0.8.17

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### 1.205 spring-boot-actuator-autoconfigure

#### 2.4.5

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1.208 jersey-spring 1.17

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1.209 libmodule-runtime-perl 0.016-1

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=head1 BUGS

On Perl versions 5.7.2 to 5.8.8, if C<require> is overridden by the C<CORE::GLOBAL> mechanism, it is likely to break the heuristics used by L<use_package_optimistically>, making it signal an error for a missing module rather than assume that it was already loaded. From Perl 5.8.9 onwards, and on 5.7.1 and earlier, this module can avoid being confused by such an override. On the affected versions, a C<require> override might be installed by L<Lexical::SealRequireHints>, if something requires its bugfix but for some reason its XS implementation isn't available.
NAME

Module::Runtime - runtime module handling

DESCRIPTION

The functions exported by this module deal with runtime handling of Perl modules, which are normally handled at compile time. This module avoids using any other modules, so that it can be used in low-level infrastructure.

The parts of this module that work with module names apply the same syntax that is used for barewords in Perl source. In principle this syntax can vary between versions of Perl, and this module applies the syntax of the Perl on which it is running. In practice the usable syntax hasn't changed yet. There's some intent for Unicode module names to be supported in the future, but this hasn't yet amounted to any consistent facility.

The functions of this module whose purpose is to load modules include workarounds for three old Perl core bugs regarding "require". These workarounds are applied on any Perl version where the bugs exist, except for a case where one of the bugs cannot be adequately worked around in pure Perl.

INSTALLATION

perl Build.PL
AUTHOR

Andrew Main (Zefram) <zefram@fysh.org>

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  0.016/README

1.210 example-async-rest-webapp
9.4.12.v20180830

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* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-jar/org/eclipse/jetty/util/resource/JarFileResource.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-jar/org/eclipse/jetty/util/log/LoggerLog.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-jar/org/eclipse/jetty/util/PathWatcher.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-jar/org/eclipse/jetty/util/InetAddressSet.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-jar/org/eclipse/jetty/util/TreeTrie.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-jar/org/eclipse/jetty/util/resource/FileResource.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-jar/org/eclipse/jetty/util/annotation/ManagedOperation.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-jar/org/eclipse/jetty/util/component/FileDestroyable.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-jar/org/eclipse/jetty/util/DeprecationWarning.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-jar/org/eclipse/jetty/util/DeprecationWarning.java
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jar/org/eclipse/jetty/util/UrlEncoded.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/BufferUtil.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/thread/strategy/ExecuteProduceConsume.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/security/CertificateUtils.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/component/package-info.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/resource/PathResource.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/LazyList.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/MultiPartInputStreamParser.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/MemoryUtils.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/Loader.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/CompletableCallback.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/container/LifeCycle.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/resource/Resource.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/resource/BadResource.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/component/AbstractLifeCycle.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/resource/ResourceFactory.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/preventers/Java2DLeakPreventer.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/preventers/DOMLeakPreventer.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/log/Logger.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/preventers/Java2DLeakPreventer.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/preventers/DOMLeakPreventer.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/log/Logger.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/preventers/Java2DLeakPreventer.java
* /opt/cola/permits/1003166632_1606872512.03/0/jetty-util-9-4-6-v20170531-sources-
jar/org/eclipse/jetty/util/preventers/DOMLeakPreventer.java
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 * @(#)UnixCrypt.java 0.9 96/11/25
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/**
 * @param c Data constrain indicator: 0=DC+NONE, 1=DC_INTEGRAL &amp;
 *            2=DC_CONFIDENTIAL
 */

/**
 * @return Data constrain indicator: 0=DC+NONE, 1=DC_INTEGRAL &amp;
 *            2=DC_CONFIDENTIAL
 */

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/**
 * Utf8 Appendable abstract base class
 *
 * This abstract class wraps a standard {@link java.lang.Appendable} and provides methods to append UTF-8
 * encoded bytes, that are converted into characters.
 *
 * This class is stateful and up to 4 calls to {@link #append(byte)} may be needed before state a character is
 * appended to the string buffer.
 *
 * The UTF-8 decoding is done by this class and no additional buffers or Readers are used. The UTF-8 code was
 * inspired by
 *
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 *
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jar/org/eclipse/jetty/util/Utf8Appendable.java

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jar/nl/jqno/equalsverifier/EqualsVerifier.java
* /opt/cola/permits/1141297223_1614968860.1/0/equalsverifier-2-2-1-sources-1-
jar/nl/jqno/equalsverifier/FieldsChecker.java

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* /opt/cola/permits/1141297223_1614968860.1/0/equalsverifier-2-2-1-sources-1-jar/nl/jqno/equalsverifier/internal/exceptions/MessagingException.java
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* /opt/cola/permits/1141297223_1614968860.1/0/equalsverifier-2-2-1-sources-1-jar/nl/jqno/equalsverifier/AbstractDelegationChecker.java
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  jar/nl/jqno/equalsverifier/internal/ConditionalInstantiator.java
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* /opt/cola/permits/1141297223_1614968860.1/0/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/exceptions/ReflectionException.java
  /opt/cola/permits/1141297223_1614968860.1/0/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/exceptions/AssertionException.java
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* /opt/cola/permits/1141297223_1614968860.1/0/equalsverifier-2-2-1-sources-1-jar/nl/jqno/equalsverifier/internal/SuperclassIterable.java
* /opt/cola/permits/1141297223_1614968860.1/0/equalsverifier-2-2-1-sources-1-jar/nl/jqno/equalsverifier/CachedHashCodeInitializer.java
* /opt/cola/permits/1141297223_1614968860.1/0/equalsverifier-2-2-1-sources-1-jar/nl/jqno/equalsverifier/internal/annotations/NonnullAnnotationChecker.java
* /opt/cola/permits/1141297223_1614968860.1/0/equalsverifier-2-2-1-sources-1-jar/nl/jqno/equalsverifier/internal/annotations/AnnotationProperties.java
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* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/CollectionFactory.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/ReflectiveGuavaTableFactory.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/ReflectiveCollectionFactory.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/ReflectiveCollectionCopyFactory.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/ReflectiveGenericContainerFactory.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/Cache.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/PrefabValues.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/ReflectiveEnumMapFactory.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/PrefabValueFactory.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/SimpleFactory.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/TypeTag.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/FactoryCache.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/AbstractReflectiveGenericFactory.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/FallbackFactory.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/ReflectionFactory.java
* /opt/cola/permits/1141297223_1614968860.1/equalsverifier-2-2-1-sources-1-
  jar/nl/jqno/equalsverifier/internal/prefabvalues/factories/ReflectionFactory.java
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   jar/nl/jqno/equalsverifier/internal/annotations/Annotation.java
 * /opt/cola/permits/1141297223_1614968860.1/0/equalsverifier-2-2-1-sources-1-
   jar/nl/jqno/equalsverifier/internal/annotations/SupportedAnnotations.java

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   jar/nl/jqno/equalsverifier/Warning.java

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1.219 akka-actor_2.13 2.6.8
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 * Scala implementation of UUIDComparator in
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```

Found in path(s):
* /opt/cola/permits/1202009832_1631375520.78/0/akka-actor-2-13-2-6-8-sources-2-
  jar/akka/util/UUIDComparator.scala

1.220 pycryptodome 3.9.9
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1.222 is-what 3.2.4

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1.223 config 1.3.2

1.224 xstream 1.4.16
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/binary/BinaryStreamWriter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/KXml2Driver.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/ValueRangeConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/JapaneseDateConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/WeekFieldsConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/MinguoDateConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/AbstractChronoLocalDateConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/naming/StaticNameCoder.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/naming/NoNameCoder.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/naming/NameCoderWrapper.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/mapper/AnnotationConfiguration.java
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jar/com/thoughtworks/xstream/security/InterfaceTypePermission.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-core-1.4-16-sources.jar/com/thoughtworks/xstream/core/ReferenceByIdMarshallingStrategy.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/KXml2DomDriver.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXppDomDriver.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/Xpp3DomDriver.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources.jar/com/thoughtworks/xstream/io/xml/XppDomWriter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources.jar/com/thoughtworks/xstream/io/xml/XppDomReader.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources.jar/com/thoughtworks/xstream/io/path/PathTracker.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
+ jar/com/thoughtworks/xstream/io/copy/HierarchicalStreamCopier.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
+ jar/com/thoughtworks/xstream/converters/reflection/SunLimitedUnsafeReflectionProvider.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
+ jar/com/thoughtworks/xstream/converters/collections/CollectionConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-Jar/com/thoughtworks/xstream/io/xml/XomDriver.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/ReferenceByXPathMarshallingStrategy.java

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/mapper/LocalConversionMapper.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/AbstractReferenceUnmarshaller.java
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* com.thoughtworks.xstream.converters.reflection.
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/util/SelfStreamingInstanceChecker.java
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  jar/com/thoughtworks/xstream/core/ReferenceByXPathMarshaller.java
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  jar/com/thoughtworks/xstream/security/PrimitiveTypePermission.java
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  jar/com/thoughtworks/xstream/converters/extended/TextAttributeConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/collections/TreeMapConverter.java
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  jar/com/thoughtworks/xstream/core/JVM.java
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jar/com/thoughtworks/xstream/core/MapBackedDataHolder.java
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jar/com/thoughtworks/xstream/io/json/JettisonStaxWriter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/LocalDateTimeConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/OffsetDateTimeConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/LocalDateConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/LocalTimeConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonMapConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonCollectionConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonMapConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonCollectionConverter.java
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jar/com/thoughtworks/xstream/converters/reflection/XStream12FieldKeySorter.java
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jar/com/thoughtworks/xstream/core/util/OrderRetainingMap.java
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jar/com/thoughtworks/xstream/converters/SingleValueConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1.4.16-sources-
Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/OffsetTimeConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/YearConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/YearMonthConverter.java
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jar/com/thoughtworks/xstream/mapper/CachingMapper.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/basic/DoubleConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/basic/ShortConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/basic/CharConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/NullPermission.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/ArrayTypePermission.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/NoPermission.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/WildcardTypePermission.java

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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources.jar/com/thoughtworks/xstream/converters/extended/ToStringConverter.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources.jar/com/thoughtworks/xstream/io/xml/StandardStaxDriver.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources.jar/com/thoughtworks/xstream/mapper/AttributeAliasingMapper.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/ReferenceByXPathUnmarshaller.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/reflection/Sun14ReflectionProvider.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/basic/IntConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/basic/BooleanConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/io/xml/XmlFriendlyReplacer.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/MarshallingStrategy.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/mapper/XStream11XmlFriendlyMapper.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/converters/extended/JavaFieldConverter.java
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 * Created on 08. January 2016 by Joerg Schaible, factored out from FieldAliasingMapper.
Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/mapper/ElementIgnoringMapper.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/io/xml/xppdom/XppFactory.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/core/util/CompositeClassLoader.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/io/xml/AbstractDocumentWriter.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/core/util/PresortedSet.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/converters/reflection/SerializableConverter.java
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* Created on 13. June 2006 by Guilherme Silveira
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/persistence/XmlMap.java

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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/ConverterMatcher.java

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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdMarshaller.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdUnmarshaller.java

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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/HijrahDateConverter.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/reflection/ImmutableFieldKeySorter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldKeySorter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldKey.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/persistence/FilePersistenceStrategy.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/extended/StackTraceElementFactory15.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/extended/NamedArrayConverter.java
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  jar/com/thoughtworks/xstream/io/xml/Dom4JReader.java

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/JDom2Writer.java
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A SAX parser that acts as an XStream to enable direct generation of a SAX event flow from the XStream serialization of a list of list of Java objects.

As a custom SAX parser, this class ignores the arguments of the two standard parse methods (parse(String) and parse(InputSource)) but relies on a proprietary SAX property to define the list of objects to serialize.

Configuration of this SAX parser is achieved through the standard property mechanism. While specific setter methods require direct access to the parser instance, SAX properties support configuration settings to be propagated through a chain of XMLFilter filters down to the underlying parser object.

This mechanism shall be used to configure the objects to be serialized as well as the XStream facade.

Sets the value of a property.

The property name is any fully-qualified URI. It is possible for an XMLReader to recognize a property name but to be unable to set its value.

XML Readers are not required to recognize setting any specific property names, though a core set is provided with SAX2.

Some property values may be immutable or mutable only in specific contexts, such as before, during, or after a parse.
This method is also the standard mechanism for setting extended handlers.<p></p>

**Note**: This implementation only supports two (proprietary) properties: `#CONFIGURED_XSTREAM_PROPERTY` and `#SOURCE_OBJECT_LIST_PROPERTY`.<p></p>

- **@param name** the property name, which is a fully-qualified URI.<br>
- **@param value** the requested value for the property.<br>
- **@throws SAXNotRecognizedException** when the XMLReader does not recognize the property name.<br>
- **@throws SAXNotSupportedException** when the XMLReader recognizes the property name but cannot set the requested value.<br>
- **@see #getProperty</p></p>

/**
* Parses an XML document from a system identifier (URI).
*<p>
* This method is a shortcut for the common case of reading a document from a system identifier. It is the exact equivalent of the following:<p></p>
*<blockquote>
*    parse(new InputSource(systemId));
*  </blockquote>
*<p>
* If the system identifier is a URL, it must be fully resolved by the application before it is passed to the parser.</p></p>

**Note**: As a custom SAX parser, this class ignores the `systemId` argument of this method and relies on the proprietary SAX property `#SOURCE_OBJECT_LIST_PROPERTY`) to define the list of objects to serialize.<p></p>

- **@param systemId** the system identifier (URI).<br>
- **@throws SAXException** Any SAX exception, possibly wrapping another exception.<br>
- **@see #parse(org.xml.sax.InputSource)</p></p>
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  jar/com/thoughtworks/xstream/converters/javabean/ComparingPropertySorter.java
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* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
  jar/com/mongodb/BasicDBObject.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
  jar/com/mongodb/connection/ChangeEvent.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
  jar/com/mongodb/connection/BaseQueryMessage.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
  jar/com/mongodb/connection/AsynchronousSocketChannelStreamFactory.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
  jar/com/mongodb/client/model/IndexOptionDefaults.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
  jar/com/mongodb/client/model/Accumulators.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
  jar/com/mongodb/operation/CommandResultCodecProvider.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
  jar/com/mongodb/internal/connection/SniSslHelper.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
  jar/com/mongodb/client/model/CreateViewOptions.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
  jar/com/mongodb/diagnostics/logging/package-info.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
  jar/com/mongodb/connection/ReplyHeader.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/client/model/Facet.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/client/model/WriteRequest.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/operation/ListCollectionsOperation.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/connection/ElementExtendingBsonWriter.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/async/SingleResultCallback.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/operation/UpdateUserOperation.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/function/Function.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/connection/ResponseBuffers.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/connection/CompressedHeader.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/connection/DefaultAuthenticator.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/connection/KillCursorsMessage.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/internal/operation/SyncOperations.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/connection/InternalConnectionFactory.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/client/model/Aggregates.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/connection/ClusterClock.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/diagnostics/logging/Loggers.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/binding/package-info.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/DBObjectCodecProvider.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/event/CommandListenerMulticaster.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/assertions/Assertions.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/operation/MapReduceHelper.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/bulk/IndexRequest.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/selector/CompositeServerSelector.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1.jar/com/mongodb/connection/ClusterSettings.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 1422
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 1430
jar/com/mongodb/operation/ChangeStreamOperation.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/operation/FsyncUnlockOperation.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/client/model/geojson/CoordinateReferenceSystem.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/connection/X509Authenticator.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/connection/Connection.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/client/model/InsertManyOptions.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/bulk/BulkWriteResult.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/client/model/geojson/LineStringCodec.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/MongoSocketException.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/DBObjectFactory.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/client/model/ValidationOptions.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/client/model/geojson/MultiPoint.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/AuthenticationMechanism.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/client/model/IndexModel.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/connection/CommandResultBaseCallback.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/event/ServerClosedEvent.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/operation/MapReduceBatchCursor.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/connection/Server.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/client/model/geojson/codecs/GeometryCodec.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/event/ServerListenerAdapter.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/client/model/geojson/codecs/LineStringCodec.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/operation/CurrentOpOperation.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/connection/InternalStreamConnection.java
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
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*/
/*
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* Expert Group and released to the public domain, as explained at
* http://creativecommons.org/publicdomain/zero/1.0/
*/
/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *<p>The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 *
 * This method acts as bridge between array-based and collection-based
 * APIs.
 *
 * @return an array containing all of the elements in this deque
 */

Found in path(s):
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
jar/com/mongodb/internal/connection/ConcurrentLinkedDeque.java
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Found in path(s):
* /opt/cola/permits/1141560742_1615013363.92/0/mongodb-driver-core-3-7-0-sources-1-
1.234 spring-cloud-netflix-archaius
2.2.2.RELEASE
1.234.1 Available under license:
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1.235 tweetnacl 0.14.5
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1.236 tail v1.0.1-0.20180327235535-c43482518d41

1.236.1 Available under license:

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1.237 libwww-robotrules-perl 6.02-1

1.237.1 Available under license:

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# Bender: "Well, I don't have anything else
# planned for today. Let's get drunk!"

=head1 NAME

WWW::RobotRules - database of robots.txt-derived permissions

=head1 SYNOPSIS

use WWW::RobotRules;
my $rules = WWW::RobotRules->new('MOMspider/1.0');

use LWP::Simple qw(get);

{
    my $url = "http://some.place/robots.txt";
    my $robots_txt = get $url;
    $rules->parse($url, $robots_txt) if defined $robots_txt;
}

{
    my $url = "http://some.other.place/robots.txt";
    my $robots_txt = get $url;
    $rules->parse($url, $robots_txt) if defined $robots_txt;
}

# Now we can check if a URL is valid for those servers
# whose "robots.txt" files we've gotten and parsed:
if($rules->allowed($url)) {
    $c = get $url;
    ...
}

=head1 DESCRIPTION

This module parses F\texttt{/robots.txt} files as specified in
"A Standard for Robot Exclusion", at
\texttt{http://www.robotstxt.org/wc/norobots.html}.
Webmasters can use the F\texttt{/robots.txt} file to forbid conforming
robots from accessing parts of their web site.

The parsed files are kept in a WWW::RobotRules object, and this object provides methods to check if access to a given URL is prohibited. The same WWW::RobotRules object can be used for one or more parsed F</robots.txt> files on any number of hosts.

The following methods are provided:

=over 4
=item $rules = WWW::RobotRules-&gt;new($robot_name)
This is the constructor for WWW::RobotRules objects. The first argument given to new() is the name of the robot.

=item $rules-&gt;parse($robot_txt_url, $content, $fresh_until)
The parse() method takes as arguments the URL that was used to retrieve the F</robots.txt> file, and the contents of the file.

=item $rules-&gt;allowed($uri)
Returns TRUE if this robot is allowed to retrieve this URL.

=item $rules-&gt;agent($[name])
Get/set the agent name. NOTE: Changing the agent name will clear the robots.txt rules and expire times out of the cache.
=back

=head1 ROBOTS.TXT

The format and semantics of the "robots.txt" file are as follows (this is an edited abstract of <http://www.robotstxt.org/wc/norobots.html>):

The file consists of one or more records separated by one or more blank lines. Each record contains lines of the form

<field-name>: <value>

The field name is case insensitive. Text after the '#' character on a line is ignored during parsing. This is used for comments. The following <field-names> can be used:

=over 3
The value of this field is the name of the robot the record is describing access policy for. If more than one User-Agent field is present the record describes an identical access policy for more than one robot. At least one field needs to be present per record. If the value is "*", the record describes the default access policy for any robot that has not matched any of the other records.

The User-Agent fields must occur before the Disallow fields. If a record contains a User-Agent field after a Disallow field, that constitutes a malformed record. This parser will assume that a blank line should have been placed before that User-Agent field, and will break the record into two. All the fields before the User-Agent field will constitute a record, and the User-Agent field will be the first field in a new record.

The value of this field specifies a partial URL that is not to be visited. This can be a full path, or a partial path; any URL that starts with this value will not be retrieved.

Unrecognized records are ignored.

The following example "/robots.txt" file specifies that no robots should visit any URL starting with "/cyberworld/map/" or "/tmp/":

User-agent: *
Disallow: /cyberworld/map/ # This is an infinite virtual URL space
Disallow: /tmp/ # these will soon disappear

This example "/robots.txt" file specifies that no robots should visit any URL starting with "/cyberworld/map/", except the robot called "cybermapper":

User-agent: *
Disallow: /cyberworld/map/ # This is an infinite virtual URL space

# Cybermapper knows where to go.
User-agent: cybermapper
Disallow:
This example indicates that no robots should visit this site further:

```
# go away
User-agent: *
Disallow: /
```

This is an example of a malformed robots.txt file.

```
# robots.txt for ancientcastle.example.com
# I've locked myself away.
User-agent: *
Disallow: /
# The castle is your home now, so you can go anywhere you like.
User-agent: Belle
Disallow: /west-wing/ # except the west wing!
# It's good to be the Prince...
User-agent: Beast
Disallow:
```

This file is missing the required blank lines between records. However, the intention is clear.

=head1 SEE ALSO

L<LWP::RobotUA>, L<WWW::RobotRules::AnyDBM_File>

=head1 COPYRIGHT

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Found in path(s):
* /opt/cola/permits/1141297419_1614968609.26/0/libwww-robotrules-perl-6-02-orig-1-tar-gz/WWW-RobotRules-6.02/lib/WWW/RobotRules.pm
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license: perl

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* /opt/cola/permits/1141297419_1614968609.26/0/libwww-robotrules-perl-6-02-orig-1-tar-gz/WWW-RobotRules-6.02/META.yml
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NAME

WWW::RobotRules - database of robots.txt-derived permissions
SYNOPSIS

use WWW::RobotRules;
my $rules = WWW::RobotRules->new('MOMspider/1.0');

use LWP::Simple qw(get);

{
  my $url = "http://some.place/robots.txt";
  my $robots_txt = get $url;
  $rules->parse($url, $robots_txt) if defined $robots_txt;
}

{
  my $url = "http://some.other.place/robots.txt";
  my $robots_txt = get $url;
  $rules->parse($url, $robots_txt) if defined $robots_txt;
}

# Now we can check if a URL is valid for those servers
# whose "robots.txt" files we've gotten and parsed:
if($rules->allowed($url)) {
  $c = get $url;
  ...
}

DESCRIPTION

This module parses /robots.txt files as specified in "A Standard for
Webmasters can use the /robots.txt file to forbid conforming robots from
accessing parts of their web site.

The parsed files are kept in a WWW::RobotRules object, and this object
provides methods to check if access to a given URL is prohibited. The
same WWW::RobotRules object can be used for one or more parsed
/robots.txt files on any number of hosts.

The following methods are provided:

$rules = WWW::RobotRules->new($robot_name)
  This is the constructor for WWW::RobotRules objects. The first
  argument given to new() is the name of the robot.

$rules->parse($robot_txt_url, $content, $fresh_until)
  The parse() method takes as arguments the URL that was used to
  retrieve the /robots.txt file, and the contents of the file.

$rules->allowed($uri)
Returns TRUE if this robot is allowed to retrieve this URL.

(rules->agent([$name]))

Get/set the agent name. NOTE: Changing the agent name will clear the robots.txt rules and expire times out of the cache.

ROBOTS.TXT

The format and semantics of the "robots.txt" file are as follows (this is an edited abstract of <http://www.robotstxt.org/wc/norobots.html>):

The file consists of one or more records separated by one or more blank lines. Each record contains lines of the form

<field-name>: <value>

The field name is case insensitive. Text after the '#' character on a line is ignored during parsing. This is used for comments. The following <field-names> can be used:

User-Agent
The value of this field is the name of the robot the record is describing access policy for. If more than one *User-Agent* field is present the record describes an identical access policy for more than one robot. At least one field needs to be present per record. If the value is '*', the record describes the default access policy for any robot that has not matched any of the other records.

The *User-Agent* fields must occur before the *Disallow* fields. If a record contains a *User-Agent* field after a *Disallow* field, that constitutes a malformed record. This parser will assume that a blank line should have been placed before that *User-Agent* field, and will break the record into two. All the fields before the *User-Agent* field will constitute a record, and the *User-Agent* field will be the first field in a new record.

Disallow
The value of this field specifies a partial URL that is not to be visited. This can be a full path, or a partial path; any URL that starts with this value will not be retrieved

Unrecognized records are ignored.

ROBOTS.TXT EXAMPLES

The following example "robots.txt" file specifies that no robots should visit any URL starting with "/cyberworld/map/" or "/tmp/" :

User-agent: *
Disallow: /cyberworld/map/ # This is an infinite virtual URL space
Disallow: /tmp/ # these will soon disappear

This example "/robots.txt" file specifies that no robots should visit any URL starting with "/cyberworld/map/", except the robot called "cybermapper":

User-agent: *
Disallow: /cyberworld/map/ # This is an infinite virtual URL space

# Cybermapper knows where to go.
User-agent: cybermapper
Disallow:

This example indicates that no robots should visit this site further:

# go away
User-agent: *
Disallow: /

This is an example of a malformed robots.txt file.

# robots.txt for ancientcastle.example.com
# I've locked myself away.
User-agent: *
Disallow: /
# The castle is your home now, so you can go anywhere you like.
User-agent: Belle
Disallow: /west-wing/ # except the west wing!
# It's good to be the Prince...
User-agent: Beast
Disallow:

This file is missing the required blank lines between records. However, the intention is clear.

SEE ALSO
LWP::RobotUA, WWW::RobotRules::AnyDBM_File

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1.248 rt-ha 2.3.0

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1.251 contextlib2 0.5.5
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

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

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

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1.252 isc-dhcp 4.4.1-2+deb10u1

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  jar/org/hibernate/validator/cfg/context/TypeTarget.java
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-
  jar/org/hibernate/validator/cfg/defs/LengthDef.java
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-
  jar/org/hibernate/validator/cfg/defs/MaxDef.java
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-
  jar/org/hibernate/validator/internal/metadata/aggregated/PropertyMetaData.java
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-
  jar/org/hibernate/validator/internal/metadata/aggregated/rule/OverridingMethodMustNotAlterParameterConstraints.j
  ava
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-
  jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForCollection.java
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-
  jar/org/hibernate/validator/internal/engine/ValidatorFactoryImpl.java
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-
  jar/org/hibernate/validator/internal/engine/messageinterpolation/el/SimpleELContext.java
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  jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/BeginState.java
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  jar/org/hibernate/validator/cfg/context/ConstructorConstraintMappingContextImpl.java
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-
  jar/org/hibernate/validator/internal/util/privilegedactions/GetMethods.java
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-
  jar/org/hibernate/validator/internal/cfg/context/ConstructorConstraintMappingContextImpl.java
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-
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 */

/**
 * 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.
 * 
 * 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> 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], By default, [@code arg0], [@code arg1] etc.
 * will be used as parameter names.
 */

<pre>
@ParameterScriptAssert(script = "arg0.before(arg1)", lang = "javascript")
public void createEvent(Date start, Date end) { ... }
</pre>

* Can be specified on any method or constructor.
*/
* @author Gunnar Morling
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5.2.5-final-sources-jar/org/hibernate/validator/constraints/ParameterScriptAssert.java
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* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5.2.5-final-sources-jar/org/hibernate/validator/cfg/context/package.html
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5.2.5-final-sources-jar/org/hibernate/validator/internal/metadata/provider/package.html
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5.2.5-final-sources-jar/org/hibernate/validator/group/package.html
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5.2.5-final-sources-jar/META-INF/validation-configuration-1.1.xsd
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5.2.5-final-sources-jar/org/hibernate/validator/internal/metadata/location/package.html
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5.2.5-final-sources-jar/org/hibernate/validator/internal/util/logging/package.html
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-jar/org/hibernate/validator/internal/config/package.html
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-jar/org/hibernate/validator/internal/util/privilegedactions/package.html
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-jar/org/hibernate/validator/internal/metadata/core/package.html
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-jar/org/hibernate/validator/constraintvalidation/package.html
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-jar/org/hibernate/validator/configuration/package.html
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-jar/META-INF/validation-mapping-1.1.xsd
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-jar/META-INF/validation-configuration-1.0.xsd
* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-jar/org/hibernate/validator/internal/metadata/provider/AnnotationMetaDataProvider.java

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 */
/**
 * Retrieves constraint related meta data for the parameters of the given
 * executable.
 *
 * @param executable The executable of interest.
 *
 * @return A list with parameter meta data for the given executable.
 */

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*/

* /opt/ws_local/PERMITS_SQL/1069362604_1594647445.92/0/hibernate-validator-5-2-5-final-sources-jar/org/hibernate/validator/internal/metadata/provider/AnnotationMetaDataProvider.java

1.254 libsub-exporter-perl 0.987-1
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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

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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1.256 mpdecimal 2.4.2-2
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1.257 javax-websocket-server-impl
9.3.25.v20180904

1.258 react-motion 0.5.2
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1.259 types-accepts 1.3.5
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1.260 match v1.0.1

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1.261 tiny-invariant 1.0.6

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1.262 python-requests 2.21.0
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1.263 azure-common 1.1.16

1.264 spring-jdbc 4.3.25.RELEASE
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* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/datasource/init/DataSourceInitializer.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/datasource/init/ResourceDatabasePopulator.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/datasource/init/DataSourceTransactionManager.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/core/SqlParameterValue.java
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* /opt/cola/permissions/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/core/simple/SimpleNativeJdbcExtractor.java

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* /opt/ cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/AbstractJdbcOperations.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/SqlRowSetResultSetExtractor.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/SingleColumnRowMapper.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/BasicDataSource.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/jdbc/DriverManagerDataSource.java
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* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/jdbc/datasource/init/ScriptStatementFailedException.java
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* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/support/incrementer/DB2SequenceMaxValueIncrementer.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/jdbc/core/DisposableSqlTypeValue.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/jdbc/core/namedparam/ParsedSql.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/jdbc/core/namedparam/SqlInnerQuery.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/jdbc/object/MappingSqlQuery.java
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* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbcTemplate/jdbc/support/incrementer/DB2SequenceMaxValueIncrementer.java
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*/
/**
* Implement this interface when parameters need to be customized based
* on the connection. We might need to do this to make use of proprietary
* features, available only with a specific Connection type.
*
* @author Rod Johnson
* @author Thomas Risberg
* @see CallableStatementCreatorFactory#newCallableStatementCreator(ParameterMapper)
* @see org.springframework.jdbc.object.StoredProcedure#execute(ParameterMapper)
*/
/**
* Create a Map of input parameters, keyed by name.
* @param con JDBC connection. This is useful (and the purpose of this interface)
* if we need to do something RDBMS-specific with a proprietary Connection
* implementation class. This class conceals such proprietary details. However,
* it is best to avoid using such proprietary RDBMS features if possible.
* @throws SQLException if a SQLException is encountered setting
* parameter values (that is, there's no need to catch SQLException)
* @return Map of input parameters, keyed by name (never { @code null })
*/

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*/
/**
 * Strategy interface for translating between \{@link SQLException SQLExceptions\}
 * and Spring's data access strategy-agnostic \{@link DataAccessException\} hierarchy.
 *
 * Implementations can be generic (for example, using
 * \{@link java.sql.SQLException#getSQLState() SQLState\} codes for JDBC) or wholly
 * proprietary (for example, using Oracle error codes) for greater precision.
 *
 * @author Rod Johnson
 * @author Juergen Hoeller
 * @see org.springframework.dao.DataAccessException
 */

The classes in this package make JDBC easier to use and
reduce the likelihood of common errors. In particular, they:
<ul>
<li>Simplify error handling, avoiding the need for try/catch/finally
blocks in application code.
<li>Present exceptions to application code in a generic hierarchy of
unchecked exceptions, enabling applications to catch data access
exceptions without being dependent on JDBC, and to ignore fatal
exceptions there is no value in catching.
<li>Allow the implementation of error handling to be modified
to target different RDBMSes without introducing proprietary
dependencies into application code.
</ul>

This package and related packages are discussed in Chapter 9 of
by Rod Johnson (Wrox, 2002).
*/

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  jar/org/springframework/jdbc/support/incrementer/DataFieldMaxValueIncrementer.java
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 */

/**
 * [@link LobHandler] implementation for Oracle databases. Uses proprietary API
 * to create [@code oracle.sql.BLOB] and [@code oracle.sql.CLOB] instances, as necessary when working with Oracle's JDBC driver.
 */
* Note that this LobHandler requires Oracle JDBC driver 9i or higher!
* <p>While most databases are able to work with [@link DefaultLobHandler],
* Oracle 9i (or more specifically, the Oracle 9i JDBC driver) just accepts
* Blob/Clob instances created via its own proprietary BLOB/CLOB API,
* and additionally doesn't accept large streams for PreparedStatement's
* corresponding setter methods. Therefore, you need to use a strategy like
* this LobHandler implementation, or upgrade to the Oracle 10g/11g driver
* (which still supports access to Oracle 9i databases).
* <p><b>NOTE: As of Oracle 10.2, [@link DefaultLobHandler] should work equally
* well out of the box. On Oracle 11g, JDBC 4.0 based options such as
* [@link DefaultLobHandler#setStreamAsLob] and [@link DefaultLobHandler#setCreateTemporaryLob]
* are available as well, rendering this proprietary OracleLobHandler obsolete.</b>
* Also, consider upgrading to a new driver even when accessing an older database.
* See the [@link LobHandler] interface javadoc for a summary of recommendations.
* <p>Needs to work on a native JDBC Connection, to be able to cast it to
* [@code oracle.jdbc.OracleConnection]. If you pass in Connections from a
* connection pool (the usual case in a Java EE environment), you need to set an
* appropriate [@link org.springframework.jdbc.support.nativejdbc.NativeJdbcExtractor]
* to allow for automatic retrieval of the underlying native JDBC Connection.
* LobHandler and NativeJdbcExtractor are separate concerns, therefore they
* are represented by separate strategy interfaces.
* <p>Coded via reflection to avoid dependencies on Oracle classes.
* Even reads in Oracle constants via reflection because of different Oracle
* drivers (classes12, ojdbc14, ojdbc5, ojdbc6) having different constant values!
* As this LobHandler initializes Oracle classes on instantiation, do not define
* this as eager-initializing singleton if you do not want to depend on the Oracle
* JAR being in the class path: use "lazy-init=true" to avoid this issue.
* <p>@author Juergen Hoeller
* @author Thomas Risberg
* @since 04.12.2003
* @see DefaultLobHandler
* @see #setNativeJdbcExtractor
* @deprecated in favor of [@link DefaultLobHandler] for the Oracle 10g driver and
* higher. Consider using the 10g/11g driver even against an Oracle 9i database!
* [@link DefaultLobHandler#setCreateTemporaryLob] is the direct equivalent of this
* OracleLobHandler's implementation strategy, just using standard JDBC 4.0 API.
* That said, in most cases, regular DefaultLobHandler setup will work fine as well.
*/

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* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbc/support/incrementer/HsqlMaxValueIncrementer.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbc/object/StoredProcedure.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbc/support/rowset/SqlRowSetMetaData.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbc/core/ParameterizedPreparedStatementSetter.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbc/datasource/embedded/ConnectionProperties.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbc/datasource/embedded/DataSourceFactory.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbc/support/rowset/ResultSetWrappingSqlRowSetMetaData.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbc/datasource/init/DatabasePopulator.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbc/support/incrementer/AbstractColumnMaxValueIncrementer.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2-jar/org/springframework/jdbc/support/incrementer/AbstractIdentityColumnMaxValueIncrementer.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/support/rowset/ResultSetWrappingSqlRowSet.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/support/lob/DefaultLobHandler.java

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* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/datasource/AbstractDriverBasedDataSource.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/core/PreparedStatementCallback.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/datasource/ConnectionHandle.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/core/StatementCallback.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/support/SQLErrorCodes.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/datasource/UserCredentialsDataSourceAdapter.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/datasource/DatabaseMetaDataCallback.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/config/DatabasePopulatorConfigUtils.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/datasource/ConnectionHolder.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/datasource/init/CompositeDatabasePopulator.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/object/GenericSqlQuery.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/datasource/ConnectionHandler.java
* /opt/cola/permits/1110759694_1606849470.67/0/spring-jdbc-4-3-25-release-sources-2.jar/org/springframework/jdbc/datasource/ConnectionCallback.java
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 */

/*
 * Close this LobCreator session and free its temporarily created BLOBs and CLOBs.
 * Will not need to do anything if using PreparedStatement's standard methods,
 * but might be necessary to free database resources if using proprietary means.
 * <p><b>NOTE</b>: Needs to be invoked after the involved PreparedStatements have
 * been executed or the affected O/R mapping sessions have been flushed.
 * Otherwise, the database resources for the temporary BLOBs might stay allocated.
 */

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  jar/org/springframework/jdbc/datasource/lookup/IsolationLevelDataSourceRouter.java

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*/
/**
 * Abstraction for handling large binary fields and large text fields in
 * specific databases, no matter if represented as simple types or Large OBjects.
 * Its main purpose is to isolate Oracle 9i's peculiar handling of LOBs in
 * [@link OracleLobHandler]; most other databases should be able to work
 * with the provided [@link DefaultLobHandler].
 * <p>Provides accessor methods for BLOBs and CLOBs, and acts as factory for
 * LobCreator instances, to be used as sessions for creating BLOBs or CLOBs.
 * LobCreators are typically instantiated for each statement execution or for
 * each transaction; they are not thread-safe because they might track
 * allocated database resources in order to free them after execution.
 *
Most databases/drivers should be able to work with \link{DefaultLobHandler}, which by default delegates to JDBC's direct accessor methods, avoiding the \code{java.sql.Blob} and \code{java.sql.Clob} API completely. \link{DefaultLobHandler} can also be configured to access LOBs using \code{PreparedStatement.setBlob/setClob} (e.g. for PostgreSQL), through setting the \code{setWrapAsLob "wrapAsLob"} property.

Unfortunately, Oracle 9i just accepts Blob/Clob instances created via its own proprietary BLOB/CLOB API, and additionally doesn't accept large streams for PreparedStatement's corresponding setter methods. Therefore, you need to use \link{OracleLobHandler} there, which uses Oracle's BLOB/CLOB API for both types of access. The Oracle 10g+ JDBC driver will work with \link{DefaultLobHandler} as well, with some limitations in terms of LOB sizes depending on DBMS setup; as of Oracle 11g (or actually, using the 11g driver even against older databases), there should be no need to use \link{OracleLobHandler} at all anymore.

Of course, you need to declare different field types for each database. In Oracle, any binary content needs to go into a BLOB, and all character content beyond 4000 bytes needs to go into a CLOB. In MySQL, there is no notion of a CLOB type but rather a LONGTEXT type that behaves like a VARCHAR. For complete portability, use a LobHandler for fields that might typically require LOBs on some database because of the field size (take Oracle's numbers as a guideline).

Summarizing the recommended options (for actual LOB fields):

| JDBC 4.0 driver (including Oracle 11g driver): | Use \link{DefaultLobHandler}, potentially with \code{streamAsLob=true} if your database driver requires that hint when populating a LOB field. Fall back to \code{createTemporaryLob=true} if you happen to run into LOB size limitations with your (Oracle) database setup. |
| Oracle 10g driver: | Use \link{DefaultLobHandler} with standard setup. On Oracle 10.1, set the "SetBigStringTryClob" connection property; as of Oracle 10.2, DefaultLobHandler should work with standard setup out of the box. Alternatively, consider using the proprietary \link{OracleLobHandler} (see below). |
| Oracle 9i driver: | Use \link{OracleLobHandler} with a connection-pool-specific \link{NativeJdbcExtractor}. |
| PostgreSQL: | Configure \link{DefaultLobHandler} with \code{wrapAsLob=true}, and use that LobHandler to access OID columns (but not BYTEA) in your database tables. |
| For all other database drivers (and for non-LOB fields that might potentially turn into LOBs on some databases): Simply use a plain \link{DefaultLobHandler}. |

@since 23.12.2003
@see DefaultLobHandler
@see OracleLobHandler
@see java.sql.ResultSet#getBlob
@see java.sql.ResultSet#getClob
@see java.sql.ResultSet#getBytes
* @see java.sql.ResultSet#getBinaryStream
* @see java.sql.ResultSet#getString
* @see java.sql.ResultSet#getAsciiStream
* @see java.sql.ResultSet#getCharacterStream
*/

Found in path(s):
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1.266 api-all 2.0.0.AM4

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* /opt/ws_local/PERMITS_SQL/1069362580_1594647717.8/0/spring-messaging-5-1-9-release-sources-jar/org/springframework/messaging/converter/CompositeMessageConverter.java
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 */
/**
 * Set the max pool size of the ThreadPoolExecutor.
 * <p><strong>NOTE:</strong> When an unbounded
 * [{@link #queueCapacity(int) queueCapacity}] is configured (the default), the
 * max pool size is effectively ignored. See the "Unbounded queues" strategy
 * in [{@link java.util.concurrent.ThreadPoolExecutor ThreadPoolExecutor}] for
 * more details.
 * <p>By default this is set to [{@code Integer.MAX_VALUE}].
 */

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1.273 apollo-server-caching 0.5.3

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1.277 akka-slf4j 2.5.31

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Manifest-Version: 1.0
Automatic-Module-Name: akka.slf4j
Bundle-Description: Akka is a toolkit for building highly concurrent, distributed, and resilient message-driven applications for Java and Scala.
Bundle-DocURL: https://doc.akka.io/api/akka/2.5.31
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Bundle-ManifestVersion: 2
Bundle-Name: akka-slf4j
Bundle-SymbolicName: com.typesafe.akka.slf4j
Bundle-Vendor: Lightbend Inc.
Bundle-Version: 2.5.31
Export-Package: akka.event.slf4j;uses:="akka.actor,akka.dispatch,akka.
event.org.slf4j,scala,scala.reflect,scala.runtime";version="2.5.31"
Implementation-Title: akka-slf4j
Implementation-URL: https://akka.io/
Implementation-Vendor-Id: com.typesafe.akka
Implementation-Vendor: Lightbend Inc.
Implementation-Version: 2.5.31
Import-Package: akka.actor;version="[2.5,2.6)",akka.dispatch;version="
[2.5,2.6)",akka.event;version="[2.5,2.6)",akka.util;version="[2.5,2.6
),scala;version="[2.12,2.13)",scala.collection.immutable;version="[2
.12,2.13)",scala.reflect;version="[2.12,2.13)",scala.runtime;version=
1.278 blueimp-tmpl 3.19.0

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1.279 hamcrest-library 1.3

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1.280 rt-fi 2.3.0

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1.282 client 1.0.0-beta.2

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1.283 marked 0.3.19

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/EndpointPairIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractValueGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/EndpointPair.java
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 */
/** *
 * Holder for web specializations of methods of { @code Doubles }. Intended to be empty for regular
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 */

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/** *
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 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableBiMapFauxverideShim.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/package-info.java

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/*
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* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/MutableClassToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractMapBasedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/UsingToStringOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/Iterables.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/TreeMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/NaturalOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/Lists.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/ExplicitOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/RegularImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/LinkedHashMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/ArrayListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingList.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/ByFunctionOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingMultimap.java
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* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/SetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractMapEntry.java
* /opt/cola/permits/1119092615_1608716259.54/0 guava-30-1-jre-sources-1-jar/com/google/common/collection/LexicographicalOrdering.java
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* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Function.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Throwables.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Primitives.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableWeakReference.java
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* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Maps.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSet.java
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jar/com/google/common/collect/EnumMultiset.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CharStreams.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ByteStreams.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/ToDoubleRounder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/BigDecimalMath.java
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 *
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap class.
 */

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractHasher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RemovalListeners.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLong.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/MediaType.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractStreamingHasher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Crc32cHashFunction.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/ForwardingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Queues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/LongMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/DoubleUtils.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/GeneralRange.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/ForwardingSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/SortedIterable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/RangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/AbstractRangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/Count.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/SortedIterables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/ImmutableSortedMultiset.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/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ObjectArrays.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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  *
/

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  jar/com/google/common/base/SmallCharMatcher.java
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jar/com/google/common/eventbus/SubscriberRegistry.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Dispatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/MoreObjects.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/Quantiles.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Java8Usage.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/BaseImmutableMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/JdkBackedImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/IndexedImmutableSet.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredKeyListMultimap.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TransformedListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/CompactLinkedHashSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/CompactLinkedHashMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredSetMultimap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableEnumMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/DescendingMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredEntryMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RangeMap.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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/*
* This following method is a modified version of one found in
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* which contained the following notice:
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/MultimapBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/MoreFiles.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/Serialization.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/StandardTable.java
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 */
/**
 * Holder for web specializations of methods of [ @code Shorts]. Intended to be empty for regular
 * version.
 */

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  jar/com/google/common/math/LinearTransformation.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/io/CharSink.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/BaseEncoding.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/PairedStats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAddables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/BaseEncoding.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/PairedStats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/LongAddables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningScheduledFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/BaseEncoding.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/common/collect/CartesianList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/WriteMode.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/ClassPath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/xml/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/common/collect/ImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/common/collect/ImmutableRangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ServiceManager.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/CompactHashing.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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  */

/**
 * 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.
*
* <p>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.
*/

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/ImmutableGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/SuccessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/MutableNetwork.java
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  jar/com/google/common/graph/Graphs.java
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  jar/com/google/common/io/InsecureRecursiveDeleteException.java
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  jar/com/google/common/graph/Graph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/RecursiveDeleteOption.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/PredecessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Network.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/Striped64.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collection/MinMaxPriorityQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collection/AbstractSequentialIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collection/ForwardingListMultimap.java
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  jar/com/google/common/collection/RowSortedTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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  jar/com/google/common/collection/ForwardingImmutableCollection.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collection/UnmodifiableListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common-util/concurrent/AbstractExecutionThreadService.java
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 */

/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}</b>
 * 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>
 */

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*/
/**
* Holder for web specializations of methods of [code Floats]. Intended to be empty for regular
* version.
*/

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  jar/com/google/common/collect/DiscreteDomain.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableAsList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ArrayTable.java
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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

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

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

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The first commit to the Celery codebase was made on Fri Apr 24 13:30:00 2009 +0200, and has since then been improved by many contributors.

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* /opt/ws_local/PERMITS_SQL/1069269961_1594600963.41/0/spring-security-web-4-2-11-release-sources-1-
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1.306 jettison 1.1

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1.307 react-spring 9.0.0-rc.3

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1.308 j2objc-annotations 1.3

1.309 spring-orm 4.3.25.RELEASE

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* /opt/cola/permits/1110952928_1606873244.19/0/spring-orm-4-3-25-release-sources-3-jar/org/springframework/orm/jpa/vendor/EclipseLinkJpaVendorAdapter.java
* /opt/cola/permits/1110952928_1606873244.19/0/spring-orm-4-3-25-release-sources-3-jar/org/springframework/orm/jpa/persistenceunit/DefaultPersistenceUnitManager.java
1.310 coreapi 2.3.3

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1.311 indent-string 4.0.0

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

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

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Oracle

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

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OW2

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

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

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
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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1.316 esutils 2.0.2

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1.324 @react-spring/konva 9.0.0-rc.3

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* /opt/cola/permits/1136535679_1613781485.97/0/spring-tx-4-3-25-release-sources-3-
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* /opt/cola/permits/1136535679_1613781485.97/0/spring-tx-4-3-25-release-sources-3-
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  jar/org/springframework/transaction/config/JtaTransactionManagerFactoryBean.java
* /opt/cola/permits/1136535679_1613781485.97/0/spring-tx-4-3-25-release-sources-3-
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jar/org/springframework/jca/cci/core/RecordExtractor.java
* /opt/cola/permits/1136535679_1613781485.97/0/spring-tx-4-3-25-release-sources-3-
jar/org/springframework/framework/transaction/TransactionSystemException.java
* /opt/cola/permits/1136535679_1613781485.97/0/spring-tx-4-3-25-release-sources-3-
jar/org/springframework/transaction/TransactionException.java
* /opt/cola/permits/1136535679_1613781485.97/0/spring-tx-4-3-25-release-sources-3-
jar/org/springframework/dao/DataAccessResourceFailureException.java
* /opt/cola/permits/1136535679_1613781485.97/0/spring-tx-4-3-25-release-sources-3-
jar/org/springframework/jca/cci/core/CciTemplate.java
* /opt/cola/permits/1136535679_1613781485.97/0/spring-tx-4-3-25-release-sources-3-
jar/org/springframework/transaction/support/TransactionSynchronizationUtils.java
* /opt/cola/permits/1136535679_1613781485.97/0/spring-tx-4-3-25-release-sources-3-
jar/org/springframework/transaction/interceptor/BeanFactoryTransactionAttributeSourceAdvisor.java
* /opt/cola/permits/1136535679_1613781485.97/0/spring-tx-4-3-25-release-sources-3-
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* /opt/cola/permits/1136535679_1613781485.97/0/spring-tx-4-3-25-release-sources-3-jar/org/springframework/jca/context/SpringContextResourceAdapter.java
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* /opt/ws_local/PERMITS_SQL/1069262507_1594595098.670/spring-aop-5-1-9-release-sources-
  jar/org/springframework/aop/framework/JdkDynamicAopProxy.java
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  jar/org/springframework/aop/interceptor/SimpleAsyncUncaughtExceptionHandler.java
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  jar/org/springframework/aop/framework/CglibAopProxy.java
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jar/org/springframework/aop/TrueMethodMatcher.java
* /opt/ws_local/PERMITS_SQL/1069262507_1594595098.67/0/spring-aop-5-1-9-release-sources-
ar/jar/org/springframework/aop/framework/DefaultAdvisorChainFactory.java
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* /opt/ws_local/PERMITS_SQL/1069262507_1594595098.67/0/spring-aop-5-1-9-release-sources-
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* /opt/ws_local/PERMITS_SQL/1069262507_1594595098.67/0/spring-aop-5-1-9-release-sources-
ar/jar/org/springframework/aop/framework/AdvisorSupportListener.java
* /opt/ws_local/PERMITS_SQL/1069262507_1594595098.67/0/spring-aop-5-1-9-release-sources-
ar/jar/org/springframework/aop/IntroductionInterceptor.java

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ar/jar/org/springframework/aop/framework/InterceptorAndDynamicMethodMatcher.java
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ar/jar/org/springframework/aop/config/AspectEntry.java
1.336 mongodb-driver-core 3.7.0

1.337 spring-framework 5.2.12.RELEASE
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# global transformation to handle @Grab annotation
groovy.grape.GrabAnnotationTransformation

global transformation for AST Builder
org.codehaus.groovy.ast.builder.AstBuilderTransformation

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org.codehaus.groovy.jsr223.GroovyScriptEngineFactory

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* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/BooleanArrayGetAtMetaMethod.java
* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/groovy/json/internal/MapItemValue.java
* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/groovy/util/slurpersupport/NodeIterator.java
* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/org/codehaus/groovy/ast/expr/PrefixExpression.java
* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/org/codehaus/groovy/inspect/Inspector.java
* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/org/codehaus/groovy/reflection/GeneratedMetaMethod.java
* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/DefaultCachedMethodKey.java
* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/org/codehaus/groovy/ast/AnnotatedNode.java
* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/memoize/LRUCache.java
* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/groovy/ui/ConsoleTextEditor.java
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* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/org/codehaus/groovy/transform/TupleConstructorASTTransformation.java
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* /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/groovy/lang/Reference.java
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org.codehaus.groovy.testng.TestNgRunner

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  * /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/groovy/ui/InteractiveShell.properties
  * /opt/cola/permits/1136034982_1613662348.29/0/groovy-all-2-4-21-sources-1-jar/org/codehaus/groovy/tools/shell/commands/DocCommand.properties
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1.346 java-api 1.1

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1.352 d3-sankey 0.12.3

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1.381 spring-security-core 5.3.9.RELEASE

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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 a <a href="#AccessDeniedException">AccessDeniedException</a>. 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. 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.

@author Ben Alex

/*

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* Base64 encoder which is a reduced version of Robert Harder's public domain
* <p>
* For internal use only.
* @author Luke Taylor
* @since 3.0
* @deprecated Use java.util.Base64
*/

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 * /opt/cola/permits/1160697971_1620364899.57/0/spring-security-core-5-3-9-release-sources-
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* /opt/cola/permits/1160697971_1620364899.57/0/spring-security-core-5-3-9-release-sources-jar/org/springframework/security/core/authority/mapping/MappableAttributesRetriever.java
* /opt/cola/permits/1160697971_1620364899.57/0/spring-security-core-5-3-9-release-sources-jar/org/springframework/security/core/authority/mapping/NullAuthoritiesMapper.java
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* /opt/ cola/permits/1160697971_1620364899.57/0/spring-security-core-5-3-9-release-sources-jar/org/springframework/security/authentication/jaas/DefaultJaasAuthenticationProvider.java

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* /opt/cola/permits/1160697971_1620364899.57/0/spring-security-core-5.3.9-release-sources-
jar/org/springframework/security/core/context/SecurityContextImpl.java
* /opt/cola/permits/1160697971_1620364899.57/0/spring-security-core-5.3.9-release-sources-
jar/org/springframework/security/core/AuthenticationException.java
* /opt/cola/permits/1160697971_1620364899.57/0/spring-security-core-5.3.9-release-sources-
jar/org/springframework/security/authentication/AnonymousAuthenticationToken.java
* /opt/cola/permits/1160697971_1620364899.57/0/spring-security-core-5.3.9-release-sources-
jar/org/springframework/security/authentication/TestingAuthenticationToken.java
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jar/org/springframework/security/authentication/AuthenticationServiceException.java
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jar/org/springframework/security/core/SpringSecurityMessageSource.java
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jar/org/springframework/security/core/AuthenticationMessageSource.java
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jar/org/springframework/security/auth/AuthenticationToken.java
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jar/org/springframework/security/messages/MessageSource.java
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*/
/**
 * Determines if the [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 [getAuthentication()], else
 * false
 */

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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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1.382 jjwt 0.6.0

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Description

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This module provides a Perl interface to the iconv() codeset conversion function, as defined by the Single UNIX Specification. For more details see the POD documentation embedded in the file Iconv.pm, which will also be installed as Text::Iconv(3) man page.
Prerequisites
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Your system should be compliant with the Single UNIX Specification or at least provide iconv_open(), iconv() and iconv_close() functions compliant with it.

Note that the possible conversions and the quality of the conversions depend on the available iconv conversion tables and algorithms, which are in most cases supplied by the operating system vendor. Some systems also allow you to build your own tables (e.g., HP-UX, Tru64 UNIX, and AIX provide the genxlt(1) command).

It is also possible to use a separate iconv library such as GNU libiconv package, just make sure that the desired library is found (see <http://www.gnu.org/directory/localization/libiconv.html>).

Building the module
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Since the Single UNIX Specification only specifies an interface, several issues are left to the implementation to define, namely:

1. The supported codesets
2. The supported conversions
3. The names for the supported codesets

Please check your system documentation for the above points.

The module can be built using this sequence of commands:

perl Makefile.PL
    make
    make test

On some systems, the iconv functions are in libc; on others (and when you want to use a separate iconv library, such as GNU libiconv), you have to link with -liconv. Makefile.PL tries to automatically detect this. However, if your iconv library is in a non-standard path, you might have to help it. You can specify library and include paths like this:

perl Makefile.PL LIBS=’-L/path/to/lib’ INC=’-I/path/to/include’

You might also have to do this if you have multiple iconv implementations installed and want to use a specific one.
The purpose of the test scripts (run by "make test") is to check if an iconv library can be found, and if the iconv functions can be called. It is neither intended to find out which conversions are supported, nor to test the quality of the conversions provided by your iconv library. However, since the iconv functions can only be tested by calling them, which in turn requires the specification of codesets to be converted. The test scripts try some conversions which seem to be widely supported. Conversions not supported by your iconv implementation are skipped, but for the purpose outlined above this is no problem, as it shows that the iconv functions are working. There is no standard way to find out which conversions are supported by an implementation. This is also the reason why Text::Iconv can't provide platform-independent support for codeset identifiers (even if it would be nice to have).

Installation
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    make install

Feedback
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Text::Iconv was tested on various platforms and with different iconv implementations.

If you built Text::Iconv on a platform where you needed to specify additional libraries, or where none of the codeset identifiers in the test scripts are supported, please drop me a note.

Thanks
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Thanks go to all those who reported bugs and suggested features.

Michael Piotrowski <mxp@dynalabs.de>

Found in path(s):
* /opt/cola/permits/1144640811_1616146132.37/0/libtext-iconv-perl-1-7-orig-tar-bz2/Text-Iconv-1.7/README

1.390 globals 11.12.0
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1.391 mdurl 1.0.1

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1.392 mime-db 1.48.0

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1.393 jsr305 3.0.2

1.394 npmcli-git 2.0.9
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1.396 dash 0.5.10.2 5

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1.397 j2objc-annotations 1.1

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1.398 path-to-regexp 1.8.0

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1.399 spring-context 4.3.25.RELEASE

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* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-jar/org/springframework/jmx/export/MBeanExporter.java
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* /opt/cola/permits/110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-
jar/org/springframework/scripting/support/StandardScriptEvalException.java
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jar/org/springframework/format/datetime/joda/PeriodFormatter.java
* /opt/cola/permits/110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-
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* /opt/cola/permits/110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-
jar/org/springframework/scheduling/concurrent/DefaultManagedAwareThreadFactory.java
* /opt/cola/permits/110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-
jar/org/springframework/scheduling/support/CronTrigger.java
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  jar/org/springframework/context/MessageSource.java
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  jar/org/springframework/cache/CacheManager.java
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  jar/org/springframework/cache/support/AbstractCacheManager.java
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  jar/org/springframework/context/annotation/AutoProxyRegistrar.java
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  jar/org/springframework/context/support/SimpleThreadScope.java
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* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-
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 */
/**
 * Abstract the invocation of a cache operation.
 *
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 * Callers are expected to handle this issue type specifically.
 *
 * @author Stephane Nicoll
 * @since 4.1
 */

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* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-jar/org/springframework/jmx/export/naming/KeyNamingStrategy.java
* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-jar/org/springframework/format/annotation/NumberFormat.java
* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-jar/org/springframework/cache/support/NullValue.java
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* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-jar/org/springframework/jmx/export/metadata/JmxMetadataUtils.java
* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-jar/org/springframework/format/number/NumberFormatAnnotationFormatterFactory.java
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* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-jar/org/springframework/format/datetime/standard/DateTimeFormatterFactoryBean.java
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* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-jar/org/springframework/instrument/classloading/websphere/WebSphereClassLoaderAdapter.java
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* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2-jar/org/springframework/format/number/CurrencyStyleFormatter.java
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* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/instrument/classloading/SimpleThrowawayClassLoader.java
* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/cache/config/CacheManagementConfigUtils.java
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* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/cache/interceptor/CacheErrorHandler.java
* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/cache/support/CompositeCacheManager.java
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 */

/**
 * [.FactoryBean] that obtains a WebSphere [link javax.management.MBeanServer]
 * reference through WebSphere's proprietary [code AdminServiceFactory] API,
 * available on WebSphere 5.1 and higher.
 *
 * Exposes the [code MBeanServer] for bean references.
 * This FactoryBean is a direct alternative to [link MBeanServerFactoryBean],
 * which uses standard JMX 1.2 API to access the platform's MBeanServer.
 *
 * See the javadocs for WebSphere's
 *
 * @author Juergen Hoeller
 * @author Rob Harrop
 * @since 2.0.3
 * @see javax.management.MBeanServer
 * @see MBeanServerFactoryBean
 */

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* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/context/annotation/BeanMethod.java
* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/context/ApplicationEventPublisherAware.java
* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/context/annotation/ConflictingBeanDefinitionException.java
* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/context/MessageSourceAware.java
* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/context/annotation/ImportAware.java
* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/instrument/classloading/jboss/JBossClassLoaderAdapter.java

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* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/context/annotation/ScopedProxyCreator.java
* /opt/cola/permits/1110923436_1606872563.2/0/spring-context-4-3-25-release-sources-2.jar/org/springframework/context/LifecycleProcessor.java

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  jar/org/springframework/scripting/ScriptFactory.java
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  jar/org/springframework/remoting/rmi/RmiClientInterceptorUtils.java
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  jar/org/springframework/context/i18n/LocaleContext.java
* /opt/cola/permits/1110923436_1606872563.2/spring-context-4-3-25-release-sources-2-
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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 programatically
 * 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>

* as a type-level annotation on any class directly or indirectly annotated with
* [ @code @Component ], including [ @link Configuration @Configuration ] classes</li>
* as a meta-annotation, for the purpose of composing custom stereotype
* annotations</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>
* <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 ].
* </p>
* @author Phillip Webb
* @author Sam Brannen
* @since 4.0
* @see Condition
*/

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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Built-By: jesse
Build-Jdk: 9.0.4
Implementation-Vendor: Eclipse.org - Jetty
Implementation-Version: 9.4.12.v20180830
url: http://www.eclipse.org/jetty
Bnd-LastModified: 1535642262925
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Bundle-Description: Jetty module for Jetty :: CDI :: Core
Bundle-DocURL: http://www.eclipse.org/jetty
Bundle-ManifestVersion: 2
Bundle-Name: Jetty :: CDI :: Core
Bundle-RequiredExecutionEnvironment: JavaSE-1.8
Bundle-SymbolicName: org.eclipse.jetty.cdi.core
Bundle-Vendor: Eclipse Jetty Project
Bundle-Version: 9.4.12.v20180830
Export-Package: org.eclipse.jetty.cdi.core;version="9.4.12";uses="javax.enterprise.context.spi,javax.enterprise.inject,javax.enterprise.inject.spi,javax.enterprise.util,javax.inject,org.eclipse.jetty.util.log"
Import-Package: javax.enterprise.context.spi;version=[1.1.0,2),javax.enterprise.inject;version=[1.1.0,2),javax.enterprise.inject.spi;version=[1.1.0,2),javax.enterprise.util;version=[1.1.0,2),javax.inject,org.eclipse.jetty.util.log;version="[9.4.12,10)"
Originally-Created-By: Apache Maven Bundle Plugin
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-3.5.0.201709291849

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1.403 go-shellwords
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1.404 redux-saga 1.1.1

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1.408 djangotracking 0.5.0

1.409 python-setuptools 45.0.0
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1.410 react-three-fiber >=4.0
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1.411 performance-now 2.1.0
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1.412 apache-el 8.5.24.2
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* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-
jar/org/slf4j/helpers/AbstractLogger.java

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* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/MarkerFactory.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/spi/LocationAwareLogger.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/helpers/SubstituteLoggerFactory.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/helpers/BasicMDCAdapter.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/Marker.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/topics/BasicMarker.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/spi/MarkerFactoryBinder.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/spi/LoggerFactoryBinder.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/ILoggerFactory.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/helpers/Util.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/helpers/MessageFormatter.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/spi/MDCAdapter.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/helpers/NOPLogger.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/helpers/SubstituteLogger.java
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* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/LoggerFactory.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/helpers/MarkerIgnoringBase.java
* /opt/cola/permits/1150997433_1617746969.33/0/slf4j-api-2-0-0-alpha1-sources-1-jar/org/slf4j/helpers/NOPLoggerFactory.java
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1.420 @babel/helper-split-export-declaration

7.14.5

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1.424 @babel/helper-annotate-as-pure 7.14.5

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1.425 libdnet 1.12-8

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1.426 @react-spring/native 9.0.0-rc.3

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1.427 jackson-module-parameter-names 2.9.9

1.428 ssl-config-core 0.2.1

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 * A very fast and memory efficient class to encode and decode to and from BASE64 in full accordance
 * with RFC 2045.<br><br>
 * On Windows XP sp1 with 1.4.2_04 and later ;), this encoder and decoder is about 10 times faster
 * on small arrays (10 - 1000 bytes) and 2-3 times as fast on larger arrays (10000 - 1000000 bytes)
 * compared to <code>sun.misc.Encoder()/Decoder()</code>.<br><br>
 * On byte arrays the encoder is about 20% faster than Jakarta Commons Base64 Codec for encode and
 * about 50% faster for decoding large arrays. This implementation is about twice as fast on very small
 * arrays (&lt;30 bytes). If source/destination is a <code>String</code> this
 * version is about three times as fast due to the fact that the Commons Codec result has to be recoded
 * to a <code>String</code> from <code>byte[]</code>, which is very expensive.<br><br>
 * This encode/decode algorithm doesn't create any temporary arrays as many other codecs do, it only
 * allocates the resulting array. This produces less garbage and it is possible to handle arrays twice
 * as large as algorithms that create a temporary array. (E.g. Jakarta Commons Codec). It is unknown
 * whether Sun's <code>sun.misc.Encoder()/Decoder()</code> produce temporary arrays but since performance
 * is quite low it probably does.<br><br>
 * The encoder produces the same output as the Sun one except that the Sun's encoder appends
 * a trailing line separator if the last character isn't a pad. Unclear why but it only adds to the
 * length and is probably a side effect. Both are in conformance with RFC 2045 though.<br><br>
 * The encode/decode method pairs (types) come in three versions with the <b>exact</b> same algorithm and
 * thus a lot of code redundancy. This is to not create any temporary arrays for transcoding to/from different
 * format types. The methods not used can simply be commented out.<br><br>
 * There is also a "fast" version of all decode methods that works the same way as the normal ones, but
 * har a few demands on the decoded input. Normally though, these fast versions should be used if the source if
 * the input is known and it hasn't bee tampered with.<br><br>
 * If you find the code useful or you find a bug, please send me a note at base64 @ miginfocom . com.

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* @author Mikael Grev
*     Date: 2004-aug-02
*     Time: 11:31:11
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1.430 geny_2.13 0.6.0

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1.432 classmate 1.3.1
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Other developers who have contributed code are:

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1.433 jxmpp-jid 0.6.3

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1.442 libsemanage 2.8 2
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* /opt/cola/permits/1150922516_1617720560.31/0/gson-2-5-sources-3-jar/com/google/gson/JsonIOException.java
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* /opt/cola/permits/1150922516_1617720560.31/0/gson-2-5-sources-3-jar/com/google/gson/reflect/TypeToken.java
* /opt/cola/permits/1150922516_1617720560.31/0/gson-2-5-sources-3-jar/com/google/gson/annotations/Expose.java
* /opt/cola/permits/1150922516_1617720560.31/0/gson-2-5-sources-3-jar/com/google/gson/annotations/Since.java
* /opt/cola/permits/1150922516_1617720560.31/0/gson-2-5-sources-3-jar/com/google/gson/internal/Excluder.java
* /opt/cola/permits/1150922516_1617720560.31/0/gson-2-5-sources-3-jar/com/google/gson/JsonElement.java
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* /opt/cola/permits/1150922516_1617720560.31/0/gson-2-5-sources-3-jar/com/google/gson/internal/Streams.java

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* /opt/cola/permits/1150922516_1617720560.31/0/gson-2-5-sources-3-jar/com/google/gson/stream/JsonScope.java
* /opt/cola/permits/1150922516_1617720560.31/0/gson-2-5-sources-3-jar/com/google/gson/stream/JsonToken.java
* /opt/cola/permits/1150922516_1617720560.31/0/gson-2-5-sources-3-jar/com/google/gson/stream/JsonWriter.java
* /opt/cola/permits/1150922516_1617720560.31/0/gson-2-5-sources-3-jar/com/google/gson/stream/MalformedJsonException.java

## 1.445 idna 2.10

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---

A library to support the Internationalised Domain Names in Applications
(IDNA) protocol as specified in RFC 5890 et.al. This new methodology,
known as IDNA 2008, can generate materially different results to the
previous standard. The library can act as a drop-in replacement for
the "encodings.idna" module.

---

import io, sys
from setuptools import setup

def main():

    python_version = sys.version_info[:2]
    if python_version < (2,7):
        raise SystemExit("Sorry, Python 2.7 or newer required")

    package_data = {}
    exec(open('idna/package_data.py').read(), package_data)

    arguments = {
        'name': 'idna',
        'packages': ['idna'],
        'version': package_data['__version__'],
        'description': 'Internationalized Domain Names in Applications (IDNA)',
        'long_description': io.open("README.rst", encoding="UTF-8").read(),
        'author': 'Kim Davies',
        'author_email': 'kim@cynosure.com.au',
        'license': 'BSD-like',
        'url': 'https://github.com/kjd/idna',
        'classifiers': [
            'Development Status :: 5 - Production/ Stable',
            'Intended Audience :: Developers',
            'Intended Audience :: System Administrators',
            'License :: OSI Approved :: BSD License',
            'Operating System :: OS Independent',
        ]
    }

setup(**arguments)
['Programming Language :: Python',
'Programming Language :: Python :: 2',
'Programming Language :: Python :: 2.7',
'Programming Language :: Python :: 3',
'Programming Language :: Python :: 3.4',
'Programming Language :: Python :: 3.5',
'Programming Language :: Python :: 3.6',
'Programming Language :: Python :: 3.7',
'Programming Language :: Python :: 3.8',
'Programming Language :: Python :: Implementation :: CPython',
'Programming Language :: Python :: Implementation :: PyPy',
'Topic :: Internet :: Name Service (DNS)',
'Topic :: Software Development :: Libraries :: Python Modules',
'Topic :: Utilities',
]
'python_requires': '>=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*',
}

setup(**arguments)

if __name__ == '__main__':
    main()

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* /opt/cola/permits/1110905341_1606871385.15/0/kjd-idna-v2-10-0-ge5c11db-1-tar-gz/kjd-idna-b8defb9/setup.py

1.446 @babel/runtime 7.14.0

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1.449 akka-http-core 10.1.12

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  jar/akka/http/scaladsl/model/sse/ServerSentEvent.scala

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/**
 * A Utf8 -> Utf16 (= Java char) decoder.
 *
 * This decoder is based on the one of Bjoern Hoehrmann from
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 * INTERNAL API
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* /opt/cola/permits/11126344411_1607381872.49/0/akka-http-core-2-12-10-1-12-sources-jar/akka/http/javadsl/model/headers/LastEventId.java
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1.457 jackson-databind 2.9.8

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.458 inherits 2.0.4

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1.460 orgjson 0.0.20131108.vaadin1

1.461 redux-form 8.3.6

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1.463 java-api 2.6.0

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1.464 spring-web 5.3.8
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 */

Found in path(s):
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/web/multipart/MultipartException.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/remoting/httpinvoker/HttpInvokerProxyFactoryBean.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/...
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 2296
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* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/web/multipart/MultipartResolver.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/web/bind/annotation/ RequestMethod.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/web/bind/support/SpringWebConstraintValidatorFactory.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/web/util/HttpSessionMutexListener.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/http/converter/HttpMessageConversionException.java

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Found in path(s):
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/context/request/RequestContextListener.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/server/WebFilterChain.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/bind/annotation/SessionAttributes.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/context/request/DestructionCallbackBindingListener.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/filter/RelativeRedirectResponseWrapper.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/context/request/async/WebAsyncUtils.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/method/support/ModelAndViewContainer.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/context/support/ServletContextAttributeExporter.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/server/session/HeaderWebSessionIdResolver.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/bind/UnsatisfiedServletRequestParameterException.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/http/server/reactive/DefaultSslInfo.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/server/DefaultServerWebExchangeBuilder.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/util/CookieGenerator.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources.jar/org/springframework/web/multipart/support/MultipartFilter.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-
jar/org/springframework/web/filter/HttpPutFormContentFilter.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources
jar/org/springframework/web/context/request/ServletWebRequest.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources
jar/org/springframework/web/util/pattern/SeparatorPathElement.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources
jar/org/springframework/web/context/ServletContextAware.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources
jar/org/springframework/web/util/TagUtils.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources
jar/org/springframework/web/util/pattern/WildcardPathElement.java

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Found in path(s):
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources
jar/org/springframework/web/bind/annotation/Mapping.java

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* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/web/HttpMediaTypeException.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/http/server/ServerHttpResponse.java

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org.springframework.web.server.adapter.WebHttpHandlerBuilder$SpringWebBlockHoundIntegration

Found in path(s):
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/META-INF/services/reactor.blockhound.integration.BlockHoundIntegration

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* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/web/context/ConfigurableWebApplicationContext.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/web/method/support/HandlerMethodArgumentResolver.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/http/converter/feed/AtomFeedHttpMessageConverter.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/web/context/support/ServletContextPropertySource.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/http/client/ClientHttpRequest.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/http/server/ServerHttpAsyncRequestControl.java

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* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-jar/org/springframework/web/bind/annotation/PatchMapping.java
* /opt/cola/permits/1173062607_1623422559.62/0/spring-web-5-3-8-sources-
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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
#
# MIME type (lowercased)Extensions
# ===========================================
# application/1d-interleaved-parityfec
# application/3gpdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/csrattrs
# application/csta+xml
# application/cstadata+xml
# application/csvm+json
application/cu-seeme
cu
# application/cybercash
# application/dash+xml
# application/dashdelta
application/davmount+xml
davmount
# application/dca-rft
# application/dcd
# application/dec-dx
# application/dialog-info+xml
# application/dicom
# application/dii
da
# application/dns
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# application/dskpp+xml
application/dssc+der
dssc
application/dssc+xml
xdssc
# application/dvcs
application/ecmascript
temca
# application/edi-consent
# application/edi-x12
da
# application/edifact
# application/efi
# application/emergencycalldata.comment+xml
# application/emergencycalldata.deviceinfo+xml
# application/emergencycalldata.providerinfo+xml
# application/emergencycalldata.serviceinfo+xml
# application/emergencycalldata.subscriberinfo+xml
application/emma+xml
application/emma+xml
# application/emotionml+xml
# application/encaprtp
da
# application/epp+xml
application/epub+zip
epub
# application/eshop
# application/example
application/exi
# application/fastinfoset
# application/fastsoap
# application/fdt+xml
# application/fits
# application/font-sfnt
application/font-tdpfr
application/font-woff
application/font-woff
# application/framework-attributes+xml
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application/vnd.fdsn.seedseedless
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# audio/3gpp2
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# audio/amr-wb+
# audio/aptx
# audio/asc
# audio/atrac-advanced-lossless
# audio/atrac-x
# audio/atrac3
audio/basicau snd
# audio/bv16
# audio/bv32
# audio/clearmode
# audio/cn
# audio/dat12
# audio/dls
# audio/dsr-es201108
# audio/dsr-es202050
# audio/dsr-es202211
# audio/dsr-es202212
# audio/dv
# audio/dvi4
# audio/eac3
# audio/encaprtp
# audio/evrc
# audio/evrc-qcp
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# audio/evrc1
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# audio/evrcwb1
# audio/evs
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# audio/fwdred
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# audio/g719
# audio/g722
# audio/g7221
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# audio/mpa-robust
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dn audio/musepack
dn audio/oggoga ogg spx
# audio/opus
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# audio/pcma
# audio/pcma-wb
# audio/pcm
# audio/pcm-wb
# audio/prs.sid
# audio/qcelp
# audio/raptorfec
dn audio/red
dn audio/rtp-enc-aescm128
dn audio/rtp-midi
# audio/rtploopback
dn audio/rtx
audio/s3ms3m
audio/silksil
video/x-ms-wmv
video/x-ms-wmx
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x-conference/x-cooltalkice

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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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* /opt/cola/permits/1136558951_1613789273.52/0/spring-security-config-4-2-13-release-sources-3-jar/org/springframework/security/config/annotation/web/configuration/SpringWebMvcImportSelector.java

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1.469 vertica-python 0.9.5

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1.473 apache-servicemix-bundles-antlr 2.7.7_5

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1.478 libfile-listing-perl 6.04-1

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=head1 NAME

File::Listing - parse directory listing

=head1 SYNOPSIS

use File::Listing qw(parse_dir);
$ENV{LANG} = "C";  # dates in non-English locales not supported
for (parse_dir(`ls -l`)) {
   ($name, $type, $size, $mtime, $mode) = @$_;
   next if $type ne 'f'; # plain file
   #...
}

# directory listing can also be read from a file
open(LISTING, "zcat ls-IR.gz");
$dir = parse_dir(*LISTING, '+0000');

=head1 DESCRIPTION

This module exports a single function called parse_dir(), which can be used to parse directory listings.

The first parameter to parse_dir() is the directory listing to parse. It can be a scalar, a reference to an array of directory lines or a glob representing a filehandle to read the directory listing from.

The second parameter is the time zone to use when parsing time stamps in the listing. If this value is undefined, then the local time zone is assumed.

The third parameter is the type of listing to assume. Currently supported formats are 'unix', 'apache' and 'dosftp'. The default value is 'unix'. Ideally, the listing type should be determined automatically.

The fourth parameter specifies how unparsable lines should be treated. Values can be 'ignore', 'warn' or a code reference. Warn means that the perl warn() function will be called. If a code reference is passed, then this routine will be called and the return value from it will be incorporated in the listing. The default is 'ignore'.

Only the first parameter is mandatory.

The return value from parse_dir() is a list of directory entries. In a scalar context the return value is a reference to the list. The directory entries are represented by an array consisting of [$filename, $filetype, $filesize, $filetime, $filemode]. The $filetype value is one of the letters 'f', 'd', 'l' or '?'. The $filetime value is the seconds since Jan 1, 1970. The $filemode is a bitmask like the mode returned by stat().

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Based on lsparse.pl (from Lee McLoughlin's ftp mirror package) and Net::FTP's parse_dir (Graham Barr).

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NAME
File::Listing - parse directory listing

SYNOPSIS
use File::Listing qw(parse_dir);
$ENV{LANG} = "C";  # dates in non-English locales not supported
for (parse_dir('ls -l')) {
   (Sname, Type, $size, $mtime, $mode) = @$_;
   next if $type ne 'f'; # plain file
   #...
}

# directory listing can also be read from a file
open(LISTING, "zcat ls-lR.gz|");
$dir = parse_dir(LISTING, '+0000');

DESCRIPTION
This module exports a single function called parse_dir(), which can be
used to parse directory listings.

The first parameter to parse_dir() is the directory listing to parse. It
can be a scalar, a reference to an array of directory lines or a glob
representing a filehandle to read the directory listing from.

The second parameter is the time zone to use when parsing time stamps in
the listing. If this value is undefined, then the local time zone is
assumed.

The third parameter is the type of listing to assume. Currently
supported formats are 'unix', 'apache' and 'dosftp'. The default value
is 'unix'. Ideally, the listing type should be determined automatically.

The fourth parameter specifies how unparsable lines should be treated.
Values can be 'ignore', 'warn' or a code reference. Warn means that the
perl warn() function will be called. If a code reference is passed, then
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Only the first parameter is mandatory.

The return value from parse_dir() is a list of directory entries. In a scalar context the return value is a reference to the list. The directory entries are represented by an array consisting of [ $filename, $filetype, $filesize, $filetime, $filemode ]. The $filetype value is one of the letters 'f', 'd', 'l' or '?'. The $filetime value is the seconds since Jan 1, 1970. The $filemode is a bitmask like the mode returned by stat().

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1.481 scala-reflect 2.13.3

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1.482 minipass-collect 1.0.2

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metadata-version: 2.1
name: azure-mgmt-subscription
version: 0.5.0
summary: Microsoft Azure Subscription Management Client Library for Python
home-page: https://github.com/Azure/azure-sdk-for-python
author: Microsoft Corporation
author-email: azpsdkhelp@microsoft.com
license: MIT License
description: Microsoft Azure SDK for Python

This is the Microsoft Azure Subscription Management Client Library.

Azure Resource Manager (ARM) is the next generation of management APIs that replace the old Azure Service Management (ASM).

This package has been tested with Python 2.7, 3.5, 3.6 and 3.7.

For the older Azure Service Management (ASM) libraries, see `azure-servicemanagement-legacy` <https://pypi.python.org/pypi/azure-servicemanagement-legacy>`__ library.

For a more complete set of Azure libraries, see the `azure` <https://pypi.python.org/pypi/azure>`__ bundle package.
Usage
=====

For code examples, see `Subscription Management <https://docs.microsoft.com/python/api/overview/azure/>`__ on docs.microsoft.com.

Provide Feedback
================

If you encounter any bugs or have suggestions, please file an issue in the `Issues <https://github.com/Azure/azure-sdk-for-python/issues>`__ section of the project.

.. image:: https://azure-sdk-impressions.azurewebsites.net/api/impressions/azure-sdk-for-python%2Fazure-mgmt-subscription%2FREADME.png

.. :changelog:

Release History
===============

0.5.0 (2019-08-21)
+++++++++++++++++

**Features**

- Added operation SubscriptionsOperations.enable
- Added operation group SubscriptionOperationOperations
- Added operation group SubscriptionOperations
- Added operation group SubscriptionFactoryOperations

**General Breaking changes**

This version uses a next-generation code generator that *might* introduce breaking changes if from some import.

In summary, some modules were incorrectly visible/importable and have been renamed. This fixed several issues caused by usage of classes that were not supposed to be used in the first place.

- SubscriptionClient cannot be imported from `azure.mgmt.subscription.subscription_client` anymore (import from `azure.mgmt.subscription` works like before)
- SubscriptionClientConfiguration import has been moved from `azure.mgmt.subscription.subscription_client` to `azure.mgmt.subscription`
- A model `MyClass` from a "models" sub-module cannot be imported anymore using
`azure.mgmt.subscription.models.my_class` (import from `azure.mgmt.subscription.models` works like before)
  - An operation class `MyClassOperations` from an `operations` sub-module cannot be imported anymore using `azure.mgmt.subscription.operations.my_class_operations` (import from `azure.mgmt.subscription.operations` works like before)

Last but not least, HTTP connection pooling is now enabled by default. You should always use a client as a context manager, or call close(), or use no more than one client per process.

0.4.1 (2019-05-24)
+----------------+

**Bug fix**

- Remove subscription_id as a client required parameter

0.4.0 (2019-05-21)
+----------------+

**Features**

- Added operation SubscriptionsOperations.rename
- Added operation SubscriptionsOperations.cancel

**Breaking changes**

- Removed operation group SubscriptionFactoryOperations
- Removed operation group SubscriptionOperationOperations

0.3.0 (2019-04-05)
+----------------+

**Features**

- Added operation SubscriptionFactoryOperations.create_subscription
- Added operation group SubscriptionOperationOperations

**Breaking changes**

- Model SubscriptionCreationParameters has a new signature

**Deprecation**

- Removed operation SubscriptionFactoryOperations.create_subscription_in_enrollment_account
- Removed operation group SubscriptionOperations

0.2.0 (2018-04-01)
+----------------+
* Add subscription creation API

0.1.0 (2017-12-11)
++++++++++++++++++

* Initial Release

Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.5
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1.485 d3-brush 2.1.0

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--------------------------------------------------------------------------------
dateutil - Extensions to the standard Python datetime module.

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.
All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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1.493 jetty-continuation 9.4.12.v20180830

1.494 lz4 3.1.0

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1.495 gson 2.2.4

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* /opt/cola/permits/1126358245_1611624656.09/0/gson-2-2-4-sources-2-jar/org/immutables/gson/stream/GsonMessageBodyProvider.java
* /opt/cola/permits/1126358245_1611624656.09/0/gson-2-2-4-sources-2-jar/org/immutables/gson/adapter/FieldNamingTranslator.java
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* /opt/cola/permits/1126358245_1611624656.09/0/gson-2-2-4-sources-2-jar/org/immutables/gson/stream/JsonParserReader.java
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1.496 pcre 8.39-3
1.496.1 Available under license :

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Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk

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1.497 xerces-impl 2.12.0

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* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/dom3/as/ASElementDeclaration.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/dom3/as/ASDataType.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/dom3/as/CharacterDataEditAS.java
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 * for any purpose other than checking unique particle attribution
 *
 * @return a boolean that says whether this content has been compacted for UPA
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* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/impl/msg/XMLSchemaMessages.properties
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* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
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  jar/org/apache/xerces/impl/xpath/XPath.java
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* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
  jar/org/apache/xerces/impl/dtd/XMLDTDDescriptor.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
  jar/org/apache/xerces/parsers/AbstractDOMParser.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
  jar/org/apache/xerces/xs/XSModelGroup.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
  jar/org/apache/xerces/jaxp/validation/XMLSchemaFactory.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
  jar/org/apache/xerces/jaxp/validation/DOMDocumentHandler.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
  jar/org/apache/xerces/util/ErrorHandlerWrapper.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
  jar/org/apache/xerces/jaxp/xs/xs/DayTimeDurationDV.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
  jar/org/apache/xerces/xinclude/ObjectFactory.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
  jar/org/apache/html/dom/HTMLOLListElementImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
  jar/org/apache/xerces/parsers/SecuritySupport.java
jar/org/apache/xerces/impl/io/ASCIIReader.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/impl/XSParticle.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/impl/xpath/regex/ParseException.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/jaxp/validation/StAXEventResultBuilder.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/html/dom/HTMLHeadingElementImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/stax/events/ProcessingInstructionImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/stax/events/CharactersImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/html/dom/HTMLLinkElementImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/util/HTTPInputSource.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/xs/PSVProvider.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/html/dom/HTMLTitleElementImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/wml/WMLEIElement.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/parsers/XMLGrammarCachingConfiguration.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/xni/parser/XMLSchema10Source.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/xs/extension/DeferredElementNSImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/impl/xs/XSAnnotationImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/impl/impl/xs/XSAnnotationImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/impl/impl/xs/datatypes/XSDDateTime.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/wml/WMLSelectElementImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/wml/WMLCardElementImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/html/dom/HTMLMetaElementImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/xni/parser/XMLSchema10Source.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/impl/impl/xs/XSAnnotationImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/impl/xs/datatypes/XSDDateTime.java
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* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/wml/WMLCardElementImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/xerces/impl/ObjectFactory.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/wml/wml/WMLPElementImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.jar/org/apache/html/dom/HTMLMetaElementImpl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2.
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jar/org/apache/xerces/util/XML11Char.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
jar/org/apache/xerces/impl/xpath/regex/Op.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
jar/org/apache/xerces/impl/dv/xs/traversers/XSDAttributeGroupTraverser.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
jar/org/apache/xerces/impl/xpath/regex/Match.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
jar/org/apache/xerces/xpointer/XPointerHandler.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
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* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
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* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
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* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
jar/org/apache/xerces/impl/dtd/XMLNotationDecl.java
* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
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* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
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* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
jar/org/apache/xerces/impl/dtd/XMLNotationDecl.java
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jar/org/apache/xerces/impl/ExternalSubsetResolver.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xml/serialize/XHTMLSerializer.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/wml/dom/WMLTableElementImpl.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/jaxp/DefaultValidationErrorHandler.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/impl/dv/DatatypeValidator.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/impl/xs/opti/NamedNodeMapImpl.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/impl/xpath/regex/BMPattern.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/impl/xs/util/XSNamedMapImpl.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/dom/DeferredTextImpl.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/parsers/XMLGrammarPreparser.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/jaxp/datatype/SerializedDuration.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/jaxp/validation/SimpleXMLSchema.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/xni/parser/XMLConfigurationException.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/dom/DOMImplementationSourceImpl.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/xs/XSAttributeUse.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/xs/RangeExceptionImpl.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xml/serialization/XMLSchema.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/impl/xs/traversers/XSAbstractParticleTraverser.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-jar/org/apache/xerces/impl/xpath/regex/RangeToken.java
* /opt/cola/permits/110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
jar/org/apache/xerces/xni/XMLResourceIdentifier.java
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 */

/**
 * DOM Level 3 LS CR - Experimental.
 * Create a new <code>LSParser</code>. The newly constructed parser may
 * then be configured by means of its <code>DOMConfiguration</code>
 * object, and used to parse documents by means of its <code>parse</code>
 * method.
 * @param mode  The <code>mode</code> argument is either
 *   <code>MODE_SYNCHRONOUS</code> or <code>MODE_ASYNCHRONOUS</code>, if
 *   <code>mode</code> is <code>MODE_SYNCHRONOUS</code> then the
 *   <code>LSParser</code> that is created will operate in synchronous
 *   mode, if it's <code>MODE_ASYNCHRONOUS</code> then the
 *   <code>LSParser</code> that is created will operate in asynchronous
 *   mode.
 * @param schemaType  An absolute URI representing the type of the schema
 *   language used during the load of a <code>Document</code> using the
 *   newly created <code>LSParser</code>. Note that no lexical checking
 *   is done on the absolute URI. In order to create a
 *   <code>LSParser</code> for any kind of schema types (i.e. the
 *   LSParser will be free to use any schema found), use the value
 *   <code>null</code>.
 *   , applications must use the value
 *   <code>"http://www.w3.org/2001/XMLSchema"</code>. For XML DTD [<a href='http://www.w3.org/TR/2000/REC-xml-20001006'>XML 1.0</a>],
 *   applications must use the value
 *   <code>"http://www.w3.org/TR/REC-xml"</code>. Other Schema languages
 *   are outside the scope of the W3C and therefore should recommend an
 *   absolute URI in order to use this method.
 */
* @return The newly created `<code>LSParser</code>` object. This
* `<code>LSParser</code>` is either synchronous or asynchronous
* depending on the value of the `<code>mode</code>` argument.
* 
* <p>Note:</p> By default, the newly created `<code>LSParser</code>`
* does not contain a `<code>DOMErrorHandler</code>`, i.e. the value of
* the "<a href='http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-handler'>error-handler</a>"
* configuration parameter is `<code>null</code>`. However, implementations
* may provide a default error handler at creation time. In that case,
* the initial value of the `<code>"error-handler"</code>` configuration
* parameter on the new created `<code>LSParser</code>` contains a
* reference to the default error handler.
* 
* @exception DOMException
* NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
* not supported.
* */

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* /opt/cola/permits/1110637609_1606872750.0/0/xercesimpl-2-12-0-sources-2-
jar/org/apache/xerces/dom/CoreDOMImplementationImpl.java

1.498 jetty-security 9.4.6.v20170531
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//Equivalent to //<user-data-constraint><transport-guarantee>CONFIDENTIAL</transport-guarantee></user-data-constraint>

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* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-
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* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/UserAuthentication.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/ConstraintMapping.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/SecurityHandler.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/authentication/LoginCallback.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/RunAsToken.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/UserDataConstraint.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/authentication/FormAuthenticator.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/authentication/package-info.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/DefaultIdentityService.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/authentication/BasicAuthenticator.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/IdentityService.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/security/package-info.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/DefaultAuthenticationFactory.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/HashLoginService.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/authentication/package-info.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/SpnegoLoginService.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-jar/eclipse/jetty/security/JDBCLLoginService.java
* /opt/cola/permits/1003166392_1606872894.08/0/jetty-security-9-4-6-v20170531-sources-
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* /opt/cola/permits/1199743872_1630577637.85/0/jnr-a64asm-1-0-0-sources-4.jar/jnr/a64asm/SYSREG_CODE.java
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* /opt/cola/permits/1135872481_1613620989.54/0/spring-tx-5-2-12-release-sources-
  jar/org/springframework/transaction/annotation/SPRINTransactionAnnotationParser.java
* /opt/cola/permits/1135872481_1613620989.54/0/spring-tx-5-2-12-release-sources-
  jar/org/springframework/transaction/TransactionExecution.java
* /opt/cola/permits/1135872481_1613620989.54/0/spring-tx-5-2-12-release-sources-
  jar/org/springframework/transaction/support/WithoutTransactionOperations.java
* /opt/cola/permits/1135872481_1613620989.54/0/spring-tx-5-2-12-release-sources-
jar/org/springframework/transaction/reactive/TransactionSynchronizationManager.java
* /opt/cola/permits/1135872481_1613620989.54/0/spring-tx-5-2-12-release-sources-
jar/org/springframework/transaction/reactive/TransactionCallback.java
* /opt/cola/permits/1135872481_1613620989.54/0/spring-tx-5-2-12-release-sources-
jar/org/springframework/transaction/interceptor/CompositeTransactionAttributeSource.java
* /opt/cola/permits/1135872481_1613620989.54/0/spring-tx-5-2-12-release-sources-
jar/org/springframework/transaction/reactive/TransactionContext.java
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jar/org/springframework/dao/DeadlockLoserDataAccessException.java
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* /opt/cola/permits/1135872481_1613620989.54/0/spring-tx-5-2-12-release-sources-
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jar/org/springframework/transaction/InvalidDataAccessResourceUsageException.java
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jar/org/springframework/transaction/NestedTransactionNotSupportedException.java
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* /opt/cola/permits/1135872481_1613620989.54/0/spring-tx-5-2-12-release-sources-jar/org/springframework/transaction/support/CallbackPreferringPlatformTransactionManager.java
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* /opt/cola/permits/1135872481_1613620989.54/0/spring-tx-5-2-12-release-sources-jar/org/springframework/context/TransactionPhase.java
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* /opt/ cola/ permits/1135872481_1613620989.54/0/spring-tx-5-2-12-release-sources-jar/org/springframework/transaction/support/TransactionCallbackWithoutResult.java

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

The following artifacts are ASL2 licensed.

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

MortBay

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.511 activation-api 1.1.1

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1.522 jackson 2.10.3
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* /opt/cola/permits/1154477568_1618854298.35/0/azure-core-1-12-0.zip/azure-core-1.12.0/tests/test_request_id_policy.py

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1.535 aws4 1.11.0

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1.536 whatwg-fetch 3.6.2
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1.538 libassuan 2.4.3-2

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src/Makefile.am
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src/assuan-error.c
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src/assuan-listen.c
src/assuan-pipe-server.c
src/assuan-socket-connect.c
src/assuan-socket-server.c
src/assuan-socket.c
src/assuan-uds.c
src/client.c
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src/posix-fd-t.inc.h
src/posix-includes.inc.h
src/posix-sock_nonce.inc.h
src/posix-sys-pth-impl.h
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src/putc_unlocked.c
src/server.c
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src/system-posix.c
src/system-w32.c
src/system-w32ce.c
src/system.c
src/w32-fd-t.inc.h
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m4/onceonly.m4
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---

abstract: 'mro::* interface compatibility for Perls < 5.9.5'
author:
- 'Brandon L. Black <blblack@gmail.com>'
build_requires:
  Test::More: '0.47'
configure_requires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.24, CPAN::Meta::Converter version 2.150005'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
Found in path(s):
* /opt/cola/permits/1141297999_1614968992.58/0/libmro-compat-perl-0-13-orig-1-tar-gz/MRO-Compat-0.13/META.yml

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=head1 USING C3

While this module makes the 5.9.5+ syntaxes
C<use mro 'c3'> and C<mro::set_mro("Foo", 'c3')> available
on older Perls, it does so merely by passing off the work
to L<Class::C3>.

It does not remove the need for you to call
C<Class::C3::initialize()> , C<Class::C3::reinitialize()> , and/or
C<Class::C3::uninitialize()> at the appropriate times
as documented in the L<Class::C3> docs. These three functions
are always provided by L<MRO::Compat> , either via L<Class::C3>
itself on older Perls, or directly as no-ops on 5.9.5+.

=head1 SEE ALSO

L<Class::C3>

L<mro>

=head1 AUTHOR

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* /opt/cola/permits/1141297999_1614968992.58/0/libmro-compat-perl-0-13-orig-1-tar-gz/MRO-Compat-0.13/lib/MRO/Compat.pm
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NAME
MRO::Compat - mro::* interface compatibility for Perls < 5.9.5

SYNOPSIS
package PPP; use base qw/Exporter/;
package X; use base qw/PPP/;
package Y; use base qw/PPP/;
package Z; use base qw/PPP/;

data FooClass; use base qw/X Y Z/;

package main;
use MRO::Compat;
my $linear = mro::get_linear_isa('FooClass');
print join(q{, }, @$linear);

# Prints: FooClass, X, PPP, Exporter, Y, Z

DESCRIPTION
The "mro" namespace provides several utilities for dealing with method resolution order and method caching in general in Perl 5.9.5 and higher.

This module provides those interfaces for earlier versions of Perl (back to 5.6.0 anyways).

It is a harmless no-op to use this module on 5.9.5+. That is to say, code which properly uses MRO::Compat will work unmodified on both older Perls and 5.9.5+.

If you're writing a piece of software that would like to use the parts of 5.9.5+'s mro:: interfaces that are supported here, and you want compatibility with older Perls, this is the module for you.

Some parts of this code will work better and/or faster with Class::C3::XS installed (which is an optional prereq of Class::C3, which is in turn a prereq of this package), but it's not a requirement.

This module never exports any functions. All calls must be fully
qualified with the "mro::" prefix.

The interface documentation here serves only as a quick reference of what the function basically does, and what differences between MRO::Compat and 5.9.5+ one should look out for. The main docs in 5.9.5's mro are the real interface docs, and contain a lot of other useful information.

Functions

mro::get_linear_isa($classname[, $type])
Returns an arrayref which is the linearized "ISA" of the given class. Uses whichever MRO is currently in effect for that class by default, or the given MRO (either "c3" or "dfs" if specified as $type).

The linearized ISA of a class is a single ordered list of all of the classes that would be visited in the process of resolving a method on the given class, starting with itself. It does not include any duplicate entries.

Note that "UNIVERSAL" (and any members of "UNIVERSAL"’s MRO) are not part of the MRO of a class, even though all classes implicitly inherit methods from "UNIVERSAL" and its parents.

mro::import
This allows the "use mro 'dfs'" and "use mro 'c3'" syntaxes, providing you "use MRO::Compat" first. Please see the "USING C3" section for additional details.

mro::set_mro($classname, $type)
Sets the mro of $classname to one of the types "dfs" or "c3". Please see the "USING C3" section for additional details.

mro::get_mro($classname)
Returns the MRO of the given class (either "c3" or "dfs"). It considers any Class::C3-using class to have C3 MRO even before Class::C3::initialize() is called.

mro::get_isarev($classname)
Returns an arrayref of classes who are subclasses of the given classname. In other words, classes in whose @ISA hierarchy we appear, no matter how indirectly.

This is much slower on pre-5.9.5 Perls with MRO::Compat than it is on 5.9.5+, as it has to search the entire package namespace.

mro::is_universal($classname)
Returns a boolean status indicating whether or not the given classname
is either "UNIVERSAL" itself, or one of "UNIVERSAL"'s parents by @ISA inheritance.

Any class for which this function returns true is "universal" in the sense that all classes potentially inherit methods from it.

mro::invalidate_all_method_caches
Increments "PL_sub_generation", which invalidates method caching in all packages.

Please note that this is rarely necessary, unless you are dealing with a situation which is known to confuse Perl's method caching.

mro::method_changed_in($classname)
Invalidates the method cache of any classes dependent on the given class. In MRO::Compat on pre-5.9.5 Perls, this is an alias for "mro::invalidate_all_method_caches" above, as pre-5.9.5 Perls have no other way to do this. It will still enforce the requirement that you pass it a classname, for compatibility.

Please note that this is rarely necessary, unless you are dealing with a situation which is known to confuse Perl's method caching.

mro::get_pkg_gen($classname)
Returns an integer which is incremented every time a local method of or the @ISA of the given package changes on Perl 5.9.5+. On earlier Perls with this MRO::Compat module, it will probably increment a lot more often than necessary.

USING C3
While this module makes the 5.9.5+ syntaxes "use mro 'c3'" and "mro::set_mro("Foo", 'c3')" available on older Perls, it does so merely by passing off the work to Class::C3.

It does not remove the need for you to call "Class::C3::initialize()", "Class::C3::reinitialize()", and/or "Class::C3::uninitialize()" at the appropriate times as documented in the Class::C3 docs. These three functions are always provided by MRO::Compat, either via Class::C3 itself on older Perls, or directly as no-ops on 5.9.5+.

SEE ALSO
Class::C3
mro

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jar/org/aopalliance/intercept/MethodInvocation.java
* /opt/cola/permits/1141313332_161469939.41/0/spring-aop-4-3-26-release-sources-2-
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* /opt/cola/permits/1141313332_161469939.41/0/spring-aop-4-3-26-release-sources-2-
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* /opt/cola/permits/1141313332_1614969939.41/0/spring-aop-4-3-26-release-sources-2-jar/org/springframework/aop/framework/adapter/MethodBeforeAdviceInterceptor.java
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* /opt/cola/permits/1141313332_1614969939.41/0/spring-aop-4-3-26-release-sources-2-jar/org/springframework/aop/target/AbstractBeanFactoryBasedTargetSource.java
jar/org/springframework/aop/interceptor/SimpleAsyncUncaughtExceptionHandler.java

* /opt/cola/permits/1141313332_1614969939.41/0/spring-aop-4-3-26-release-sources-2-
jar/org/springframework/aop/config/AopConfigUtils.java

* /opt/cola/permits/1141313332_1614969939.41/0/spring-aop-4-3-26-release-sources-2-
jar/org/springframework/aop/framework/adaptor/AfterReturningAdviceInterceptor.java

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*/opt/cola/permits/1141313332_1614969939.41/0/spring-aop-4-3-26-release-sources-2-jar/org/springframework/aop/targetPoolingConfig.java
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1.558 libice 1.0.9-2

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4.17.18

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1.560 api-ldap-extras-sp 2.0.0

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1.562 log4j-slf4j-impl 2.11.2

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Metadata-Version: 2.1
Name: Jinja2
Jinja is a fast, expressive, extensible templating engine. Special placeholders in the template allow writing code similar to Python syntax. Then the template is passed data to render the final document. It includes:

- Template inheritance and inclusion.
- Define and import macros within templates.
- HTML templates can use autoescaping to prevent XSS from untrusted user input.
- A sandboxed environment can safely render untrusted templates.
- AsyncIO support for generating templates and calling async functions.
- I18N support with Babel.
- Templates are compiled to optimized Python code just-in-time and cached, or can be compiled ahead-of-time.
- Exceptions point to the correct line in templates to make debugging easier.
- Extensible filters, tests, functions, and even syntax.

Jinja's philosophy is that while application logic belongs in Python if possible, it shouldn't make the template designer's job difficult by restricting functionality too much.

Installing
----------

Install and update using `pip`:

```
$ pip install -U Jinja2
```
In A Nutshell
-------------

.. code-block:: jinja

    {% extends "base.html" %}
    {% block title %}Members{% endblock %}
    {% block content %}
    <ul>
    {% for user in users %}
    <li><a href="{{ user.url }}">{{ user.username }}</a></li>
    {% endfor %}
    </ul>
    {% endblock %}

Links
-----

- Website: https://palletsprojects.com/p/jinja/
- Documentation: https://jinja.palletsprojects.com/
- Releases: https://pypi.org/project/Jinja2/
- Code: https://github.com/pallets/jinja
- Issue tracker: https://github.com/pallets/jinja/issues
- Test status: https://dev.azure.com/pallets/jinja/_build
- Official chat: https://discord.gg/t6rrQZH

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Environment :: Web Environment
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: BSD License
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Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: Programming Language :: Python :: 3.8
Classifier: Programming Language :: Python :: Implementation :: CPython
Classifier: Programming Language :: Python :: Implementation :: PyPy
Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content
Classifier: Topic :: Software Development :: Libraries :: Python Modules
import io
import re

from setuptools import find_packages
from setuptools import setup

with io.open("README.rst", "rt", encoding="utf8") as f:
    readme = f.read()

with io.open("src/jinja2/__init__.py", "rt", encoding="utf8") as f:
    version = re.search(r'__version__ = "(.*)"', f.read(), re.M).group(1)

setup(
    name="Jinja2",
    version=version,
    url="https://palletsprojects.com/p/jinja/",
    project_urls={
        "Documentation": "https://jinja.palletsprojects.com/",
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    maintainer_email="contact@palletsprojects.com",
    description="A very fast and expressive template engine.",
    long_description=readme,
    classifiers=[
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        "Programming Language :: Python :: 2",
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)


1.564 @babel/helper-split-export-declaration

7.11.0

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* /opt/cola/permits/1141560657_1615013781.68/0/spring-messaging-5-1-14-release-sources-1-jar/org/springframework/messaging/handler/invocation/ListenableFutureReturnValueHandler.java
* /opt/cola/permits/1141560657_1615013781.68/0/spring-messaging-5-1-14-release-sources-1-jar/org/springframework/messaging/simp/user/DestinationUserNameProvider.java
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* /opt/cola/permits/1141560657_1615013781.68/0/spring-messaging-5-1-14-release-sources-1-jar/org/springframework/messaging/handler/invocation/HandlerMethodArgumentResolver.java
* /opt/cola/permits/1141560657_1615013781.68/0/spring-messaging-5-1-14-release-sources-1-jar/org/springframework/messaging/simp/stomp/StompSessionHandlerAdapter.java
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 * Set the max pool size of the ThreadPoolExecutor.
 * <p><strong>NOTE:</strong> When an unbounded
 * {<code>@link #queueCapacity(int) queueCapacity</code>} is configured (the default), the
 * max pool size is effectively ignored. See the "Unbounded queues" strategy
 * in {<code>@link java.util.concurrent.ThreadPoolExecutor ThreadPoolExecutor</code>} for
 * more details.
 * <p>By default this is set to {<code>@code Integer.MAX_VALUE</code>}
 */

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jar/org/springframework/messaging/support/AbstractHeaderMapper.java
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1.580 isorelax 20090621

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1.581 colorspace 1.1.2
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jar/org/springframework/context/annotation/Role.java
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jar/org/springframework/scheduling/support/CronTrigger.java
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* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources-jar/org/springframework/scheduling/annotation/ProxyAsyncConfiguration.java
* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources-jar/org/springframework/jcb/access/SimpleRemoteStatelessSessionProxyFactoryBean.java
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* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources-jar/org/springframework/format/datetime/DateFormatter.java
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* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources-jar/org/springframework/context/AnnotationMethodProcessor.java
* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources-jar/org/springframework/jmx/export/assembler/AbstractConfigurableMBeanInfoAssembler.java
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* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources-jar/org/springframework/context/annotation/ScopeParser.java
* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources-jar/org/springframework/context/annotation/ComponentScanBeanDefinitionParser.java
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* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources-jar/org/springframework/scheduling/support/CronSequenceGenerator.java
* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources-jar/org/springframework/context/ResourceLoaderAware.java
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* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources-jar/org/springframework/remoting/RemoteAccessException.java
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*/

/**
* Abstract the invocation of a cache operation.
*/
Does not provide a way to transmit checked exceptions but provide a special exception that should be used to wrap any exception that was thrown by the underlying invocation. Callers are expected to handle this issue type specifically.

@since 4.1

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* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources.jar/org/springframework/validation/validation/beanvalidation/MessageSourceResourceBundleLocator.java
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* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources.jar/org/springframework/scheduling/config/ContextLifecycleScheduledTaskRegistrar.java
* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources.jar/org/springframework/context/ApplicationContext.java
A condition is any state that can be determined programmatically before the bean definition is due to be registered (see @link Condition for details).

The @code @Conditional annotation may be used in any of the following ways:

- as a type-level annotation on any class directly or indirectly annotated with [@code @Component], including [@link Configuration @Configuration] classes
- as a meta-annotation, for the purpose of composing custom stereotype annotations
- as a method-level annotation on any [@link Bean @Bean] method

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.

NOTE: 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 composed annotation 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

Found in path(s):
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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.
* This FactoryBean is a direct alternative to [link MBeanServerFactoryBean],
* which uses standard JMX 1.2 API to access the platform's MBeanServer.
*
* See the javadocs for WebSphere's
*
* @author Juergen Hoeller
* @author Rob Harrop
* @since 2.0.3
* @see javax.management.MBeanServer
* @see MBeanServerFactoryBean
*/

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* /opt/ws_local/PERMITS_SQL/1069363478_1594647548.38/0/spring-context-5-1-0-release-sources-
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cost of physically performing source distribution, a complete
machine-readable copy of the corresponding source code, to be
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The source code for a work means the preferred form of the work for
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Appendix: How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest
possible use to the public, the best way to achieve this is to make it
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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>
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You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

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

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For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them with the library, after making changes to the library and recompiling.
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Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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

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

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

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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

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

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

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of it, thus forming a work based on the Library, and copy and
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a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices
stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no
charge to all third parties under the terms of this License.

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

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

These requirements apply to the modified work as a whole. If
identifiable sections of that work are not derived from the Library,
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themselves, then this License, and its terms, do not apply to those
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entire whole, and thus to each and every part regardless of who wrote
Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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

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Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

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

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

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

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

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

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the “work that uses the Library” must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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    public class License {
        private String name;
        private String url;

        public License name(String name) {
            setName(name);
            return this;
        }

        public License url(String url) {
            setUrl(url);
            return this;
        }

        public String getName() {
            return name;
        }

        public void setName(String name) {

        }


this.name = name;
}

public String getUrl() {
    return url;
}

public void setUrl(String url) {
    this.url = url;
}

@Override
public int hashCode() {
    final int prime = 31;
    int result = 1;
    result = prime * result + ((name == null) ? 0 : name.hashCode());
    result = prime * result + ((url == null) ? 0 : url.hashCode());
    return result;
}

@Override
public boolean equals(Object obj) {
    if (this == obj) {
        return true;
    }
    if (obj == null) {
        return false;
    }
    if (getClass() != obj.getClass()) {
        return false;
    }
    License other = (License) obj;
    if (name == null) {
        if (other.name != null) {
            return false;
        }
    } else if (!name.equals(other.name)) {
        return false;
    }
    if (url == null) {
        if (other.url != null) {
            return false;
        }
    } else if (!url.equals(other.url)) {
        return false;
    }
    return true;
}
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1.588 jetty-xml 9.4.19.v20190610

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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

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* java.sun.security.ssl

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

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
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org.eclipse.jetty.toolchain:jetty-schemas

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1.590 python-dateutil 2.8.2
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  * /opt/cola/permits/1136375489_1613753039.40/spring-aop-5-2-6-release-sources-1-
    jar/org/springframework/aop/target/dynamic/BeanFactoryRefreshableTargetSource.java
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* /opt/cola/permits/1136375489_1613753039.4/0/spring-aop-5-2-6-release-sources-1-
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* /opt/cola/permits/1136375489_1613753039.4/0/spring-aop-5-2-6-release-sources-1.jar/org/springframework/framework/support/NameMatchMethodPointcut.java
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1.602 libdatetime-format-builder-perl 0.8100-2

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1.604 python-setuptools 40.8.0-1

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1.610 d3-path 1.0.9

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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
-----

**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
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.

1.618 unist-util-visit 2.0.3
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1.620 django 2.2.24

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Advice for new contributors

New contributor and not sure what to do? Want to help but just don't know how to get started? This is the section for you.

.. admonition:: Basic tools and workflow

If you are new to contributing to Django, the :doc:`/intro/contributing` tutorial will give you an introduction to the tools and the workflow.

First steps

Start with these easy tasks to discover Django's development process.

* **Triage tickets**

  If an `unreviewed ticket`_ reports a bug, try and reproduce it. If you can reproduce it and it seems valid, make a note that you confirmed the bug and accept the ticket. Make sure the ticket is filed under the correct component area. Consider writing a patch that adds a test for the bug's behavior, even if you don't fix the bug itself. See more at :ref:`how-can-i-help-with-triaging`

* **Look for tickets that are accepted and review patches to build familiarity with the codebase and the process**

  Mark the appropriate flags if a patch needs docs or tests. Look through the changes a patch makes, and keep an eye out for syntax that is incompatible with older but still supported versions of Python. Run the tests and make sure they pass. Where possible and relevant, try them out on a database other than SQLite. Leave comments and feedback!

* **Keep old patches up to date**

  Oftentimes the codebase will change between a patch being submitted and the time it gets reviewed. Make sure it still applies cleanly and functions as expected. Simply updating a patch is both useful and important! See more on :

* **Write some documentation**
Django's documentation is great but it can always be improved. Did you find a typo? Do you think that something should be clarified? Go ahead and suggest a documentation patch! See also the guide on :doc:`writing-documentation`.

.. note::

    The `reports page`_ contains links to many useful Trac queries, including several that are useful for triaging tickets and reviewing patches as suggested above.

    .. _reports page: https://code.djangoproject.com/wiki/Reports

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Guidelines

==========

As a newcomer on a large project, it's easy to experience frustration. Here's some advice to make your work on Django more useful and rewarding.

* **Pick a subject area that you care about, that you are familiar with, or that you want to learn about**

    You don't already have to be an expert on the area you want to work on; you become an expert through your ongoing contributions to the code.

* **Analyze tickets' context and history**

    Trac isn't an absolute; the context is just as important as the words. When reading Trac, you need to take into account who says things, and when they were said. Support for an idea two years ago doesn't necessarily mean that the idea will still have support. You also need to pay attention to who *hasn't* spoken -- for example, if an experienced contributor hasn't been recently involved in a discussion, then a ticket may not have the support required to get into Django.

* **Start small**
It's easier to get feedback on a little issue than on a big one. See the 'easy pickings'.

* **If you're going to engage in a big task, make sure that your idea has support first**

This means getting someone else to confirm that a bug is real before you fix the issue, and ensuring that there's consensus on a proposed feature before you go implementing it.

* **Be bold! Leave feedback!**

Sometimes it can be scary to put your opinion out to the world and say "this ticket is correct" or "this patch needs work", but it's the only way the project moves forward. The contributions of the broad Django community ultimately have a much greater impact than that of any one person. We can't do it without **you**!

* **Err on the side of caution when marking things Ready For Check-in**

If you're really not certain if a ticket is ready, don't mark it as such. Leave a comment instead, letting others know your thoughts. If you're mostly certain, but not completely certain, you might also try asking on IRC to see if someone else can confirm your suspicions.

* **Wait for feedback, and respond to feedback that you receive**

Focus on one or two tickets, see them through from start to finish, and repeat. The shotgun approach of taking on lots of tickets and letting some fall by the wayside ends up doing more harm than good.

* **Be rigorous**

When we say ":pep:`8`, and must have docs and tests", we mean it. If a patch doesn't have docs and tests, there had better be a good reason. Arguments like "I couldn't find any existing tests of this feature" don't carry much weight--while it may be true, that means you have the extra-important job of writing the very first tests for that feature, not that you get a pass from writing tests altogether.

.. _easy pickings: https://code.djangoproject.com/query?status=!closed&easy=1

.. _new-contributors-faq:

FAQ

---
1. **This ticket I care about has been ignored for days/weeks/months! What can I do to get it committed?**

   First off, it's not personal. Django is entirely developed by volunteers (except the Django fellow), and sometimes folks just don't have time. The best thing to do is to send a gentle reminder to the [django-developers] mailing list asking for review on the ticket, or to bring it up in the `#django-dev` IRC channel.

2. **I'm sure my ticket is absolutely 100% perfect, can I mark it as RFC myself?**

   Short answer: No. It's always better to get another set of eyes on a ticket. If you're having trouble getting that second set of eyes, see question 1, above.

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

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

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* /opt/cola/permits/1141561578_1615013659.28/0/spring-rabbit-2-1-8-release-sources-2-
  jar/org/springframework/amqp/rabbit/listener/adapter/ReplyingMessageListener.java
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jar/org/springframework/amqp/rabbit/retry/ImmediateRequeueMessageRecoverer.java
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jar/org/springframework/amqp/rabbit/listener/ListenerContainerIdleEvent.java
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jar/org/springframework/amqp/rabbit/connection/ClosingRecoveryListener.java
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jar/org/springframework/amqp/rabbit/support/ArgumentBuilder.java
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jar/org/springframework/amqp/rabbit/listener/AsyncConsumerStartedEvent.java
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* /opt/cola/permits/1141561578_1615013659.28/0/spring-rabbit-2-1-8-release-sources-2-jar/org/springframework/amqp/rabbit/listener/exception/ListenerExecutionFailedException.java
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* /opt/cola/permits/1141561578_1615013659.28/0/spring-rabbit-2-1-8-release-sources-2-jar/org/springframework/amqp/rabbit/listener/exception/FatalListenerStartupException.java
* /opt/cola/permits/1141561578_1615013659.28/0/spring-rabbit-2-1-8-release-sources-2-jar/org/springframework/amqp/rabbit/connection/CachingConnectionFactory.java
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Version 2.1, February 1999

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When a "work that uses the Library" uses material from a header file
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Whether this is true is especially significant if the work can be
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If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
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Library will still fall under Section 6.)

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

6. As an exception to the Sections above, you may also combine or
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Version 1.1

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The actual DOM Java Language Binding classes in xml-commons came from:

    http://www.w3.org/TR/2000/REC-DOM-Level-2-Core-20001113/java-binding.html

The original versions are tagged 'DOM_LEVEL_2'

The specification of DOM Level 2's various parts is at:

    http://www.w3.org/TR/2000/REC-DOM-Level-2-Core-20001113/
    http://www.w3.org/TR/2000/REC-DOM-Level-2-Views-20001113/
    http://www.w3.org/TR/2000/REC-DOM-Level-2-Events-20001113/
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1.629 ip-range-check 0.2.0

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1.630 busboy 0.3.1
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1.633 libarchive-zip-perl 1.64-1

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=encoding utf8

=head1 NAME

Archive::Zip - Provide an interface to ZIP archive files.

=head1 SYNOPSIS

# Create a Zip file
use Archive::Zip qw( :ERROR_CODES :CONSTANTS );
my $zip = Archive::Zip->new();

# Add a directory
my $dir_member = $zip->addDirectory( 'dirname/' );

# Add a file from a string with compression
my $string_member = $zip->addString( 'This is a test', 'stringMember.txt' );
$string_member->desiredCompressionMethod( COMPRESSION_DEFLATED );

# Add a file from disk
my $file_member = $zip->addFile( 'xyz.pl', 'AnotherName.pl' );

# Save the Zip file
unless ( $zip->writeToFileNamed('someZip.zip') == AZ_OK ) {
  die 'write error';
# Read a Zip file
my $somezip = Archive::Zip->new();
unless ( $somezip->read( 'someZip.zip' ) == AZ_OK ) {
    die 'read error';
}

# Change the compression type for a file in the Zip
my $member = $somezip->memberNamed( 'stringMember.txt' );
$member->desiredCompressionMethod( COMPRESSION_STORED );
unless ( $zip->writeToFileNamed( 'someOtherZip.zip' ) == AZ_OK ) {
    die 'write error';
}

=head1 DESCRIPTION

The Archive::Zip module allows a Perl program to create, manipulate, read, and write Zip archive files.

Zip archives can be created, or you can read from existing zip files.

Once created, they can be written to files, streams, or strings. Members can be added, removed, extracted, replaced, rearranged, and enumerated. They can also be renamed or have their dates, comments, or other attributes queried or modified. Their data can be compressed or uncompressed as needed.

Members can be created from members in existing Zip files, or from existing directories, files, or strings.

This module uses the L<Compress::Raw::Zlib> library to read and write the compressed streams inside the files.

One can use L<Archive::Zip::MemberRead> to read the zip file archive members as if they were files.

=head2 File Naming

Regardless of what your local file system uses for file naming, names in a Zip file are in Unix format (I<forward> slashes (/) separating directory names, etc.).

C<Archive::Zip> tries to be consistent with file naming conventions, and will translate back and forth between native and Zip file names.

However, it can't guess which format names are in. So two rules control what kind of file name you must pass various routines:
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 3267

Names of files are in local format.

C<File::Spec> and C<File::Basename> are used for various file operations. When you're referring to a file on your system, use its file naming conventions.

Names of archive members are in Unix format.

This applies to every method that refers to an archive member, or provides a name for new archive members. The C<extract()> methods that can take one or two names will convert from local to zip names if you call them with a single name.

Archive::Zip Object Model

Overview

Archive::Zip::Archive objects are what you ordinarily deal with. These maintain the structure of a zip file, without necessarily holding data. When a zip is read from a disk file, the (possibly compressed) data still lives in the file, not in memory. Archive members hold information about the individual members, but not (usually) the actual member data. When the zip is written to a (different) file, the member data is compressed or copied as needed. It is possible to make archive members whose data is held in a string in memory, but this is not done when a zip file is read. Directory members don't have any data.

Inheritance

Exporter

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archive::Zip</td>
<td>Common base class, has defs.</td>
</tr>
<tr>
<td>Archive::Zip::Archive</td>
<td>A Zip archive.</td>
</tr>
<tr>
<td>Archive::Zip::Member</td>
<td>Abstract superclass for all members.</td>
</tr>
<tr>
<td>Archive::Zip::StringMember</td>
<td>Member made from a string</td>
</tr>
<tr>
<td>Archive::Zip::FileMember</td>
<td>Member made from an external file</td>
</tr>
<tr>
<td>Archive::Zip::ZipFileMember</td>
<td>Member that lives in a zip file</td>
</tr>
<tr>
<td>Archive::Zip::NewFileMember</td>
<td>Member whose data is in a file</td>
</tr>
<tr>
<td>Archive::Zip::DirectoryMember</td>
<td>Member that is a directory</td>
</tr>
</tbody>
</table>

EXPORTS

over 4
Exports the following constants:

- FA_MSDOS
- FA_UNIX
- GPBF_ENCRYPTED_MASK
- GPBF_DEFLATING_COMPRESSION_MASK
- GPBF_HAS_DATA_DESCRIPTOR_MASK
- COMPRESSION_STORED
- COMPRESSION_DEFLATED
- IFA_TEXT_FILE_MASK
- IFA_BINARY_FILE
- COMPRESSION_LEVEL_NONE
- COMPRESSION_LEVEL_DEFAULT
- COMPRESSION_LEVEL_FASTEST
- COMPRESSION_LEVEL_BEST_COMPRESSION

Exports the following constants (only necessary for extending the module):

- FA_AMIGA
- FA_VAX_VMS
- FA_VM_CMS
- FA_ATARI_ST
- FA_OS2_HPFS
- FA_MACINTOSH
- FA_Z_SYSTEM
- FA_CPM
- FA_WINDOWS_NTFS
- GPBF_IMPLODING_8K_SLIDING_DICTIONARY_MASK
- GPBF_IMPLODING_3_SHANNON_FANO_TREES_MASK
- GPBF_IS_COMPRESSED_PATCHED_DATA_MASK
- COMPRESSION_SHRUNK
- DEFLATING_COMPRESSION_NORMAL
- DEFLATING_COMPRESSION_MAXIMUM
- DEFLATING_COMPRESSION_FAST
- DEFLATING_COMPRESSION_SUPER_FAST
- COMPRESSION_REDUCED_1
- COMPRESSION_REDUCED_2
- COMPRESSION_REDUCED_3
- COMPRESSION_REDUCED_4
- COMPRESSION_IMPLODED
- COMPRESSION_TOKENIZED
- COMPRESSION_DEFLATED_ENHANCED
- COMPRESSION_PKWARE_DATA_COMPRESSION_LIBRARY_IMPLODED

Exported below. Returned from most methods.

- AZ_OK
- AZ_STREAM_END
- AZ_ERROR
- AZ_FORMAT_ERROR
- AZ_IO_ERROR

Many of the methods in Archive::Zip return error codes. These are implemented as inline subroutines, using the C<use constant> pragma. They can be imported into your namespace using the C<:ERROR_CODES> tag:

use Archive::Zip qw( :ERROR_CODES );

unless ( $zip->read( 'myfile.zip' ) == AZ_OK ) {
    die "whoops!";
}
Everything is fine.

The read stream (or central directory) ended normally.

There was some generic kind of error.

There is a format error in a ZIP file being read.

There was an IO error.

Archive::Zip allows each member of a ZIP file to be compressed (using the Deflate algorithm) or uncompressed.

Other compression algorithms that some versions of ZIP have been able to produce are not supported. Each member has two compression methods: the one it's stored as (this is always COMPRESSION_STORED for string and external file members), and the one you desire for the member in the zip file.

These can be different, of course, so you can make a zip member that is not compressed out of one that is, and vice versa.

You can inquire about the current compression and set the desired compression method:

```perl
my $member = $zip->memberNamed( 'xyz.txt' );
$member->compressionMethod();  # return current compression

# set to read uncompressed
$member->desiredCompressionMethod( COMPRESSION_STORED );
```
# set to read compressed
$member->desiredCompressionMethod( COMPRESSION_DEFLATED );

There are two different compression methods:

=over 4

=item COMPRESSSION STORED

File is stored (no compression)

=item COMPRESSSION DEFLATED

File is Deflated

=back

=head2 Compression Levels

If a member’s desiredCompressionMethod is COMPRESSION_DEFLATED, you can choose different compression levels. This choice may affect the speed of compression and decompression, as well as the size of the compressed member data.

$member->desiredCompressionLevel( 9 );

The levels given can be:

=over 4

=item * 0 or COMPRESSSION LEVEL NONE

This is the same as saying

$member->desiredCompressionMethod( COMPRESSSION STORED );

=item * 1 .. 9

1 gives the best speed and worst compression, and 9 gives the best compression and worst speed.

=item * COMPRESSSION LEVEL FASTEST

This is a synonym for level 1.

=item * COMPRESSSION LEVEL BEST_COMPRESSION

This is a synonym for level 9.
* COMPRESSION_LEVEL_DEFAULT

This gives a good compromise between speed and compression, and is currently equivalent to 6 (this is in the zlib code). This is the level that will be used if not specified.

=head1 Archive::Zip Methods

The Archive::Zip class (and its invisible subclass Archive::Zip::Archive) implement generic zip file functionality. Creating a new Archive::Zip object actually makes an Archive::Zip::Archive object, but you don't have to worry about this unless you're subclassing.

=head2 Constructor

=item new( [$fileName] )

=item new( { filename => $fileName } )

Make a new, empty zip archive.

my $zip = Archive::Zip->new();

If an additional argument is passed, new() will call read() to read the contents of an archive:

my $zip = Archive::Zip->new( 'xyz.zip' );

If a filename argument is passed and the read fails for any reason, new will return undef. For this reason, it may be better to call read separately.

=head2 Zip Archive Utility Methods

These Archive::Zip methods may be called as functions or as object methods. Do not call them as class methods:

$zip = Archive::Zip->new();
$crc = Archive::Zip::computeCRC32( 'ghijkl' ); # OK
$crc = $zip->computeCRC32( 'ghijkl' ); # also OK
$crc = Archive::Zip->computeCRC32( 'ghijkl' ); # NOT OK
=item Archive::Zip::computeCRC32( $string [, $crc] )

=item Archive::Zip::computeCRC32( { string => $string [, checksum => $crc ] } )

This is a utility function that uses the Compress::Raw::Zlib CRC routine to compute a CRC-32. You can get the CRC of a string:

$crc = Archive::Zip::computeCRC32( $string );

Or you can compute the running CRC:

$crc = 0;
$crc = Archive::Zip::computeCRC32( 'abcdef', $crc );
$crc = Archive::Zip::computeCRC32( 'ghijkl', $crc );

=item Archive::Zip::setChunkSize( $number )

=item Archive::Zip::setChunkSize( { chunkSize => $number } )

Report or change chunk size used for reading and writing. This can make big differences in dealing with large files. Currently, this defaults to 32K. This also changes the chunk size used for Compress::Raw::Zlib. You must call setChunkSize() before reading or writing. This is not exportable, so you must call it like:

Archive::Zip::setChunkSize( 4096 );

or as a method on a zip (though this is a global setting). Returns old chunk size.

=item Archive::Zip::chunkSize()

Returns the current chunk size:

my $ChunkSize = Archive::Zip::chunkSize();

=item Archive::Zip::setErrorHandler( \&subroutine )

=item Archive::Zip::setErrorHandler( { subroutine => \&subroutine } )

Change the subroutine called with error strings. This defaults to \&Carp::carp, but you may want to change it to get the error strings. This is not exportable, so you must call it like:
Archive::Zip::setErrorHandler( \&myErrorHandler );

If myErrorHandler is undef, resets handler to default.
Returns old error handler. Note that if you call Carp::carp
or a similar routine or if you're chaining to the default
error handler from your error handler, you may want to
increment the number of caller levels that are skipped (do
not just set it to a number):

$Carp::CarpLevel++;

=item Archive::Zip::tempFile( [ $tmpdir ] )

=item Archive::Zip::tempFile( { tempDir => $tmpdir } )

Create a uniquely named temp file. It will be returned open
for read/write. If C<$tmpdir> is given, it is used as the
name of a directory to create the file in. If not given,
creates the file using C<File::Spec::tmpdir()>.
Generally, you can
override this choice using the

$ENV{TMPDIR}

environment variable. But see the L<File::Spec<File::Spec>
documentation for your system. Note that on many systems, if you're
running in taint mode, then you must make sure that C<$ENV[TMPDIR]> is
untainted for it to be used.
Will I<NOT> create C<$tmpdir> if it does not exist (this is a change
from prior versions!). Returns file handle and name:

    my ($fh, $name) = Archive::Zip::tempFile();
    my ($fh, $name) = Archive::Zip::tempFile('myTempDir');
    my $fh = Archive::Zip::tempFile(); # if you don't need the name

=back

=head2 Zip Archive Accessors

=over 4

=item members()

Return a copy of the members array

    my @members = $zip->members();

=item numberOfMembers()
Return the number of members I have

=item memberNames()

Return a list of the (internal) file names of the zip members

=item memberNamed( $string )

=item memberNamed( { zipName => $string } )

Return ref to member whose filename equals given filename or undef. C<$string> must be in Zip (Unix) filename format.

=item membersMatching( $regex )

=item membersMatching( { regex => $regex } )

Return array of members whose filenames match given regular expression in list context. Returns number of matching members in scalar context.

    my @textFileMembers = $zip->membersMatching( '.\.*\.*\.*\.txt' );
    # or
    my $numberOfTextFiles = $zip->membersMatching( '.\.*\.*\.*\.txt' );

=item diskNumber()

Return the disk that I start on. Not used for writing zips, but might be interesting if you read a zip in. This should be 0, as Archive::Zip does not handle multi-volume archives.

=item diskNumberWithStartOfCentralDirectory()

Return the disk number that holds the beginning of the central directory. Not used for writing zips, but might be interesting if you read a zip in. This should be 0, as Archive::Zip does not handle multi-volume archives.

=item numberOfCentralDirectoriesOnThisDisk()

Return the number of CD structures in the zipfile last read in. Not used for writing zips, but might be interesting if you read a zip in.

=item numberOfCentralDirectories()

Return the number of CD structures in the zipfile last read in.
Not used for writing zips, but might be interesting if you read a zip in.

=item centralDirectorySize()

Returns central directory size, as read from an external zip file. Not used for writing zips, but might be interesting if you read a zip in.

=item centralDirectoryOffsetWRTStartingDiskNumber()

Returns the offset into the zip file where the CD begins. Not used for writing zips, but might be interesting if you read a zip in.

=item zipfileComment( [ $string ] )

=item zipfileComment( [ { comment => $string } ] )

Get or set the zipfile comment. Returns the old comment.

    print $zip->zipfileComment();
    $zip->zipfileComment( 'New Comment' );

=item eocdOffset()

Returns the (unexpected) number of bytes between where the EOCD was found and where it expected to be. This is normally 0, but would be positive if something (a virus, perhaps) had added bytes somewhere before the EOCD. Not used for writing zips, but might be interesting if you read a zip in. Here is an example of how you can diagnose this:

    my $zip = Archive::Zip->new('somefile.zip');
    if ($zip->eocdOffset())
        { warn "A virus has added ", $zip->eocdOffset, " bytes of garbage\n"; }

The C<eocdOffset()> is used to adjust the starting position of member headers, if necessary.

=item fileName()

Returns the name of the file last read from. If nothing has been read yet, returns an empty string; if read from a file handle, returns the handle in string form.
Various operations on a zip file modify members. When a member is passed as an argument, you can either use a reference to the member itself, or the name of a member. Of course, using the name requires that names be unique within a zip (this is not enforced).

```perl
=item removeMember( $memberOrName )

Remove and return the given member, or match its name and remove it. Returns undef if member or name does not exist in this Zip. No-op if member does not belong to this zip.

=item replaceMember( $memberOrName, $newMember )

Remove and return the given member, or match its name and remove it. Replace with new member. Returns undef if member or name does not exist in this Zip, or if C<$newMember> is undefined.

It is an (undiagnosed) error to provide a C<$newMember> that is a member of the zip being modified.

```perl
my $member1 = $zip->removeMember( 'xyz' );
my $member2 = $zip->replaceMember( 'abc', $member1 );
# now, $member2 (named 'abc') is not in $zip,
# and $member1 (named 'xyz') is, having taken $member2's place.
```

```perl
=item extractMember( $memberOrName [, $extractedName ] )

Extract the given member, or match its name and extract it. Returns undef if member does not exist in this Zip. If optional second arg is given, use it as the name of the extracted member. Otherwise, the internal filename of the member is used as the name of the extracted file or directory.
If you pass C<$extractedName>, it should be in the local file
```
system's format.
If you do not pass C<$extractedName> and the internal filename traverses
a parent directory or a symbolic link, the extraction will be aborted with
C<AC_ERROR> for security reason.
All necessary directories will be created. Returns C<AZ_OK>
on success.

=item extractMemberWithoutPaths( $memberOrName [, $extractedName ] )

=item extractMemberWithoutPaths( { memberOrZipName => $memberOrName
[, name => $extractedName ] } )

Extract the given member, or match its name and extract it.
Does not use path information (extracts into the current
directory). Returns undef if member does not exist in this Zip.
If optional second arg is given, use it as the name of the
extracted member (its paths will be deleted too). Otherwise,
the internal filename of the member (minus paths) is used as
the name of the extracted file or directory. Returns C<AZ_OK>
on success.
If you do not pass C<$extractedName> and the internal filename is equalled
to a local symbolic link, the extraction will be aborted with C<AC_ERROR> for
security reason.

=item addMember( $member )

=item addMember( { member => $member } )

Append a member (possibly from another zip file) to the zip
file. Returns the new member. Generally, you will use
addFile(), addDirectory(), addFileOrDirectory(), addString(),
or read() to add members.

    # Move member named 'abc' to end of zip:
    my $member = $zip->removeMember( 'abc' );
    $zip->addMember( $member );

=item updateMember( $memberOrName, $fileName )

=item updateMember( { memberOrZipName => $memberOrName, name => $fileName } )

Update a single member from the file or directory named C<$fileName>.
Returns the (possibly added or updated) member, if any; C<undef> on
errors.
The comparison is based on C<lastModTime()> and (in the case of a
non-directory) the size of the file.
string addFile( $fileName [, $newName, $compressionLevel ] )

string addFile( { filename => $fileName [, zipName => $newName, compressionLevel => $compressionLevel } ] )

Append a member whose data comes from an external file, returning the member or undef. The member will have its file name set to the name of the external file, and its desiredCompressionMethod set to COMPRESSION_DEFLATED. The file attributes and last modification time will be set from the file.
If the name given does not represent a readable plain file or symbolic link, undef will be returned. C<$fileName> must be in the format required for the local file system.
The optional C<$newName> argument sets the internal file name to something different than the given $fileName. C<$newName>, if given, must be in Zip name format (i.e. Unix).
The text mode bit will be set if the contents appears to be text (as returned by the C<-T> perl operator).

I<NOTE> that you should not (generally) use absolute path names in zip member names, as this will cause problems with some zip tools as well as introduce a security hole and make the zip harder to use.

string addDirectory( $directoryName [, $fileName ] )

string addDirectory( { directoryName => $directoryName [, zipName => $fileName ] } ] )

Append a member created from the given directory name. The directory name does not have to name an existing directory.
If the named directory exists, the file modification time and permissions are set from the existing directory, otherwise they are set to now and permissive default permissions. C<$directoryName> must be in local file system format.
The optional second argument sets the name of the archive member (which defaults to C<$directoryName>). If given, it must be in Zip (Unix) format.
Returns the new member.

string addFileOrDirectory( $name [, $newName, $compressionLevel ] )

string addFileOrDirectory( { name => $name [, zipName => $newName, compressionLevel => $compressionLevel } ] )
Append a member from the file or directory named $name. If $newName is given, use it for the name of the new member. Will add or remove trailing slashes from $newName as needed. C<$name> must be in local file system format. The optional second argument sets the name of the archive member (which defaults to C<$name>). If given, it must be in Zip (Unix) format.

=item addString( $stringOrStringRef, $name, [$compressionLevel] )

=item addString( { string => $stringOrStringRef, zipName => $name, compressionLevel => $compressionLevel } )

Append a member created from the given string or string reference. The name is given by the second argument. Returns the new member. The last modification time will be set to now, and the file attributes will be set to permissive defaults.

   my $member = $zip->addString( 'This is a test', 'test.txt' );

=item contents( $memberOrMemberName [, $newContents ] )

=item contents( { memberOrZipName => $memberOrMemberName, contents => $newContents } )

Returns the uncompressed data for a particular member, or undef.

   print "xyz.txt contains " . $zip->contents( 'xyz.txt' );

Also can change the contents of a member:

   $zip->contents( 'xyz.txt', 'This is the new contents' );

If called expecting an array as the return value, it will include the status as the second value in the array.

   ($content, $status) = $zip->contents( 'xyz.txt' );

=back

=head2 Zip Archive I/O operations

A Zip archive can be written to a file or file handle, or read from
Write a zip archive to named file. Returns AZ_OK on success.

```perl
my $status = $zip->writeToFileNamed( 'xx.zip' );
die "error somewhere" if $status != AZ_OK;
```

Note that if you use the same name as an existing zip file that you read in, you will clobber ZipFileMembers. So instead, write to a different file name, then delete the original.

If you use the overwrite() or overwriteAs() methods, you can re-write the original zip in this way. C<$fileName> should be a valid file name on your system.

Write a zip archive to a file handle. Return AZ_OK on success. The optional second arg tells whether or not to try to seek backwards to re-write headers. If not provided, it is set if the Perl C<-f> test returns true. This could fail on some operating systems, though.

```perl
my $fh = IO::File->new( 'someFile.zip', 'w' );
unless ( $zip->writeToFileHandle( $fh ) == AZ_OK ) {
    # error handling
}
```

If you pass a file handle that is not seekable (like if you're writing to a pipe or a socket), pass a false second argument:

```perl
my $fh = IO::File->new( '| cat > somefile.zip', 'w' );
$zip->writeToFileHandle( $fh, 0 );  # fh is not seekable
```

If this method fails during the write of a member, that member and all following it will return false from C<wasWritten()>. See writeCentralDirectory() for a way to deal with this.

If you want, you can write data to the file handle before passing it to writeToFileHandle(); this could be used (for
instance) for making self-extracting archives. However, this only works reliably when writing to a real file (as opposed to STDOUT or some other possible non-file).

See examples/selfex.pl for how to write a self-extracting archive.

=item writeCentralDirectory( $fileHandle [, $offset ] )

=item writeCentralDirectory( { fileHandle => $fileHandle [, offset => $offset ] } )

Writes the central directory structure to the given file handle.

Returns AZ_OK on success. If given an $offset, will seek to that point before writing. This can be used for recovery in cases where writeToFileHandle or writeToFileNamed returns an IO error because of running out of space on the destination file.

You can truncate the zip by seeking backwards and then writing the directory:

```perl
my $fh = IO::File->new( 'someFile.zip', 'w' );
my $retval = $zip->writeToFileHandle( $fh );
if ( $retval == AZ_IO_ERROR ) {
    my @unwritten = grep { not $_->wasWritten() } $zip->members();
    if ( @unwritten ) {
        $zip->removeMember( $member ) foreach my $member ( @unwritten );
        $zip->writeCentralDirectory( $fh,
            $unwritten[0]->writeLocalHeaderRelativeOffset());
    }
}
```

=item overwriteAs( $newName )

=item overwriteAs( { filename => $newName } )

Write the zip to the specified file, as safely as possible. This is done by first writing to a temp file, then renaming the original if it exists, then renaming the temp file, then deleting the renamed original if it exists. Returns AZ_OK if successful.

=item overwrite()

Write back to the original zip file. See overwriteAs() above.
If the zip was not ever read from a file, this generates an error.

```perl
=item read( $fileName )
=item read( { filename => $fileName } )
```

Read zipfile headers from a zip file, appending new members. Returns C<AZ_OK> or error code.

```perl
my $zipFile = Archive::Zip->new();
my $status = $zipFile->read( '/some/FileName.zip' );
```

```perl
=item readFromFileHandle( $fileHandle, $filename )
=item readFromFileHandle( { fileHandle => $fileHandle, filename => $filename } )
```

Read zipfile headers from an already-opened file handle, appending new members. Does not close the file handle. Returns C<AZ_OK> or error code. Note that this requires a seekable file handle; reading from a stream is not yet supported, but using in-memory data is.

```perl
my $fh = IO::File->new( '/some/FileName.zip', 'r' );
my $zip1 = Archive::Zip->new();
my $status = $zip1->readFromFileHandle( $fh );
my $zip2 = Archive::Zip->new();
$status = $zip2->readFromFileHandle( $fh );
```

Read zip using in-memory data (recursable):

```perl
open my $fh, "<", "archive.zip" or die $!;
my $zip_data = do { local $.; <$fh> };
my $zip = Archive::Zip->new;
open my $dh, "+<", \$zip_data;
$zip->readFromFileHandle ($dh);
```

=head2 Zip Archive Tree operations

These used to be in Archive::Zip::Tree but got moved into Archive::Zip. They enable operation on an entire tree of members or files.

A usage example:

```perl
use Archive::Zip;
my $zip = Archive::Zip->new();
```
# add all readable files and directories below . as xyz/*
$zip->addTree( '.', 'xyz' );
# add all readable plain files below /abc as def/*
$zip->addTree( '/abc', 'def', sub { -f && -r } );
# add all .c files below /tmp as stuff/*
$zip->addTreeMatching( '/tmp', 'stuff', '\.c$' );
# add all .o files below /tmp as stuff/* if they aren't writable
$zip->addTreeMatching( '/tmp', 'stuff', '\.o$', sub { ! -w } );
# add all .so files below /tmp that are smaller than 200 bytes as stuff/*
$zip->addTreeMatching( '/tmp', 'stuff', '\.o$', sub { -s < 200 } );
# and write them into a file
$zip->writeToFileNamed('xxx.zip');
# now extract the same files into /tmpx
$zip->extractTree( 'stuff', '/tmpx' );
=over 4
=item $zip->addTree( $root, $dest [, $pred, $compressionLevel ] ) -- Add tree of files to a zip
=item $zip->addTree( { root => $root, zipName => $dest [, select => $pred,
compressionLevel => $compressionLevel ] )
C<$root> is the root of the tree of files and directories to be
added. It is a valid directory name on your system. C<$dest> is
the name for the root in the zip file (undef or blank means
to use relative pathnames). It is a valid ZIP directory name
(that is, it uses forward slashes (/) for separating
directory components). C<$pred> is an optional subroutine
reference to select files: it is passed the name of the
prospective file or directory using C<$_>, and if it returns
true, the file or directory will be included. The default is
to add all readable files and directories. For instance,
using
my $pred = sub { /\.txt/ };
$zip->addTree( '.', '', $pred );
will add all the .txt files in and below the current
directory, using relative names, and making the names
identical in the zipfile:

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To translate absolute to relative pathnames, just pass them in:

```perl
$zip->addTree( '/c/d', 'a' );
```

<table>
<thead>
<tr>
<th>original name</th>
<th>zip member name</th>
</tr>
</thead>
<tbody>
<tr>
<td>/c/d/xyz</td>
<td>a/xyz</td>
</tr>
<tr>
<td>/c/d/a/</td>
<td>a/a/</td>
</tr>
<tr>
<td>/c/d/a/b</td>
<td>a/a/b</td>
</tr>
</tbody>
</table>

Returns **AZ_OK** on success. Note that this will not follow symbolic links to directories. Note also that this does not check for the validity of filenames.

Note that you generally **don't** want to make zip archive member names absolute.

```perl
=item $zip->addTreeMatching( $root, $dest, $pattern [, $pred, $compressionLevel ] )
=item $zip->addTreeMatching( { root => $root, zipName => $dest, pattern => $pattern [, select => $pred, compressionLevel => $compressionLevel ] } )
```

$root is the root of the tree of files and directories to be added $dest is the name for the root in the zip file (undef means to use relative pathnames) $pattern is a (non-anchored) regular expression for filenames to match $pred is an optional subroutine reference to select files: it is passed the name of the prospective file or directory in C<$_>, and if it returns true, the file or directory will be included. The default is to add all readable files and directories. To add all files in and below the current directory whose names end in C<.pl>, and make them extract into a subdirectory named C<xyz>, do this:

```perl
$zip->addTreeMatching( '.', 'xyz', '.pl$' )
```

To add all I<writable> files in and below the directory named C<abc> whose names end in C<.pl>, and make them extract into a subdirectory named C<xyz>, do this:

```perl
$zip->addTreeMatching( '/abc', 'xyz', '.pl$', sub { -w } )
```

Returns **AZ_OK** on success. Note that this will not follow symbolic links to directories.
=item $zip->updateTree( $root [, $dest , $pred , $mirror, $compressionLevel ] );

=item $zip->updateTree( { root => $root [, zipName => $dest, select => $pred, mirror => $mirror, compressionLevel => $compressionLevel ] } );

Update a zip file from a directory tree.

C<updateTree()> takes the same arguments as C<addTree()>, but first checks to see whether the file or directory already exists in the zip file, and whether it has been changed.

If the fourth argument C<$mirror> is true, then delete all my members if corresponding files were not found.

Returns an error code or AZ_OK if all is well.

=item $zip->extractTree( [ $root, $dest, $volume ] )

=item $zip->extractTree( [ { root => $root, zipName => $dest, volume => $volume } ] )

If you don't give any arguments at all, will extract all the files in the zip with their original names.

If you supply one argument for C<$root>, C<extractTree> will extract all the members whose names start with C<$root> into the current directory, stripping off C<$root> first.

C<$root> is in Zip (Unix) format.

For instance,

$zip->extractTree( 'a' );

when applied to a zip containing the files:
a/x a/b/c ax/d/e d/e will extract:

a/x as ./x

a/b/c as ./b/c

If you give two arguments, C<extractTree> extracts all the members whose names start with C<$root>. It will translate C<$root> into C<$dest> to construct the destination file name.

C<$root> and C<$dest> are in Zip (Unix) format.

For instance,

$zip->extractTree( 'a', 'd/e' );

when applied to a zip containing the files:
a/x a/b/c ax/d/e d/e will extract:
If you give three arguments, \texttt{C<extractTree>} extracts all the members whose names start with \texttt{C<$root>}. It will translate \texttt{C<$root>}} into \texttt{C<$dest>}} to construct the destination file name, and then it will convert to local file system format, using \texttt{C<$volume>}} as the name of the destination volume.

\texttt{C<$root>}} and \texttt{C<$dest>}} are in Zip (Unix) format.

\texttt{C<$volume>}} is in local file system format.

For instance, under Windows,

\begin{verbatim}
$zip->extractTree( 'a', 'd/e', 'f:' );
\end{verbatim}

when applied to a zip containing the files:
\begin{verbatim}
a/x a/b/c ax/d/e d/e
\end{verbatim}

will extract:
\begin{verbatim}
a/x to f:d/e/x
a/b/c to f:d/e/b/c and ignore ax/d/e and d/e
\end{verbatim}

If you want absolute paths (the prior example used paths relative to the current directory on the destination volume, you can specify these in \texttt{C<$dest>}}:

\begin{verbatim}
$zip->extractTree( 'a', '/d/e', 'f:' );
\end{verbatim}

when applied to a zip containing the files:
\begin{verbatim}
a/x a/b/c ax/d/e d/e
\end{verbatim}

will extract:
\begin{verbatim}
a/x to f:d\e\x
a/b/c to f:d\el\b\c and ignore ax/d/e and d/e
\end{verbatim}

If the path to the extracted file traverses a parent directory or a symbolic link, the extraction will be aborted with \texttt{C<AC_ERROR>} for security reason. Returns an error code or \texttt{AZ_OK} if everything worked OK.
This variable governs how Unicode file and directory names are added
to or extracted from an archive. If set, file and directory names are considered
to be UTF-8 encoded. This is EXPERIMENTAL AND BUGGY (there are some edge cases
on Win32). Please report problems.

```perl
{
    local $Archive::Zip::UNICODE = 1;
    $zip->addFile('Déjà vu.txt');
}
```

#### MEMBER OPERATIONS

##### MEMBER CLASS METHODS

Several constructors allow you to construct members without adding
them to a zip archive. These work the same as the addFile(),
addDirectory(), and addString() zip instance methods described above,
but they don't add the new members to a zip.

```perl
=item Archive::Zip::Member->newFromString( $stringOrStringRef [, $fileName ] )

=item Archive::Zip::Member->newFromString( { string => $stringOrStringRef
    [, zipName => $fileName ] )

=item newFromFile( $fileName [, $zipName ]

=item newFromFile( { filename => $fileName [, zipName => $zipName ] } )

=item newDirectoryNamed( $directoryName [, $zipname ]

=item newDirectoryNamed( { directoryName => $directoryName
```
Construct a new member from the given directory.
C<$directoryName> must be a valid name on your file system; it does not have to exist.

If given, C<$zipname> will be the name of the zip member; it must be a valid Zip (Unix) name. If not given, it will be converted from C<$directoryName>.

Returns undef on error.

my $member = Archive::Zip::Member->newDirectoryNamed( 'CVS/' );

=head2 Member Simple accessors

These methods get (and/or set) member attribute values.

=over 4

=item versionMadeBy()

Gets the field from the member header.

=item fileAttributeFormat( [ $format ] )

=item fileAttributeFormat( [ { format => $format } ] )

Gets or sets the field from the member header. These are C<FA_*> values.

=item versionNeededToExtract()

Gets the field from the member header.

=item bitFlag()

Gets the general purpose bit field from the member header. This is where the C<GPBF_*> bits live.

=item compressionMethod()

Returns the member compression method. This is the method that is currently being used to compress the member data. This will be COMPRESSION_STORED for added string or file members, or any of the C<COMPRESSION_*> values for members
from a zip file. However, this module can only handle members whose data is in COMPRESSION_STORED or COMPRESSION_DEFLATED format.

=item desiredCompressionMethod( [ $method ] )

=item desiredCompressionMethod( [ { compressionMethod => $method } ] )

Get or set the member's desiredCompressionMethod. This is the compression method that will be used when the member is written. Returns prior desiredCompressionMethod. Only COMPRESSION_DEFLATED or COMPRESSION_STORED are valid arguments. Changing to COMPRESSION_STORED will change the member desiredCompressionLevel to 0; changing to COMPRESSION_DEFLATED will change the member desiredCompressionLevel to COMPRESSION_LEVEL_DEFAULT.

=item desiredCompressionLevel( [ $level ] )

=item desiredCompressionLevel( [ { compressionLevel => $level } ] )

Get or set the member's desiredCompressionLevel. This is the method that will be used to write. Returns prior desiredCompressionLevel. Valid arguments are 0 through 9, COMPRESSION_LEVEL_NONE, COMPRESSION_LEVEL_DEFAULT, COMPRESSION_LEVEL_BEST_COMPRESSION, and COMPRESSION_LEVEL_FASTEST. 0 or COMPRESSION_LEVEL_NONE will change the desiredCompressionMethod to COMPRESSION_STORED. All other arguments will change the desiredCompressionMethod to COMPRESSION_DEFLATED.

=item externalFileName()

Return the member's external file name, if any, or undef.

=item fileName()

Get or set the member's internal filename. Returns the (possibly new) filename. Names will have backslashes converted to forward slashes, and will have multiple consecutive slashes converted to single ones.

=item lastModFileDateTime()

Return the member's last modification date/time stamp in MS-DOS format.

=item lastModTime()
Return the member's last modification date/time stamp, converted to unix localtime format.

    print "Mod Time: " . scalar( localtime( $member->lastModTime() ) );

=item setLastModFileDateTimeFromUnix()

Set the member's lastModFileDateTime from the given unix time.

    $member->setLastModFileDateTimeFromUnix( time() );

=item internalFileAttributes()

Return the internal file attributes field from the zip header. This is only set for members read from a zip file.

=item externalFileAttributes()

Return member attributes as read from the ZIP file. Note that these are NOT UNIX!

=item unixFileAttributes( [ $newAttributes ] )

=item unixFileAttributes( [ { attributes => $newAttributes } ] )

Get or set the member's file attributes using UNIX file attributes. Returns old attributes.

    my $oldAttribs = $member->unixFileAttributes( 0666 );

Note that the return value has more than just the file permissions, so you will have to mask off the lowest bits for comparisons.

=item localExtraField( [ $newField ] )

=item localExtraField( [ { field => $newField } ] )

Gets or sets the extra field that was read from the local header. This is not set for a member from a zip file until after the member has been written out. The extra field must be in the proper format.

=item cdExtraField( [ $newField ] )

=item cdExtraField( [ { field => $newField } ] )
Gets or sets the extra field that was read from the central directory header. The extra field must be in the proper format.

=item extraFields()

Return both local and CD extra fields, concatenated.

=item fileComment( [ $newComment ] )

=item fileComment( [ { comment => $newComment } ] )

Get or set the member's file comment.

=item hasDataDescriptor()

Get or set the data descriptor flag. If this is set, the local header will not necessarily have the correct data sizes. Instead, a small structure will be stored at the end of the member data with these values. This should be transparent in normal operation.

=item crc32()

Return the CRC-32 value for this member. This will not be set for members that were constructed from strings or external files until after the member has been written.

=item crc32String()

Return the CRC-32 value for this member as an 8 character printable hex string. This will not be set for members that were constructed from strings or external files until after the member has been written.

=item compressedSize()

Return the compressed size for this member. This will not be set for members that were constructed from strings or external files until after the member has been written.

=item uncompressedSize()

Return the uncompressed size for this member.

=item password( [ $password ] )
Returns the password for this member to be used on decryption. If $password is given, it will set the password for the decryption.

=item isEncrypted()

Return true if this member is encrypted. The Archive::Zip module does not currently support creation of encrypted members. Decryption works more or less like this:

```perl
my $zip = Archive::Zip->new;
$zip->read("encrypted.zip");
for my $m ( map { $zip->memberNamed($_) } $zip->memberNames) {
    $m->password("secret");
    $m->contents;  # is "" when password was wrong
}
```

That shows that the password has to be set per member, and not per archive. This might change in the future.

=item isTextFile( [ $flag ] )

=item isTextFile( [ { flag => $flag } ] )

Returns true if I am a text file. Also can set the status if given an argument (then returns old state). Note that this module does not currently do anything with this flag upon extraction or storage. That is, bytes are stored in native format whether or not they came from a text file.

=item isBinaryFile()

Returns true if I am a binary file. Also can set the status if given an argument (then returns old state). Note that this module does not currently do anything with this flag upon extraction or storage. That is, bytes are stored in native format whether or not they came from a text file.

=item extractToFileNamed( $fileName )

=item extractToFileNamed( [ name => $fileName ] )

Extract me to a file with the given name. The file will be created with default modes. Directories will be created as needed. The C<$fileName> argument should be a valid file name on your file system. Returns AZ_OK on success.

=item isDirectory()
Returns true if I am a directory.

=item writeLocalHeaderRelativeOffset()

Returns the file offset in bytes the last time I was written.

=item wasWritten()

Returns true if I was successfully written. Reset at the beginning of a write attempt.

=back

=head2 Low-level member data reading

It is possible to use lower-level routines to access member data streams, rather than the extract* methods and contents(). For instance, here is how to print the uncompressed contents of a member in chunks using these methods:

```perl
my ( $member, $status, $bufferRef );
$member = $zip->memberNamed( 'xyz.txt' );
$member->desiredCompressionMethod( COMPRESSION_STORED );
$status = $member->rewindData();
die "error $status" unless $status == AZ_OK;
while ( ! $member->readIsDone() )
{
  ( $bufferRef, $status ) = $member->readChunk();
  die "error $status"
    if $status !~ AZ_OK & $status !~ AZ_STREAM_END;
  # do something with $bufferRef:
  print $bufferRef;
}
$member->endRead();
```

=over 4

=item readChunk( [ $chunkSize ] )

=item readChunk( [ { chunkSize => $chunkSize } ] )

This reads the next chunk of given size from the member's data stream and compresses or uncompresses it as necessary, returning a reference to the bytes read and a status. If size argument is not given, defaults to global set by Archive::Zip::setChunkSize. Status is AZ_OK on success until the last chunk, where it returns AZ_STREAM_END. Returns C<(
my ( $outRef, $status ) = $self->readChunk();
print $$outRef if $status != AZ_OK && $status != AZ_STREAM_END;

==item rewindData()

Rewind data and set up for reading data streams or writing
zip files. Can take options for C<inflateInit()> or
C<deflateInit()>; but this is not likely to be necessary.
Subclass overrides should call this method. Returns C<AZ_OK>
on success.

==item endRead()

Reset the read variables and free the inflator or deflater.
Must be called to close files, etc. Returns AZ_OK on success.

==item readIsDone()

Return true if the read has run out of data or encountered an error.

==item contents()

Return the entire uncompressed member data or undef in scalar
context. When called in array context, returns C<($string,
$status)>; status will be AZ_OK on success:

my $string = $member->contents();
# or
my ( $string, $status ) = $member->contents();
die "error $status" unless $status == AZ_OK;

Can also be used to set the contents of a member (this may
change the class of the member):

$member->contents( "this is my new contents" );

==item extractToFileHandle( $fh )

==item extractToFileHandle( { fileHandle => $fh } )

Extract (and uncompress, if necessary) the member's contents
to the given file handle. Return AZ_OK on success.

=back

=head1 Archive::Zip::FileMember methods
The `Archive::Zip::FileMember` class extends `Archive::Zip::Member`. It is the base class for both `ZipFileMember` and `NewFileMember` classes. This class adds an \texttt{externalFileName} and an \texttt{fh} member to keep track of the external file.

\begin{verbatim}
=item externalFileName()
Return the member's external filename.

=item fh()
Return the member's read file handle. Automatically opens file if necessary.
=back

=head1 Archive::Zip::ZipFileMember methods

The `Archive::Zip::ZipFileMember` class represents members that have been read from external zip files.

\begin{verbatim}
=item diskNumberStart()
Returns the disk number that the member's local header resides in.
Should be 0.

=item localHeaderRelativeOffset()
Returns the offset into the zip file where the member's local header is.

=item dataOffset()
Returns the offset from the beginning of the zip file to the member's data.

=back

=head1 REQUIRED MODULES

\texttt{L<Archive::Zip>} requires several other modules:

\texttt{L<Carp>}
\end{verbatim}
=head1 BUGS AND CAVEATS

=head2 When not to use Archive::Zip

If you are just going to be extracting zips (and/or other archives) you are recommended to look at using L<Archive::Extract> instead, as it is much easier to use and factors out archive-specific functionality.

=head2 Try to avoid IO::Scalar

One of the most common ways to use Archive::Zip is to generate Zip files in-memory. Most people use L<IO::Scalar> for this purpose.

Unfortunately, as of 1.11 this module no longer works with L<IO::Scalar> as it incorrectly implements seeking.

Anybody using L<IO::Scalar> should consider porting to L<IO::String>, which is smaller, lighter, and is implemented to be perfectly compatible with regular seekable filehandles.

Support for L<IO::Scalar> most likely will B<not> be restored in the future, as L<IO::Scalar> itself cannot change the way it is implemented due to back-compatibility issues.

=head2 Wrong password for encrypted members

When an encrypted member is read using the wrong password, you currently
have to re-read the entire archive to try again with the correct password.

=head1 TO DO

* auto-choosing storing vs compression

* extra field hooks (see notes.txt)

* check for duplicates on addition/renaming?

* Text file extraction (line end translation)

* Reading zip files from non-seekable inputs
  (Perhaps by proxying through IO::String?)

* separate unused constants into separate module

* cookbook style docs

* Handle tainted paths correctly

* Work on better compatibility with other IO:: modules

* Support encryption

* More user-friendly decryption

=head1 SUPPORT

Bugs should be reported via the CPAN bug tracker


For other issues contact the maintainer

=head1 AUTHOR

Currently maintained by Fred Moyer <fred@redhotpenguin.com>

Previously maintained by Adam Kennedy <adamk@cpan.org>

Previously maintained by Steve Peters E<lt>steve@fisharerojo.orgE<gt>.

File attributes code by Maurice Aubrey E<lt>maurice@lovelyfilth.comE<gt>.

Originally by Ned Konz E<lt>nedkonz@cpan.orgE<gt>.

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=head1 SEE ALSO

Look at L<Archive::Zip::MemberRead> which is a wrapper that allows one to read Zip archive members as if they were files.

L<Compress::Raw::Zlib>, L<Archive::Tar>, L<Archive::Extract>

=cut

Found in path(s):
* /opt/cola/permits/1130618412_1612766763.92/0/libarchive-zip-perl-1-64-orig-1-tar-gz/Archive-Zip-1.64/lib/Archive/Zip.pm
No license file was found, but licenses were detected in source scan.

---
abstract: 'Provide an interface to ZIP archive files.'
author: 
  - 'Ned Konz <perl@bike-nomad.com>'
build_requires: 
  ExtUtils::MakeMaker: '0'
  Test::MockModule: '0'
  Test::More: '0.88'
configure_requires: 
  ExtUtils::MakeMaker: '0'
dynamic_config: 0
generated_by: 'ExtUtils::MakeMaker version 7.34, CPAN::Meta::Converter version 2.150010'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
nname: Archive-Zip
no_index: 
directory: 
  - t
  - inc
requires: 
  Compress::Raw::Zlib: '2.017'
  Encode: '0'
# Archive-Zip

The Archive::Zip module allows a Perl program to create, manipulate, read, and write Zip archive files.

See https://metacpan.org/pod/Archive::Zip for more information.

# INSTALLATION

To install this module, run the following commands:

perl Makefile.PL
make
make test
make install

# SUPPORT AND DOCUMENTATION

After installing, you can find documentation for this module with the perldoc command.

perldoc Archive::Zip
# SUPPORT

Bugs should be reported via the CPAN bug tracker


For other issues contact the maintainer

# AUTHOR

Currently maintained by Fred Moyer <fred@redhotpenguin.com>

Previously maintained by Adam Kennedy <adamk@cpan.org>

Previously maintained by Steve Peters <steve@fisharerojo.org>

File attributes code by Maurice Aubrey <maurice@lovelyfilth.com>

Originally by Ned Konz <nedkonz@cpan.org>

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Found in path(s):
* /opt/cola/permits/1130618412_1612766763.92/0/libarchive-zip-perl-1-64-orig-1-tar-gz/Archive-Zip-1.64/README.md
  No license file was found, but licenses were detected in source scan.

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Found in path(s):
  * /opt/cola/permits/1130618412_1612766763.92/0/libarchive-zip-perl-1-64-orig-1-tar-gz/Archive-Zip-1.64/lib/Archive/Zip/Member.pm
No license file was found, but licenses were detected in source scan.

=head1 NAME
Archive::Zip::Tree - (DEPRECATED) methods for adding/extracting trees using Archive::Zip

=head1 DESCRIPTION

This module is deprecated, because all its methods were moved into the main Archive::Zip module.

It is included in the distribution merely to avoid breaking old code.

See L<Archive::Zip>.

=head1 AUTHOR

Ned Konz, perl@bike-nomad.com

=head1 COPYRIGHT

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=head1 SEE ALSO

L<Archive::Zip>

=cut

Found in path(s):
* /opt/cola/permits/1130618412_1612766763.92/0/libarchive-zip-perl-1-64-orig-1-tar-gz/Archive-Zip-1.64/lib/Archive/Zip/Tree.pm

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

=back

=head1 AUTHOR

Sreeji K. Das E<lt>sreeji_k@yahoo.comE<gt>

See L<Archive::Zip> by Ned Konz without which this module does not make any sense!

Minor mods by Ned Konz.

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Found in path(s):
* /opt/cola/permits/1130618412_1612766763.92/0/libarchive-zip-perl-1-64-orig-1-tar-gz/Archive-Zip-1.64/lib/Archive/Zip/MemberRead.pm

1.634 path-to-regexp 0.1.7
1.634.1 Available under license :
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1.635 jackson-datatype-jdk8 2.10.5
1.635.1 Available under license :
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Manifest-Version: 1.0
Bnd-LastModified: 1595301005506
Build-Jdk: 1.8.0_162
Built-By: tatu
Bundle-Description: Add-on module for Jackson (http://jackson.codehaus.org) to support JDK 8 data types.
Bundle-DocURL: https://github.com/FasterXML/jackson-modules-java8/jack
son-datatype-jdk8
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Jackson datatype: jdk8
Bundle-SymbolicName: com.fasterxml.jackson.datatype.jackson-datatype-j
  dk8
Bundle-Vendor: FasterXML
Bundle-Version: 2.10.5
Created-By: Apache Maven Bundle Plugin
Export-Package: com.fasterxml.jackson.datatype.jdk8;version="2.10.5";uses="com.
  fasterxml.jackson.core,com.fasterxml.jackson.core.io,com.faste
  rxml.jackson.databind,com.fasterxml.jackson.databind.deser,com.fas
terxml.jackson.databind.deser.std,com.fasterxml.jackson.databind.json
jackson.databind.ser,com.fasterxml.jackson.databind.ser.impl,com.fas
terxml.jackson.databind.ser.std,com.fasterxml.jackson.databind.type,co
m.fasterxml.jackson.databind.util"
Implementation-Build-Date: 2020-07-21 03:09:44+0000
Implementation-Title: Jackson datatype: jdk8
Implementation-Vendor: FasterXML
Implementation-Vendor-Id: com.fasterxml.jackson.datatype
Implementation-Version: 2.10.5
Import-Package: com.fasterxml.jackson.core;version="[2.10,3)",com.faste
rock.xml.jackson.databind.deser.std;version="[2.10,3)",com.faste
rmxml.jackson.databind.type;version="[2.10,3)",com.faste
rxl.jackson.databind.util;version="[2.10,3)",com.fasterxml.jackson.
databind.ser.std;version="[2.10,3)",com.fasterxml.jackson.datatyp
Import-Package: com.fasterxml.jackson.databind;version="[2.10,3)",com.faste
rxl.jackson.databind.std;version="[2.10,3)",com.fasterxml.jackson.databi
Export-Package: com.fasterxml.jackson.databind;version="[2.10,3)",com.faste
rxl.jackson.databind.std;version="[2.10,3)",com.fasterxml.jackson.databind
Requirement-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Specification-Title: Jackson datatype: jdk8
Specification-Vendor: FasterXML
Specification-Version: 2.10.5
Tool: Bnd-4.2.0.201903051501
X-Compile-Source-JDK: 1.8
X-Compile-Target-JDK: 1.8

Found in path(s):
* /opt/cola/permits/1154615874_1618867970.74/0/jackson-datatype-jdk8-2-10-5-5-jar
META-INF/MANIFEST.MF

1.636 metro-config-api 2.4.0
1.636.1 Available under license:

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1.637 util.promisify 1.1.1

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THE BASIC LIBRARY FUNCTIONS

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University of Cambridge Computing Service,

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PCRE JUST-IN-TIME COMPILATION SUPPORT

Written by: Zoltan Herczeg
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Email domain: freemail.hu

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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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  jar/org/springframework/security/core/AuthenticatedPrincipal.java
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  jar/org/springframework/security/crypto/factory/PasswordEncoderFactories.java
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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
 */

/**
 * 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
*/

Found in path(s):
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-
* jar/org/springframework/security/core/token/Token.java
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Found in path(s):
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-
* jar/org/springframework/security/crypto/password/Digester.java
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jar/org/springframework/security/jackson2/UserMixin.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-
jar/org/springframework/security/jackson2/UnmodifiableSetMixin.java
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Found in path(s):
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-
jar/org/springframework/security/core/session/SessionRegistry.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-
jar/org/springframework/security/core/context/SecurityContextImpl.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-
jar/org/springframework/security/authentication/AuthenticationTrustResolver.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-
jar/org/springframework/security/access/method/AbstractMethodSecurityMetadataSource.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-
jar/org/springframework/security/authentication/event/AuthenticationFailureProxyUntrustedEvent.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-
jar/org/springframework/security/core/userdetails/UserCache.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-
jar/org/springframework/security/core/userdetails/User.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-
jar/org/springframework/security/core/Authentication.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/authentication/AnonymousAuthenticationToken.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/core/userdetails/cache/EhCacheBasedUserCache.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/access/event/AuthenticationFailureDisabledEvent.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/access/event/AuthenticationSuccessEvent.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/authentication/RememberMeAuthenticationProvider.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/core/SpringSecurityMessageSource.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/access/event/AuthenticationCredentialsNotFoundEvent.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/access/AccessDeniedException.java

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* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/access/intercept/RunAsManager.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/authentication/event/InteractiveAuthenticationSuccessEvent.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/access/intercept/AbstractSecurityInterceptor.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/authenticatio.../92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/access/event/PublicInvocationEvent.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/core/context/SecurityContextHolderStrategy.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/authentication/AuthenticationDetailsSource.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/authentication/jaas/SecurityContextLoginModule.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/authentication/jaas/DefaultLoginExceptionResolver.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/authentication/jaas/AnonymousAuthenticationProvider.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/authentication/RememberMeAuthenticationToken.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/authentication/jaas/DefaultLoginExceptionResolver.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/authentication/jaas/DefaultLoginExceptionResolver.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/access/method/MethodSecurityMetadataSource.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/authentication/CredentialsExpiredException.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources.jar/org/springframework/security/access/AccessDecisionManager.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/access/intercept/aopalliance/MethodSecurityMetadataSourceAdvisor.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/authentication/rcp/RemoteAuthenticationException.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/core/userdetails/memory/UserAttributeEditor.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/access/intercept/InterceptorStatusToken.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/core/context/SecurityContextHolder.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/core/session/SessionInformation.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/core/AuthenticationException.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/access/intercept/RunAsUserToken.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/core/session/SessionInformation.java

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Found in path(s):
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/jackson2/UsernamePasswordAuthenticationTokenDeserializer.java
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/jackson2/UserDeserializer.java
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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
 */

Found in path(s):
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/access/intercept/AfterInvocationManager.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
 */

Found in path(s):
* /opt/cola/permits/1144801782_1617703649.92/0/spring-security-core-5-4-5-sources-jar/org/springframework/security/access/PermissionEvaluator.java
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* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/cors/reactive/CorsConfigurationSource.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/bind/annotation/PostMapping.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/annotation/RequestScope.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/request/WebRequestInterceptor.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/annotation/SessionScope.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/bind/annotation/ModelAttribute.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/request/WebRequestInterceptor.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/bind/annotation/ModelAttribute.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/request/WebRequestInterceptor.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/request/RequestScope.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/filter/CompositeFilter.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/bind/annotation/SessionAttribute.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-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.
 */

Found in path(s):
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-
jar/org/springframework/web/server/session/WebSessionIdResolver.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-
jar/org/springframework/web/context/request/async/AsyncRequestTimeoutException.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-
jar/org/springframework/web/accept/MediaTypeFileExtensionResolver.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.
#
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#
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#
# MIME type (lowercased)Extensions
# ===============================================================
# application/1d-interleaved-parityfec
# application/3gpdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
# application/alto-endpointprop+json
# application/alto-endpointpropparams+json
# application/alto-error+json
# application/alto-networkmap+json
# application/alto-networkmapfilter+json
# application/aml
application/andrew-insetez
# application/applefile
application/applixwareaw
# application/atf
# application/atfx
application/atom+xml
application/atmosvc+xml
application/atomcat+xml
application/atomdeleted+xml
# application/atomicmail
# application/atomicmail
application/atomcat+xml
# application/atxml
# application/auth-policy+xml
application/rsd+xml
text/rss+xml
text/rtf
# text/rtploopback
# text/rtx
# text/samlassertion+xml
# text/samlmetadata+xml
application/sbml+xml
# text/scaip+xml
# text/scim+json
application/scvp-cv-request
application/scvp-cv-response
application/scvp-vp-request
application/scvp-vp-response
application/sdp
# text/sep+xml
# text/sep-exi
# text/session-info
application/set-payment
# text/set-payment-initiation
# text/set-registration
application/set-registration-initiation
# text/sgml
# text/sgml-open-catalog
application/shf+xml
# text/sieve
# text/simple-filter+xml
# text/simple-message-summary
# text/simplesymbolcontainer
# text/slate
# text/smil
application/smil+xml
# text/smp-te336m
# text/soap+fastinfoset
# text/soap+xml
application/sparql-query
application/sparql-results+xml
# text/spirits-event+xml
# text/sql
application/srgs
application/srgs+xml
# text/sru+xml
application/ssdl+xml
application/ssml+xml
# text/tamp-apex-update
# text/tamp-apex-update-confirm
# text/tamp-community-update
# text/tamp-community-update-confirm

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# application/vnd.oipf.contentaccessdownload+xml
# application/vnd.oipf.contentacessstreaming+xml
# application/vnd.oipf.cspg-hexbinary
# application/vnd.oipf.dae.svg+xml
# application/vnd.oipf.dae.xhtml+xml
# application/vnd.oipf.mippvcontrolmessage+xml
# application/vnd.oipf.pae.gem
# application/vnd.oipf.spdiscovery+xml
# application/vnd.oipf.spdlist+xml
# application/vnd.oipf.userprofile+xml
application/vnd.olpc-sugararxo
# application/vnd.oma-scws-config
# application/vnd.oma-scws-http-request
# application/vnd.oma-scws-http-response
# application/vnd.oma.bcast.associated-procedure-parameter+xml
# application/vnd.oma.bcast.drm-trigger+xml
# application/vnd.oma.bcast.imd+xm1
# application/vnd.oma.bcast.ltkm
# application/vnd.oma.bcast.notification+xml
# application/vnd.oma.bcast.provisioningtrigger
# application/vnd.oma.bcast.sgboot
# application/vnd.oma.bcast.sgdd+xml
# application/vnd.oma.bcast.sgdu
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# application/vnd.oma.bcast.smartcard-trigger+xml
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# application/vnd.oma.cab-user-prefs+xml
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# application/vnd.oma.dcdc
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# application/vnd.oma.drm.risd+xml
# application/vnd.oma.group-usage-list+xml
# application/vnd.oma.lwm2m+json
# application/vnd.oma.lwm2m+tlv
# application/vnd.oma.pal+xml
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# application/vnd.oma.poc.final-report+xml
# application/vnd.oma.poc.groups+xml
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# application/xml-patch+xml
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Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 3376
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# video/mp2p
# video/mp2t
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# video/mp4v-es
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* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/support/ContextExposingHttpServletRequest.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/support/HttpRequestHandlerServlet.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/support/WebApplicationObjectSupport.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/support/WebApplicationObjectSupport.java
jar/org/springframework/web/method/annotation/MethodArgumentTypeMismatchException.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-
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jar/org/springframework/web/server/RequestPath.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-
jar/org/springframework/web/client/AsyncRestOperations.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-
jar/org/springframework/web/client/HttpCookie.java

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* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/http/HttpLogging.java
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* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/http/server/session/DefaultWebSessionManager.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/http/ClientHttpConnector.java
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* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/remoting/httpinvoker/AbstractHttpInvokerRequestExecutor.java
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* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/filter/RelativeRedirectResponseWrapper.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/http/client/InterceptingAsyncClientHttpRequestFactory.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/http/client/support/HttpAccessor.java
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* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/http/server/reactive/HttpHeadResponseDecorator.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/http/server/reactive/ServerHttpRequestDecorator.java
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* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/filter/CharacterEncodingFilter.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/http/RequestEntity.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/bind/MissingPathVariableException.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/http/HttpHeaders.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/server/NotAcceptableStatusException.java
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jar/org/springframework/web/filter/ServletRequestLoggingFilter.java

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* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/support/ServletConfigPropertySource.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/multipart/MultipartHttpServletRequest.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/support/ServletConfigPropertySource.java

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* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/remoting/httpinvoker/HttpInvokerClientConfiguration.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/bind/ServletRequestBindingException.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-jar/org/springframework/web/context/support/SpringBeanAutowiringSupport.java
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* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-
  jar/org/springframework/http/server/ServerHttpResponse.java
* /opt/cola/permits/1136608033_1613807199.11/0/spring-web-5-1-9-release-sources-1-
  jar/org/springframework/web/HttpMediaTypeException.java

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1.649 less 487-0.1+b1

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* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-jar/org/springframework/beans/factory/config/YamlProcessor.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-jar/org/springframework/beans/factory/support/BeanDefinitionBuilder.java
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  jar/org/springframework/beans/BeanMetadataAttribute.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/config/BeanExpressionResolver.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/support/ManagedProperties.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/config/PropertiesFactoryBean.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/config/BeanWiringInfo.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/config/XmlReaderContext.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/wiring/BeanWiringInfo.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/xml/XmlReaderContext.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/config/EmbeddedValueResolver.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/support/ChildBeanDefinition.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/support/NullBean.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/support/PropertyAccessorUtils.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/PropertyAccessorUtils.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/propertyeditors/PatternEditor.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/config/BeanExpressionResolver.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/support/ManagedProperties.java
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  jar/org/springframework/beans/factory/config/PropertiesFactoryBean.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
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  jar/org/springframework/beans/factory/config/PropertiesFactoryBean.java
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* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/support/NullBean.java
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  jar/org/springframework/beans/PropertyAccessorUtils.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/propertyeditors/PatternEditor.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
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* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/NotReadablePropertyException.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/xml/AbstractSimpleBeanDefinitionParser.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/SmartInitializingSingleton.java

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  jar/org/springframework/beans/factory/parsing/ReaderEventListener.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/serviceloader/ServiceFactoryBean.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/parsing/DefaultsDefinition.java
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* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/PropertyValuesEditor.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/serviceloader/ServiceLoaderFactoryBean.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/support/BeanNameGenerator.java

*/

* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
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  jar/org/springframework/beans/factory/BeanNameAware.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/config/SmartInstantiationAwareBeanPostProcessor.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/parsing/SourceExtractor.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/NullValueInNestedPathException.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/config/SmartInstantiationAwareBeanPostProcessor.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/factory/parsing/SourceExtractor.java
* /opt/cola/permits/1136978618_1613989317.44/0/spring-beans-5-1-14-release-sources-2-
  jar/org/springframework/beans/NullValueInNestedPathException.java

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1.678 python-subunit 0.0.16

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Metadata-Version: 1.0
Name: python-subunit
Version: 0.0.16
Summary: Python implementation of subunit test streaming protocol
Home-page: http://launchpad.net/subunit
Author: Robert Collins
Author-email: subunit-dev@lists.launchpad.net
License: UNKNOWN
Description:

subunit: A streaming protocol for test results
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Subunit
-------

Subunit is a streaming protocol for test results.

There are two major revisions of the protocol. Version 1 was trivially human
readable but had significant defects as far as highly parallel testing was
concerned - it had no room for doing discovery and execution in parallel,
required substantial buffering when multiplexing and was fragile - a corrupt
byte could cause an entire stream to be misparsed. Version 1.1 added
encapsulation of binary streams which mitigated some of the issues but the
core remained.

Version 2 shares many of the good characteristics of Version 1 - it can be
embedded into a regular text stream (e.g. from a build system) and it still
models xUnit style test execution. It also fixes many of the issues with
Version 1 - Version 2 can be multiplexed without excessive buffering (in
time or space), it has a well defined recovery mechanism for dealing with
corrupted streams (e.g. where two processes write to the same stream
concurrently, or where the stream generator suffers a bug).

More details on both protocol version s can be found in the 'Protocol' section
of this document.

Subunit comes with command line filters to process a subunit stream and
language bindings for python, C, C++ and shell. Bindings are easy to write
for other languages.

A number of useful things can be done easily with subunit:
* Test aggregation: Tests run separately can be combined and then
  reported/displayed together. For instance, tests from different languages
  can be shown as a seamless whole, and tests running on multiple machines
  can be aggregated into a single stream through a multiplexer.
* Test archiving: A test run may be recorded and replayed later.
* Test isolation: Tests that may crash or otherwise interact badly with each
  other can be run seperately and then aggregated, rather than interfering
  with each other or requiring an adhoc test->runner reporting protocol.
* Grid testing: subunit can act as the necessary serialisation and
deserialization to get test runs on distributed machines to be reported in real time.

Subunit supplies the following filters:
* tap2subunit - convert Perl's TestAnythingProtocol to subunit.
* subunit2csv - convert a subunit stream to csv.
* subunit2pyunit - convert a subunit stream to pyunit test results.
* subunit2gtk - show a subunit stream in GTK.
* subunit2junitxml - convert a subunit stream to JUnit's XML format.
* subunit-diff - compare two subunit streams.
* subunit-filter - filter out tests from a subunit stream.
* subunit-ls - list info about tests present in a subunit stream.
* subunit-stats - generate a summary of a subunit stream.
* subunit-tags - add or remove tags from a stream.

Integration with other tools
----------------------------
Subunit's language bindings act as integration with various test runners like 'check', 'cppunit', Python's 'unittest'. Beyond that a small amount of glue (typically a few lines) will allow Subunit to be used in more sophisticated ways.

Python
======
Subunit has excellent Python support: most of the filters and tools are written in python and there are facilities for using Subunit to increase test isolation seamlessly within a test suite.

The most common way is to run an existing python test suite and have it output subunit via the `subunit.run` module:

    $ python -m subunit.run mypackage.tests.test_suite

For more information on the Python support Subunit offers, please see `pydoc subunit`, or the source in `python/subunit`

C
==

Subunit has C bindings to emit the protocol. The 'check' C unit testing project has included subunit support in their project for some years now. See 'c/README' for more details.

C++
===

The C library is includable and usable directly from C++. A TestListener for CPPUnit is included in the Subunit distribution. See `c++/README` for details.

shell
=====

There are two sets of shell tools. There are filters, which accept a subunit stream on stdin and output processed data (or a transformed stream) on stdout.

Then there areunittest facilities similar to those for C: shell bindings consisting of simple functions to output protocol elements, and a patch for adding subunit output to the 'ShUnit' shell test runner. See `shell/README` for details.

Filter recipes
-------------

To ignore some failing tests whose root cause is already known::

    subunit-filter --without 'AttributeError.*flavor'

The xUnit test model
-------------------

Subunit implements a slightly modified xUnit test model. The stock standard model is that there are tests, which have an id(), can be run, and when run start, emit an outcome (like success or failure) and then finish.

Subunit extends this with the idea of test enumeration (find out about tests a runner has without running them), tags (allow users to describe tests in ways the test framework doesn't apply any semantic value to), file attachments (allow arbitrary data to make analysing a failure easy) and timestamps.

The protocol
------------

Version 2, or v2 is new and still under development, but is intended to supercede version 1 in the very near future. Subunit's bundled tools accept only version 2 and only emit version 2, but the new filters subunit-1to2 and subunit-2to1 can be used to interoperated with older third party libraries.

Version 2
---------

Version 2 is a binary protocol consisting of independent packets that can be embedded in the output from tools like make - as long as each packet has no other bytes mixed in with it (which `make -j N>1` has a tendency of doing).
Version 2 is currently in draft form, and early adopters should be willing to either discard stored results (if protocol changes are made), or bulk convert them back to v1 and then to a newer edition of v2.

The protocol synchronises at the start of the stream, after a packet, or after any 0x0A byte. That is, a subunit v2 packet starts after a newline or directly after the end of the prior packet.

Subunit is intended to be transported over a reliable streaming protocol such as TCP. As such it does not concern itself with out of order delivery of packets. However, because of the possibility of corruption due to either bugs in the sender, or due to mixed up data from concurrent writes to the same fd when being embedded, subunit strives to recover reasonably gracefully from damaged data.

A key design goal for Subunit version 2 is to allow processing and multiplexing without forcing buffering for semantic correctness, as buffering tends to hide hung or otherwise misbehaving tests. That said, limited time based buffering for network efficiency is a good idea - this is ultimately implementator choice. Line buffering is also discouraged for subunit streams, as dropping into a debugger or other tool may require interactive traffic even if line buffering would not otherwise be a problem.

In version two there are two conceptual events - a test status event and a file attachment event. Events may have timestamps, and the path of multiplexers that an event is routed through is recorded to permit sending actions back to the source (such as new tests to run or stdin for driving debuggers and other interactive input). Test status events are used to enumerate tests, to report tests and test helpers as they run. Tests may have tags, used to allow tunnelling extra meanings through subunit without requiring parsing of arbitrary file attachments. Things that are not standalone tests get marked as such by setting the 'Runnable' flag to false. (For instance, individual assertions in TAP are not runnable tests, only the top level TAP test script is runnable).

File attachments are used to provide rich detail about the nature of a failure. File attachments can also be used to encapsulate stdout and stderr both during and outside tests.

Most numbers are stored in network byte order - Most Significant Byte first encoded using a variation of http://www.dlugosz.com/ZIP2/VLI.html. The first byte's top 2 high order bits encode the total number of octets in the number. This encoding can encode values from 0 to 2**30-1, enough to encode a nanosecond. Numbers that are not variable length encoded are still stored in MSB order.

<table>
<thead>
<tr>
<th>prefix</th>
<th>octets</th>
<th>max</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 3545
All variable length elements of the packet are stored with a length prefix number allowing them to be skipped over for consumers that don't need to interpret them.

UTF-8 strings are with no terminating NUL and should not have any embedded NULs (implementations SHOULD validate any such strings that they process and take some remedial action (such as discarding the packet as corrupt).

In short the structure of a packet is:

```
PACKET := SIGNATURE FLAGS PACKET_LENGTH TIMESTAMP? TESTID? TAGS? MIME?
           FILECONTENT? ROUTING_CODE? CRC32
```

In more detail...

Packets are identified by a single byte signature - 0xB3, which is never legal in a UTF-8 stream as the first byte of a character. 0xB3 starts with the first bit set and the second not, which is the UTF-8 signature for a continuation byte. 0xB3 was chosen as 0x73 ('s' in ASCII') with the top two bits replaced by the 1 and 0 for a continuation byte.

If subunit packets are being embedded in a non-UTF-8 text stream, where 0x73 is a legal character, consider either recoding the text to UTF-8, or using subunit's 'file' packets to embed the text stream in subunit, rather than the other way around.

Following the signature byte comes a 16-bit flags field, which includes a 4-bit version field - if the version is not 0x2 then the packet cannot be read. It is recommended to signal an error at this point (e.g. by emitting a synthetic error packet and returning to the top level loop to look for new packets, or exiting with an error). If recovery is desired, treat the packet signature as an opaque byte and scan for a new synchronisation point.

NB: Subunit V1 and V2 packets may legitimately included 0xB3 internally, as they are an 8-bit safe container format, so recovery from this situation may involve an arbitrary number of false positives until an actual packet is encountered : and even then it may still be false, failing after passing the version check due to coincidence.

Flags are stored in network byte order too.

```
+-------------------------+------------------------+
| High byte               | Low byte               |
| 15 14 13 12 11 10  9  8 | 7 6 5 4 3 2 1  0 |
| VERSION    |feature bits|         |
```
Valid version values are:
0x2 - version 2

Feature bits:
Bit 11 - mask 0x0800 - Test id present.
Bit 10 - mask 0x0400 - Routing code present.
Bit  9 - mask 0x0200 - Timestamp present.
Bit  8 - mask 0x0100 - Test is 'runnable'.
Bit  7 - mask 0x0080 - Tags are present.
Bit  6 - mask 0x0040 - File content is present.
Bit  5 - mask 0x0020 - File MIME type is present.
Bit  4 - mask 0x0010 - EOF marker.
Bit  3 - mask 0x0008 - Must be zero in version 2.

Test status gets three bits:
Bit 2 | Bit 1 | Bit 0 - mask 0x0007 - A test status enum lookup:
000 - undefined / no test
001 - Enumeration / existence
002 - In progress
003 - Success
004 - Unexpected Success
005 - Skipped
006 - Failed
007 - Expected failure

After the flags field is a number field giving the length in bytes for the entire packet including the signature and the checksum. This length must be less than 4MiB - 4194303 bytes. The encoding can obviously record a larger number but one of the goals is to avoid requiring large buffers, or causing large latency in the packet forward/processing pipeline. Larger file attachments can be communicated in multiple packets, and the overhead in such a 4MiB packet is approximately 0.2%.

The rest of the packet is a series of optional features as specified by the set feature bits in the flags field. When absent they are entirely absent.

Forwarding and multiplexing of packets can be done without interpreting the remainder of the packet until the routing code and checksum (which are both at the end of the packet). Additionally, routers can often avoid copying or moving the bulk of the packet, as long as the routing code size increase doesn't force the length encoding to take up a new byte (which will only happen to packets less than or equal to 16KiB in length) - large packets are very efficient to route.

Timestamp when present is a 32 bit unsigned integer for seconds, and a variable length number for nanoseconds, representing UTC time since Unix Epoch in
seconds and nanoseconds.

Test id when present is a UTF-8 string. The test id should uniquely identify runnable tests such that they can be selected individually. For tests and other actions which cannot be individually run (such as test fixtures/layers/subtests) uniqueness is not required (though being human meaningful is highly recommended).

Tags when present is a length prefixed vector of UTF-8 strings, one per tag. There are no restrictions on tag content (other than the restrictions on UTF-8 strings in subunit in general). Tags have no ordering.

When a MIME type is present, it defines the MIME type for the file across all packets same file (routing code + testid + name uniquely identifies a file, reset when EOF is flagged). If a file never has a MIME type set, it should be treated as application/octet-stream.

File content when present is a UTF-8 string for the name followed by the length in bytes of the content, and then the content octets.

If present routing code is a UTF-8 string. The routing code is used to determine which test backend a test was running on when doing data analysis, and to route stdin to the test process if interaction is required.

Multiplexers SHOULD add a routing code if none is present, and prefix any existing routing code with a routing code ('/' separated) if one is already present. For example, a multiplexer might label each stream it is multiplexing with a simple ordinal ('0', '1' etc), and given an incoming packet with route code '3' from stream '0' would adjust the route code when forwarding the packet to be '0/3'.

Following the end of the packet is a CRC-32 checksum of the contents of the packet including the signature.

Example packets
~~~~~~~~~~~~~~

Trivial test "foo" enumeration packet, with test id, runnable set, status=enumeration. Spaces below are to visually break up signature / flags / length / testid / crc32

b3 2901 0c 03666f6f 08555f1b

Version 1 (and 1.1)
~~~~~~~~~~~~~~~~~~

Version 1 (and 1.1) are mostly human readable protocols.
Sample subunit wire contents
---------------------------

The following::
test: test foo works
success: test foo works.
test: tar a file.
failure: tar a file. [ .. ].. space is eaten.
foo.c:34 WARNING foo is not defined.
] a writeln to stdout

When run through subunit2pyunit::
.F
a writeln to stdout

========================================
FAILURE: tar a file.
-------------------
[.. ].. space is eaten.
foo.c:34 WARNING foo is not defined.

Subunit protocol description
=============================

This description is being ported to an EBNF style. Currently its only partly in that style, but should be fairly clear all the same. When in doubt, refer the source (and ideally help fix up the description!). Generally the protocol is line orientated and consists of either directives and their parameters, or when outside a DETAILS region unexpected lines which are not interpreted by the parser - they should be forwarded unaltered.

test[testing][test:testing: test LABEL
success][success][successful][successful: test LABEL
success][success][successful][successful: test LABEL DETAILS
failure: test LABEL
failure: test LABEL DETAILS
error: test LABEL
error: test LABEL DETAILS
skip[:] test LABEL
skip[:] test LABEL DETAILS
xfail[:] test LABEL
xfail[:] test LABEL DETAILS
uxsuccess: test LABEL
uxsuccess: test LABEL DETAILS
progress: [+/-]X
progress: push
progress: pop
tags: [-]TAG ...
time: YYYY-MM-DD HH:MM:SSZ

LABEL: UTF8*
NAME: UTF8*
DETAILS ::= BRACKETED | MULTIPART
BRACKETED ::= '][' CR UTF8-lines '][' CR
MULTIPART ::= '[ multipart' CR PART* ']' CR
PART ::= PART_TYPE CR NAME CR PART_BYTES CR
PART_TYPE ::= Content-Type: type/sub-type(;parameter=value,parameter=value)
PART_BYTES ::= (DIGITS CR LF BYTE{DIGITS})* '0' CR LF

unexpected output on stdout -> stdout.
exit w/0 or last test completing -> error

Tags given outside a test are applied to all following tests
Tags given after a test: line and before the result line for the same test
apply only to that test, and inherit the current global tags.
A '-' before a tag is used to remove tags - e.g. to prevent a global tag
applying to a single test, or to cancel a global tag.

The progress directive is used to provide progress information about a stream
so that stream consumer can provide completion estimates, progress bars and so
on. Stream generators that know how many tests will be present in the stream
should output "progress: COUNT". Stream filters that add tests should output
"progress: +COUNT", and those that remove tests should output
"progress: -COUNT". An absolute count should reset the progress indicators in
use - it indicates that two separate streams from different generators have
been trivially concatenated together, and there is no knowledge of how many
more complete streams are incoming. Smart concatenation could scan each stream
for their count and sum them, or alternatively translate absolute counts into
relative counts inline. It is recommended that outputters avoid absolute counts
unless necessary. The push and pop directives are used to provide local regions
for progress reporting. This fits with hierarchically operating test
environments - such as those that organise tests into suites - the top-most
runner can report on the number of suites, and each suite surround its output
with a (push, pop) pair. Interpreters should interpret a pop as also advancing
the progress of the restored level by one step. Encountering progress
directives between the start and end of a test pair indicates that a previous
test was interrupted and did not cleanly terminate: it should be implicitly
closed with an error (the same as when a stream ends with no closing test
directive for the most recently started test).
The time directive acts as a clock event - it sets the time for all future events. The value should be a valid ISO8601 time.

The skip, xfail and uxsuccess outcomes are not supported by all testing environments. In Python the testtools (https://launchpad.net/testtools) library is used to translate these automatically if an older Python version that does not support them is in use. See the testtools documentation for the translation policy.

skip is used to indicate a test was discovered but not executed. xfail is used to indicate a test that errored in some expected fashion (also know as "TODO" tests in some frameworks). uxsuccess is used to indicate an unexpected success where a test though to be failing actually passes. It is complementary to xfail.

Hacking on subunit
------------------

Releases
========

* Update versions in configure.ac and python/subunit/__init__.py.
* Make PyPI and regular tarball releases. Upload the regular one to LP, the PyPI one to PyPI.
* Push a tagged commit.

Keywords: python test streaming
Platform: UNKNOWN
Classifier: Intended Audience :: Developers
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python
Classifier: Topic :: Software Development :: Testing

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subunit: A streaming protocol for test results

Copyright (C) 2005-2013 Robert Collins <robertc@robertcollins.net>

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limitations under that license.

See the COPYING file for full details on the licensing of Subunit.

Subunit reuses iso8601 by Michael Twomey, distributed under an MIT style
licence - see python/iso8601/LICENSE for details.

Subunit
-------

Subunit is a streaming protocol for test results.

There are two major revisions of the protocol. Version 1 was trivially human
readable but had significant defects as far as highly parallel testing was
concerned - it had no room for doing discovery and execution in parallel,
required substantial buffering when multiplexing and was fragile - a corrupt
byte could cause an entire stream to be misparsed. Version 1.1 added
encapsulation of binary streams which mitigated some of the issues but the
core remained.

Version 2 shares many of the good characteristics of Version 1 - it can be
embedded into a regular text stream (e.g. from a build system) and it still
models xUnit style test execution. It also fixes many of the issues with
Version 1 - Version 2 can be multiplexed without excessive buffering (in
time or space), it has a well defined recovery mechanism for dealing with
corrupted streams (e.g. where two processes write to the same stream
concurrently, or where the stream generator suffers a bug).

More details on both protocol version s can be found in the 'Protocol' section
of this document.

Subunit comes with command line filters to process a subunit stream and
language bindings for python, C, C++ and shell. Bindings are easy to write
for other languages.

A number of useful things can be done easily with subunit:
* Test aggregation: Tests run separately can be combined and then
reported/displayed together. For instance, tests from different languages
can be shown as a seamless whole, and tests running on multiple machines
can be aggregated into a single stream through a multiplexer.
* Test archiving: A test run may be recorded and replayed later.
* Test isolation: Tests that may crash or otherwise interact badly with each
other can be run seperately and then aggregated, rather than interfering
with each other or requiring an adhoc test->runner reporting protocol.
* Grid testing: subunit can act as the necessary serialisation and
deserialiation to get test runs on distributed machines to be reported in
real time.

Subunit supplies the following filters:
* tap2subunit - convert perl's TestAnythingProtocol to subunit.
  * subunit2csv - convert a subunit stream to csv.
* subunit2pyunit - convert a subunit stream to pyunit test results.
  * subunit2gtk - show a subunit stream in GTK.
* subunit2junitxml - convert a subunit stream to JUnit's XML format.
  * subunit-diff - compare two subunit streams.
  * subunit-filter - filter out tests from a subunit stream.
  * subunit-ls - list info about tests present in a subunit stream.
  * subunit-stats - generate a summary of a subunit stream.
  * subunit-tags - add or remove tags from a stream.

Integration with other tools
-------------------------------

Subunit's language bindings act as integration with various test runners like
'check', 'cppunit', Python's 'unittest'. Beyond that a small amount of glue
(typically a few lines) will allow Subunit to be used in more sophisticated
ways.

Python
======
Subunit has excellent Python support: most of the filters and tools are written in python and there are facilities for using Subunit to increase test isolation seamlessly within a test suite.

The most common way is to run an existing python test suite and have it output subunit via the `subunit.run` module:

```
$ python -m subunit.run mypackage.tests.test_suite
```

For more information on the Python support Subunit offers, please see `pydoc subunit` or the source in `python/subunit`.

C

Subunit has C bindings to emit the protocol. The 'check' C unit testing project has included subunit support in their project for some years now. See `c/README` for more details.

C++

The C library is includable and usable directly from C++. A TestListener for CPPUnit is included in the Subunit distribution. See `c++/README` for details.

shell

There are two sets of shell tools. There are filters, which accept a subunit stream on stdin and output processed data (or a transformed stream) on stdout.

Then there are unittest facilities similar to those for C: shell bindings consisting of simple functions to output protocol elements, and a patch for adding subunit output to the 'ShUnit' shell test runner. See `shell/README` for details.

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To ignore some failing tests whose root cause is already known:

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subunit-filter --without 'AttributeError.*flavor'
```

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=========  

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A key design goal for Subunit version 2 is to allow processing and multiplexing without forcing buffering for semantic correctness, as buffering tends to hide hung or otherwise misbehaving tests. That said, limited time based buffering for network efficiency is a good idea - this is ultimately implementator choice. Line buffering is also discouraged for subunit streams, as dropping into a debugger or other tool may require interactive traffic even if line buffering would not otherwise be a problem.

In version two there are two conceptual events - a test status event and a file attachment event. Events may have timestamps, and the path of multiplexers that an event is routed through is recorded to permit sending actions back to the
source (such as new tests to run or stdin for driving debuggers and other interactive input). Test status events are used to enumerate tests, to report tests and test helpers as they run. Tests may have tags, used to allow tunnelling extra meanings through subunit without requiring parsing of arbitrary file attachments. Things that are not standalone tests get marked as such by setting the 'Runnable' flag to false. (For instance, individual assertions in TAP are not runnable tests, only the top level TAP test script is runnable).

File attachments are used to provide rich detail about the nature of a failure. File attachments can also be used to encapsulate stdout and stderr both during and outside tests.

Most numbers are stored in network byte order - Most Significant Byte first encoded using a variation of http://www.dlugosz.com/ZIP2/VLI.html. The first byte's top 2 high order bits encode the total number of octets in the number. This encoding can encode values from 0 to 2**30-1, enough to encode a nanosecond. Numbers that are not variable length encoded are still stored in MSB order.

<table>
<thead>
<tr>
<th>prefix</th>
<th>octets</th>
<th>max</th>
<th>max</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>1</td>
<td>2**6-1</td>
<td>63</td>
</tr>
<tr>
<td>01</td>
<td>2</td>
<td>2**14-1</td>
<td>16383</td>
</tr>
<tr>
<td>10</td>
<td>3</td>
<td>2**22-1</td>
<td>4194303</td>
</tr>
<tr>
<td>11</td>
<td>4</td>
<td>2**30-1</td>
<td>1073741823</td>
</tr>
</tbody>
</table>

All variable length elements of the packet are stored with a length prefix number allowing them to be skipped over for consumers that don't need to interpret them.

UTF-8 strings are with no terminating NUL and should not have any embedded NULs (implementations SHOULD validate any such strings that they process and take some remedial action (such as discarding the packet as corrupt).

In short the structure of a packet is:

```plaintext
PACKET ::= SIGNATURE FLAGS PACKET_LENGTH TIMESTAMP? TESTID? TAGS? MIME?
          FILECONTENT? ROUTING_CODE? CRC32
```

In more detail...

Packets are identified by a single byte signature - 0xB3, which is never legal in a UTF-8 stream as the first byte of a character. 0xB3 starts with the first bit set and the second not, which is the UTF-8 signature for a continuation byte. 0xB3 was chosen as 0x73 ('s' in ASCII) with the top two bits replaced by the 1 and 0 for a continuation byte.
If subunit packets are being embedded in a non-UTF-8 text stream, where 0x73 is a legal character, consider either recoding the text to UTF-8, or using subunit's 'file' packets to embed the text stream in subunit, rather than the other way around.

Following the signature byte comes a 16-bit flags field, which includes a 4-bit version field - if the version is not 0x2 then the packet cannot be read. It is recommended to signal an error at this point (e.g. by emitting a synthetic error packet and returning to the top level loop to look for new packets, or exiting with an error). If recovery is desired, treat the packet signature as an opaque byte and scan for a new synchronisation point. NB: Subunit V1 and V2 packets may legitimately included 0xB3 internally, as they are an 8-bit safe container format, so recovery from this situation may involve an arbitrary number of false positives until an actual packet is encountered : and even then it may still be false, failing after passing the version check due to coincidence.

Flags are stored in network byte order too.

+-------------------------+------------------------+
| High byte | Low byte               |
| 15 14 13 12 11 10  9  8 | 7  6  5  4  3  2  1  0 |
| VERSION    | feature bits|                        |
+------------+------------+------------------------+

Valid version values are:
0x2 - version 2

Feature bits:
Bit 11 - mask 0x0800 - Test id present.
Bit 10 - mask 0x0400 - Routing code present.
Bit 9 - mask 0x0200 - Timestamp present.
Bit 8 - mask 0x0100 - Test is 'runnable'.
Bit 7 - mask 0x0080 - Tags are present.
Bit 6 - mask 0x0040 - File content is present.
Bit 5 - mask 0x0020 - File MIME type is present.
Bit 4 - mask 0x0010 - EOF marker.
Bit 3 - mask 0x0008 - Must be zero in version 2.

Test status gets three bits:
Bit 2 | Bit 1 | Bit 0 - mask 0x0007 - A test status enum lookup:
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After the flags field is a number field giving the length in bytes for the entire packet including the signature and the checksum. This length must be less than 4MiB - 4194303 bytes. The encoding can obviously record a larger number but one of the goals is to avoid requiring large buffers, or causing large latency in the packet forward/processing pipeline. Larger file attachments can be communicated in multiple packets, and the overhead in such a 4MiB packet is approximately 0.2%.

The rest of the packet is a series of optional features as specified by the set feature bits in the flags field. When absent they are entirely absent.

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When a MIME type is present, it defines the MIME type for the file across all packets same file (routing code + testid + name uniquely identifies a file, reset when EOF is flagged). If a file never has a MIME type set, it should be treated as application/octet-stream.

File content when present is a UTF-8 string for the name followed by the length in bytes of the content, and then the content octets.

If present routing code is a UTF-8 string. The routing code is used to determine which test backend a test was running on when doing data analysis, and to route stdin to the test process if interaction is required.

Multiplexers SHOULD add a routing code if none is present, and prefix any existing routing code with a routing code ('/' separated) if one is already
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code '3' from stream '0' would adjust the route code when forwarding the packet
to be '0/3'.

Following the end of the packet is a CRC-32 checksum of the contents of the
packet including the signature.

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~~~~~~~~~~~~~~

Trivial test “foo” enumeration packet, with test id, runnable set,
status=enumeration. Spaces below are to visually break up signature / flags /
length / testid / crc32

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   ..
  ].. space is eaten.
foo.c:34 WARNING foo is not defined.
] a writeln to stdout

When run through subunit2pyunit::
. F
a writeln to stdout

=========================
FAILURE: tar a file.

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

..
[. space is eaten.
foo.c:34 WARNING foo is not defined.
Subunit protocol description

This description is being ported to an EBNF style. Currently its only partly in that style, but should be fairly clear all the same. When in doubt, refer the source (and ideally help fix up the description!). Generally the protocol is line orientated and consists of either directives and their parameters, or when outside a DETAILS region unexpected lines which are not interpreted by the parser - they should be forwarded unaltered.

test|testing|test: testing: test LABEL
success|success:|successful|successful: test LABEL
success|success:|successful|successful: test LABEL DETAILS
failure: test LABEL
failure: test LABEL DETAILS
error: test LABEL
error: test LABEL DETAILS
skip[] test LABEL
skip[] test LABEL DETAILS
xfail[] test LABEL
xfail[] test LABEL DETAILS
uxsuccess[] test LABEL
uxsuccess[] test LABEL DETAILS
progress: [+]-X
progress: push
progress: pop
tags: [-]TAG ...
time: YYYY-MM-DD HH:MM:SSZ

LABEL: UTF8*
NAME: UTF8*
DETAILS ::= BRACKETED | MULTIPART
BRACKETED ::= '[ ' UTF8-lines ' ] ' CR
MULTIPART ::= '[ multipart' CR PART* ' ] ' CR
PART ::= PART_TYPE CR NAME CR PART_BYTES CR
PART_TYPE ::= Content-Type: type/sub-type(;parameter=value,parameter=value)
PART_BYTES ::= (DIGITS CR LF BYTE{DIGITS})* '0' CR LF

unexpected output on stdout -> stdout.
exit w/0 or last test completing -> error

Tags given outside a test are applied to all following tests
Tags given after a test: line and before the result line for the same test apply only to that test, and inherit the current global tags.
A '-' before a tag is used to remove tags - e.g. to prevent a global tag applying to a single test, or to cancel a global tag.
The progress directive is used to provide progress information about a stream so that stream consumer can provide completion estimates, progress bars and so on. Stream generators that know how many tests will be present in the stream should output "progress: COUNT". Stream filters that add tests should output "progress: +COUNT", and those that remove tests should output "progress: -COUNT". An absolute count should reset the progress indicators in use - it indicates that two separate streams from different generators have been trivially concatenated together, and there is no knowledge of how many more complete streams are incoming. Smart concatenation could scan each stream for their count and sum them, or alternatively translate absolute counts into relative counts inline. It is recommended that outputters avoid absolute counts unless necessary. The push and pop directives are used to provide local regions for progress reporting. This fits with hierarchically operating test environments - such as those that organise tests into suites - the top-most runner can report on the number of suites, and each suite surround its output with a (push, pop) pair. Interpreters should interpret a pop as also advancing the progress of the restored level by one step. Encountering progress directives between the start and end of a test pair indicates that a previous test was interrupted and did not cleanly terminate: it should be implicitly closed with an error (the same as when a stream ends with no closing test directive for the most recently started test).

The time directive acts as a clock event - it sets the time for all future events. The value should be a valid ISO8601 time.

The skip, xfail and uxsuccess outcomes are not supported by all testing environments. In Python the testtools (https://launchpad.net/testtools) library is used to translate these automatically if an older Python version that does not support them is in use. See the testtools documentation for the translation policy.

skip is used to indicate a test was discovered but not executed. xfail is used to indicate a test that errored in some expected fashion (also know as "TODO" tests in some frameworks). uxsuccess is used to indicate an unexpected success where a test though to be failing actually passes. It is complementary to xfail.

Hacking on subunit

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Releases

========

* Update versions in configure.ac and python/subunit/__init__.py.
* Make PyPI and regular tarball releases. Upload the regular one to LP, the PyPI one to PyPI.
* Push a tagged commit.
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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

------

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

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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.

1.682 attrs 20.3.0

1.682.1 Available under license :

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1.683 has-symbols 1.0.2
1.683.1 Available under license:
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1.684 topojson-client 3.1.0
1.684.1 Available under license:
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1.685 akka-parsing 10.0.10

1.685.1 Available under license:

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

Manifest-Version: 1.0
Bnd-LastModified: 1504189407297
Bundle-Description: akka-parsing
Bundle-DocURL: http://doc.akka.io/api/akka-http/10.0.10/
Bundle-License: https://opensource.org/licenses/Apache-2.0;description=Apache-2.0
Bundle-ManifestVersion: 2
Bundle-Name: akka-parsing
Bundle-SymbolicName: com.typesafe.akka.parsing
Bundle-Vendor: Lightbend
Bundle-Version: 10.0.10
Created-By: 1.8.0_131 (Oracle Corporation)
Export-Package: akka.parboiled2;uses="akka.parboiled2.support,akka.shapeless,akka.shapeless.ops,scala,scala.collection,scala.collection.generic,scala.collection.immutable,scala.collection.mutable,scala.collection.parallel,scala.math,scala.reflect,scala.reflect.api,scala.reflect.macros.whitebox,scala.runtime,scala.util.control";version="10.0.10",akka.parboiled2.support;uses="akka.parboiled2,akka.shapeless,akka.shapeless.ops,scala,scala.collection,scala.collection.immutable,scala.reflect,scala.reflect.api,scala.reflect.macros.whitebox,scala.runtime,scala.util.control";version="10.0.10",akka.shapeless;uses="akka.shapeless.syntax,scala,scala.collection,scala.collection.immutable,scala.reflect";version="10.0.10",akka.shapeless.ops;uses="akka.shapeless.syntax,scala,scala.collection,scala.collection.immutable,scala.reflect";version="10.0.10",akka.shapeless.syntax;uses="akka.shapeless,scala.reflect";version="10.0.10",akka.macros;uses="scala.event,scala.reflect,scala.reflect.api,scala.reflect.macros.blackbox,scala.runtime";version="10.0.10"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-2.4.0.201411031534

Found in path(s):
1.686 remark-rehype 8.1.0
1.686.1 Available under license:
(The MIT License)

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1.687 python 3.7.3 2+deb10u3
1.687.1 Available under license:

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
Bruce Perens.

Current maintainer is Matthias Klose <doko@debian.org> until the final
2.3 version is released.

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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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<th>Owner</th>
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1.688 azure-mgmt-network 12.0.0

1.688.1 Available under license:

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Metadata-Version: 2.1
Name: azure-mgmt-network
Version: 12.0.0
Summary: Microsoft Azure Network Management Client Library for Python
Home-page: https://github.com/Azure/azure-sdk-for-python
Author: Microsoft Corporation
Author-email: azpysdkhelp@microsoft.com
License: MIT License
Description: # Microsoft Azure SDK for Python

This is the Microsoft Azure Network Management Client Library.
This package has been tested with Python 2.7, 3.5, 3.6, 3.7 and 3.8.
For a more complete view of Azure libraries, see the [azure sdk python
release](https://aka.ms/azsdk/python/all).

# Usage

For code examples, see [Network
Management](https://docs.microsoft.com/python/api/overview/azure/network)
on docs.microsoft.com.

# Provide Feedback
If you encounter any bugs or have suggestions, please file an issue in the
[Issues](https://github.com/Azure/azure-sdk-for-python/issues)
section of the project.

![Impressions](https://azure-sdk-impressions.azurewebsites.net/api/impressions/azure-sdk-for-python%2Fazure-mgmt-network%2FREADME.png)

# Release History

## 12.0.0 (2020-09-01)

**Features**

- Model ConnectionMonitorEndpoint has a new parameter `scope`
- Model ConnectionMonitorEndpoint has a new parameter `coverage_level`
- Model ConnectionMonitorEndpoint has a new parameter `type`
- Model P2SConnectionConfiguration has a new parameter `enable_internet_security`
- Model VirtualHub has a new parameter `enable_virtual_router_route_propogation`
- Model VpnGateway has a new parameter `ip_configurations`
- Model NetworkInterface has a new parameter `dscp_configuration`
- Model NetworkVirtualAppliance has a new parameter `address_prefix`
- Model NetworkVirtualAppliance has a new parameter `inbound_security_rules`
- Model ApplicationGatewayHttpListener has a new parameter `ssl_profile`
- Model ConnectionMonitorTcpConfiguration has a new parameter `destination_port_behavior`
- Model ApplicationGateway has a new parameter `ssl_profiles`
- Model ApplicationGateway has a new parameter `trusted_client_certificates`
- Model PublicIPPrefix has a new parameter `custom_ip_prefix`
- Model VpnSite has a new parameter `o365_policy`
- Model ExpressRouteLinkMacSecConfig has a new parameter `sci_state`
- Model VirtualNetworkPeering has a new parameter `remote_bgp_communities`
- Added operation `VpnGatewaysOperations.stop_packet_capture`
- Added operation `VpnGatewaysOperations.start_packet_capture`
- Added operation `VirtualHubBgpConnectionsOperations.list_learned_routes`
- Added operation `VirtualHubBgpConnectionsOperations.list_advertised_routes`
- Added operation `VpnConnectionsOperations.stop_packet_capture`
- Added operation `VpnConnectionsOperations.start_packet_capture`
- Added operation `FlowLogsOperations.update_tags`
- Added operation `ExpressRoutePortsOperations.generate_loa`
- Added operation `P2sVpnGatewaysOperations.reset`
- Added operation `InboundSecurityRuleOperations`
- Added operation `CustomIPPrefixesOperations`
- Added operation `DscpConfigurationOperations`

**Breaking changes**

- Model ApplicationRuleCondition no longer has parameter `target_urls`
- Model FirewallPolicy no longer has parameter intrusion_system_mode
- Model FirewallPolicy no longer has parameter identity
- Model FirewallPolicy no longer has parameter transport_security
- Model ApplicationRule no longer has parameter target_urls
- Model ApplicationRule no longer has parameter terminate_tls
- Model NatRuleCondition no longer has parameter terminate_tls

## 11.0.0 (2020-06-19)

**Features**

- Model ConnectivityHop has a new parameter previous_hop_ids
- Model ConnectivityHop has a new parameter previous_links
- Model ConnectivityHop has a new parameter links
- Model HubIPAddresses has a new parameter public_ips
- Model FirewallPolicy has a new parameter rule_collection_groups
- Model FirewallPolicy has a new parameter dns_settings
- Model VirtualHub has a new parameter routing_state
- Model VirtualHub has a new parameter ip_configurations
- Model VirtualHub has a new parameter bgp_connections
- Model VirtualHub has a new parameter virtual_router_ips
- Model VirtualHub has a new parameter virtual_router_asn
- Model ApplicationGatewayFrontendIPConfiguration has a new parameter private_link_configuration
- Model ApplicationGateway has a new parameter private_endpoint_connections
- Model ApplicationGateway has a new parameter private_link_configurations
- Model P2SVpnGateway has a new parameter custom_dns_servers
- Model FirewallPolicyRule has a new parameter description
- Model NetworkVirtualAppliance has a new parameter virtual_appliance_sites
- Model NetworkVirtualAppliance has a new parameter boot_strap_configuration_blobs
- Model NetworkVirtualAppliance has a new parameter cloud_init_configuration
- Model NetworkVirtualAppliance has a new parameter cloud_init_configuration_blobs
- Model NetworkVirtualAppliance has a new parameter nva_sku
- Added operation VirtualHubsOperations.get_effective_virtual_hub_routes
- Added operation HubVirtualNetworkConnectionsOperations.delete
- Added operation HubVirtualNetworkConnectionsOperations.create_or_update
- Added operation group VirtualHubBgpConnectionsOperations
- Added operation group VirtualApplianceSkusOperations
- Added operation group VirtualHubIpConfigurationOperations
- Added operation group ApplicationGatewayPrivateLinkResourcesOperations
- Added operation group VirtualApplianceSitesOperations
- Added operation group ApplicationGatewayPrivateEndpointConnectionsOperations
- Added operation group FirewallPolicyRuleCollectionGroupsOperations
- Added operation group VirtualHubBgpConnectionOperations

**Breaking changes**

- Model HubIPAddresses no longer has parameter public_ip_addresses
- Model FirewallPolicy no longer has parameter rule_groups
- Model VirtualHub no longer has parameter virtual_network_connections
- Model FirewallPolicyRule no longer has parameter priority
- Model NetworkVirtualAppliance no longer has parameter cloud_init_configuration_blob
- Model NetworkVirtualAppliance no longer has parameter boot_strap_configuration_blob
- Model NetworkVirtualAppliance no longer has parameter sku

## 10.2.0 (2020-04-10)

**Features**

- Model VpnConnection has a new parameter routing_configuration
- Model NatRuleCondition has a new parameter terminate_tls
- Model HubVirtualNetworkConnection has a new parameter routing_configuration
- Model ExpressRouteConnection has a new parameter routing_configuration
- Model FirewallPolicy has a new parameter transport_security
- Model FirewallPolicy has a new parameter identity
- Model FirewallPolicy has a new parameter threat_intel_whitelist
- Model ApplicationRuleCondition has a new parameter target_urls
- Model P2SConnectionConfiguration has a new parameter routing_configuration
- Model BackendAddressPool has a new parameter load_balancer_backend_addresses
- Added operation LoadBalancerBackendAddressPoolsOperations.create_or_update
- Added operation LoadBalancerBackendAddressPoolsOperations.delete
- Added operation group HubRouteTablesOperations

## 10.1.0 (2020-04-10)

**Features**

- Model VpnConnection has a new parameter dpd_timeout_seconds
- Model FirewallPolicy has a new parameter intrusion_system_mode
- Model Subnet has a new parameter ip_allocations
- Model ApplicationGateway has a new parameter force_firewall_policy_association
- Model PrivateEndpoint has a new parameter custom_dns_configs
- Model VirtualNetworkGatewayConnection has a new parameter dpd_timeout_seconds
- Model VpnClientConfiguration has a new parameter radius_servers
- Model VirtualNetwork has a new parameter ip_allocations
- Model VirtualHub has a new parameter security_partner_provider
- Model VpnServerConfiguration has a new parameter radius_servers
- Added operation group PrivateDnsZoneGroupsOperations
- Added operation group SecurityPartnerProvidersOperations
- Added operation group IpAllocationsOperations

## 10.0.0 (2020-03-31)

**Features**

- Model VirtualNetworkGatewayConnection has a new parameter use_local_azure_ip_address
- Model NetworkRuleCondition has a new parameter source_ip_groups
- Model NetworkRuleCondition has a new parameter destination_ip_groups
- Model VirtualNetworkGatewayIPConfiguration has a new parameter private_ip_address
- Model BgpSettings has a new parameter bgp_peering_addresses
- Model ExpressRouteCircuitConnection has a new parameter ipv6_circuit_connection_config
- Model ApplicationGatewayHttpListener has a new parameter host_names
- Model ApplicationRuleCondition has a new parameter source_ip_groups
- Model VirtualNetworkGateway has a new parameter enable_private_ip_address
- Model LocalNetworkGateway has a new parameter fqdn
- Model VpnSiteLink has a new parameter fqdn
- Model NetworkSecurityGroup has a new parameter flow_logs
- Added operation NetworkManagementClientOperationsMixin.put_bastion_shareable_link
- Added operation NetworkManagementClientOperationsMixin.get_bastion_shareable_link
- Added operation NetworkManagementClientOperationsMixin.delete_bastion_shareable_link
- Added operation NetworkManagementClientOperationsMixin.disconnect_active_sessions
- Added operation NetworkManagementClientOperationsMixin.get_active_sessions
- Added operation group NetworkVirtualAppliancesOperations

**Breaking changes**

- Model ApplicationGatewayHttpListener no longer has parameter hostnames

## 9.0.0 (2020-01-17)

**Features**

- Model AzureFirewall has a new parameter ip_groups
- Model AzureFirewall has a new parameter management_ip_configuration
- Model ConnectionMonitorResult has a new parameter endpoints
- Model ConnectionMonitorResult has a new parameter connection_monitor_type
- Model ConnectionMonitorResult has a new parameter test_configurations
- Model ConnectionMonitorResult has a new parameter test_groups
- Model ConnectionMonitorResult has a new parameter outputs
- Model ConnectionMonitorResult has a new parameter notes
- Model AzureFirewallIPConfiguration has a new parameter type
- Model ConnectionMonitor has a new parameter endpoints
- Model ConnectionMonitor has a new parameter test_configurations
- Model ConnectionMonitor has a new parameter test_groups
- Model ConnectionMonitor has a new parameter outputs
- Model ConnectionMonitor has a new parameter notes
- Model DdosSettings has a new parameter protected_ip
- Model ApplicationGatewayRewriteRuleActionSet has a new parameter url_configuration
- Added operation
  P2sVpnGatewaysOperations.disconnect_p2s_vpn_connections
- Added operation
VirtualNetworkGatewaysOperations.disconnect_virtual_network_gateway_vpn_connections  
- Added operation group FlowLogsOperations

**Breaking changes**

- Operation  
  ExpressRouteCircuitAuthorizationsOperations.create_or_update has a new signature  
- Model ConnectionMonitorParameters has a new signature

## 8.0.0 (2019-11-12)

**Features**

- Model PrivateLinkServiceConnectionState has a new parameter actions_required  
- Model ConnectivityParameters has a new parameter preferred_ip_version

**Breaking changes**

- Model PrivateLinkServiceConnectionState no longer has parameter action_required

## 7.0.0 (2019-10-22)

**Features**

- Model ApplicationGatewayHttpListener has a new parameter hostnames  
- Model ApplicationGatewayHttpListener has a new parameter firewall_policy  
- Model ApplicationGatewayPathRule has a new parameter firewall_policy  
- Model P2SVpnGateway has a new parameter p2_sconnection_configurations  
- Model VpnServerConfiguration has a new parameter vpn_client_root_certificates  
- Model VpnServerConfiguration has a new parameter radius_server_root_certificates  
- Model VpnServerConfiguration has a new parameter radius_client_root_certificates  
- Model VpnServerConfiguration has a new parameter vpn_client_revoked_certificates  
- Model ExpressRouteConnection has a new parameter enable_internet_security  
- Model AzureFirewallApplicationRule has a new parameter source_ip_groups  
- Model WebApplicationFirewallPolicy has a new parameter
- Model WebApplicationFirewallPolicy has a new parameter http_listeners
- Model PrivateLinkService has a new parameter enable_proxy_protocol
- Model AzureFirewallNetworkRule has a new parameter destination_ip_groups
- Model AzureFirewallNetworkRule has a new parameter source_ip_groups
- Model AzureFirewallNetworkRule has a new parameter destination_fqdns
- Model VirtualWAN has a new parameter virtual_wan_type
- Model VirtualHub has a new parameter sku
- Model VirtualHub has a new parameter virtual_hub_route_table_v2s
- Model AzureFirewallNatRule has a new parameter translated_fqdn
- Model AzureFirewallNatRule has a new parameter source_ip_groups
- Model PrivateEndpointConnection has a new parameter link_identifier
- Model AzureFirewall has a new parameter additional_properties
- Added operation RouteFiltersOperations.update_tags
- Added operation ServiceEndpointPoliciesOperations.update_tags
- Added operation PrivateLinkServicesOperations.get_private_endpoint_connection
- Added operation PrivateLinkServicesOperations.list_private_endpoint_connections
- Added operation group VirtualHubRouteTableV2sOperations
- Added operation group IpGroupsOperations

**Breaking changes**

- Operation AzureFirewallsOperations.update_tags has a new signature
- Operation ExpressRouteCircuitAuthorizationsOperations.create_or_update has a new signature
- Model P2SVpnGateway no longer has parameter p2s_connection_configurations
- Model VpnServerConfiguration no longer has parameter vpn_server_config_vpn_client_root_certificates
- Model VpnServerConfiguration no longer has parameter vpn_server_config_radius_client_root_certificates
- Model VpnServerConfiguration no longer has parameter vpn_server_config_vpn_client_revoked_certificates
- Model VpnServerConfiguration no longer has parameter vpn_server_config_radius_server_root_certificates
- Removed operation RouteFiltersOperations.update
- Removed operation VirtualRoutersOperations.update
- Removed operation RouteFilterRulesOperations.update
- Removed operation VirtualRouterPeeringsOperations.update
- Removed operation FirewallPoliciesOperations.update_tags
- Removed operation ServiceEndpointPoliciesOperations.update_tags
## 6.0.0 (2019-10-09)

**Features**

- Model `VirtualNetwork` has a new parameter `bgp_communities`
- Model `VirtualHub` has a new parameter `azure_firewall`
- Model `VirtualHub` has a new parameter `security_provider_name`
- Model `P2SVpnGateway` has a new parameter `p2s_connection_configurations`
- Model `P2SVpnGateway` has a new parameter `vpn_server_configuration`
- Model `AzureFirewall` has a new parameter `sku`
- Model `VirtualNetworkGateway` has a new parameter `inbound_dns_forwarding_endpoint`
- Model `VirtualNetworkGateway` has a new parameter `enable_dns_forwarding`
- Added operation `P2sVpnGatewaysOperations.get_p2s_vpn_connection_health_detailed`
- Added operation `NetworkManagementClientOperationsMixin.generatevirtualwanvpnserverconfigurationvpnprofile`
- Added operation group `VpnServerConfigurationsOperations`
- Added operation group `VpnServerConfigurationsAssociatedWithVirtualWanOperations`
- Added operation group `AvailableServiceAliasesOperations`

**Breaking changes**

- Model `WebApplicationFirewallPolicy` has a new required parameter `managed_rules`
- Model `P2SVpnGateway` no longer has parameter `vpn_client_address_pool`
- Model `P2SVpnGateway` no longer has parameter `custom_routes`
- Model `P2SVpnGateway` no longer has parameter `p2_svpn_server_configuration`
- Model `VirtualWAN` no longer has parameter `security_provider_name`
- Model `VirtualWAN` no longer has parameter `p2_svpn_server_configurations`
- Model `PolicySettings` has a new signature

## 5.1.0 (2019-10-03)

**Features**

- Model `VirtualNetworkGateway` has a new parameter `vpn_gateway_generation`
- Model `ExpressRoutePort` has a new parameter `identity`
- Model `VirtualNetworkGatewayConnection` has a new parameter `traffic_selector_policies`
- Model ExpressRouteLink has a new parameter `mac_sec_config`  
- Model VirtualNetworkGatewayConnectionListEntity has a new parameter `traffic_selector_policies`  
- Model NetworkInterfaceIPConfiguration has a new parameter `private_link_connection_properties`  
- Model ApplicationGatewayRequestRoutingRule has a new parameter `priority`  
- Added operation `VirtualNetworkGatewayConnectionsOperations.stop_packet_capture`  
- Added operation `VirtualNetworkGatewayConnectionsOperations.start_packet_capture`  
- Added operation `ConnectionMonitorsOperations.update_tags`  
- Added operation `VirtualNetworkGatewaysOperations.stop_packet_capture`  
- Added operation `VirtualNetworkGatewaysOperations.start_packet_capture`  
- Added operation group `VirtualRoutersOperations`  
- Added operation group `VirtualRouterPeeringsOperations`  

## 5.0.0 (2019-08-27)

**Features**

- Model PrivateLinkServiceIpConfiguration has a new parameter `primary`  
- Model PrivateLinkServiceIpConfiguration has a new parameter `etag`  
- Model PrivateLinkServiceIpConfiguration has a new parameter `type`  
- Model PrivateLinkServiceIpConfiguration has a new parameter `id`  
- Model AzureFirewall has a new parameter `virtual_hub`  
- Model AzureFirewall has a new parameter `hub_ip_addresses`  
- Model AzureFirewall has a new parameter `firewall_policy`  
- Model PrivateLinkServiceConnection has a new parameter `provisioning_state`  
- Model PrivateLinkServiceConnection has a new parameter `etag`  
- Model PrivateLinkServiceConnection has a new parameter `type`  
- Model PublicIPPrefix has a new parameter `load_balancer_frontend_ip_configuration`  
- Model ApplicationGatewayOnDemandProbe has a new parameter `backend_address_pool`  
- Model ApplicationGatewayOnDemandProbe has a new parameter `backend_http_settings`  
- Model PrivateEndpointConnection has a new parameter `provisioning_state`  
- Model PrivateEndpointConnection has a new parameter `etag`  
- Model PrivateEndpointConnection has a new parameter `type`  
- Added operation `SubnetsOperations.unprepare_network_policies`  
- Added operation group `FirewallPolicyRuleGroupsOperations`  
- Added operation group `FirewallPoliciesOperations`
**Breaking changes**

- Model PrivateLinkServiceIpConfiguration no longer has parameter public_ip_address
- Model ApplicationGatewayOnDemandProbe no longer has parameter backend_pool_name
- Model ApplicationGatewayOnDemandProbe no longer has parameter backend_http_setting_name

## 4.0.0 (2019-07-19)

**Features**

- Model Subnet has a new parameter private_link_service_network_policies
- Model Subnet has a new parameter private_endpoint_network_policies
- Model VpnSite has a new parameter vpn_site_links
- Model LoadBalancingRule has a new parameter type
- Model BackendAddressPool has a new parameter outbound_rules
- Model BackendAddressPool has a new parameter type
- Model InboundNatPool has a new parameter type
- Model OutboundRule has a new parameter type
- Model InboundNatRule has a new parameter type
- Model Probe has a new parameter type
- Model FrontendIPConfiguration has a new parameter private_ip_address_version
- Model FrontendIPConfiguration has a new parameter type
- Model AvailablePrivateEndpointType has a new parameter name
- Model AvailablePrivateEndpointType has a new parameter resource_name
- Model VpnConnection has a new parameter vpn_link_connections
- Added operation AvailablePrivateEndpointTypesOperations.list_by_resource_group
- Added operation AzureFirewallsOperations.update_tags
- Added operation PrivateLinkServicesOperations.check_private_link_service_visibility_by_resource_group
- Added operation PrivateLinkServicesOperations.list_auto_approved_private_link_services
- Added operation PrivateLinkServicesOperations.check_private_link_service_visibility
- Added operation PrivateLinkServicesOperations.list_auto_approved_private_link_services_by_resource_group
- Added operation group VpnLinkConnectionsOperations
- Added operation group VpnSiteLinkConnectionsOperations
- Added operation group VpnSiteLinksOperations

**Breaking changes**
- Operation SubnetsOperations.prepare_network_policies has a new signature
- Model PrepareNetworkPoliciesRequest no longer has parameter resource_group_name
- Model AvailablePrivateEndpointType no longer has parameter service_name
- Removed operation group AvailableResourceGroupPrivateEndpointTypesOperations

## 3.0.0 (2019-05-24)

**Features**

- Model NetworkInterface has a new parameter private_endpoint
- Model ServiceAssociationLink has a new parameter type
- Model ServiceAssociationLink has a new parameter allow_delete
- Model ServiceAssociationLink has a new parameter locations
- Model Subnet has a new parameter private_endpoints
- Model PatchRouteFilter has a new parameter ipv6_peerings
- Model ExpressRouteCircuitPeering has a new parameter type
- Model ApplicationGatewayProbe has a new parameter port
- Model RouteFilter has a new parameter ipv6_peerings
- Model ExpressRouteCircuitAuthorization has a new parameter type
- Model PeerExpressRouteCircuitConnection has a new parameter type
- Model AzureFirewall has a new parameter zones
- Model ResourceNavigationLink has a new parameter type
- Model ExpressRouteCircuitConnection has a new parameter type
- Model VpnConnection has a new parameter use_policy_based_traffic_selectors
- Model NatGateway has a new parameter zones
- Model VpnClientConfiguration has a new parameter aad_audience
- Model VpnClientConfiguration has a new parameter aadIssuer
- Model VpnClientConfiguration has a new parameter aad_tenant
- Added operation VirtualNetworkGatewaysOperations.get_vpnclient_connection_health
- Added operation P2sVpnGatewaysOperations.get_p2s_vpn_connection_health
- Added operation VpnGatewaysOperations.reset
- Added operation group BastionHostsOperations
- Added operation group NetworkManagementClientOperationsMixin
- Added operation group PrivateLinkServicesOperations
- Added operation group AvailableResourceGroupPrivateEndpointTypesOperations
- Added operation group ServiceAssociationLinksOperations
- Added operation group ResourceNavigationLinksOperations
- Added operation group ServiceTagsOperations
- Added operation group PrivateEndpointsOperations
- Added operation group AvailablePrivateEndpointTypesOperations

**Breaking changes**

- Model NetworkInterface no longer has parameter interface_endpoint
- Model Subnet no longer has parameter interface_endpoints
- Removed operation group InterfaceEndpointsOperations

**General Breaking changes**

This version uses a next-generation code generator that *might* introduce breaking changes if you were importing from the v20xx_yy_zz API folders. In summary, some modules were incorrectly visible/importable and have been renamed. This fixed several issues caused by usage of classes that were not supposed to be used in the first place.

- NetworkManagementClient cannot be imported from `azure.mgmt.network.v20xx_yy_zz.network_management_client` anymore (import from `azure.mgmt.network.v20xx_yy_zz` works like before)
- NetworkManagementClientConfiguration import has been moved from `azure.mgmt.network.v20xx_yy_zz.network_management_client` to `azure.mgmt.network.v20xx_yy_zz`
- A model `MyClass` from a "models" sub-module cannot be imported anymore using `azure.mgmt.network.v20xx_yy_zz.models.my_class` (import from `azure.mgmt.network.v20xx_yy_zz.models` works like before)
- An operation class `MyClassOperations` from an `operations` sub-module cannot be imported anymore using `azure.mgmt.network.v20xx_yy_zz.operations.my_class_operations` (import from `azure.mgmt.network.v20xx_yy_zz.operations` works like before)

Last but not least, HTTP connection pooling is now enabled by default. You should always use a client as a context manager, or call close(), or use no more than one client per process.

## 2.7.0 (2019-04-25)

**Features**

- Model P2SVpnGateway has a new parameter custom_routes
- Model Subnet has a new parameter nat_gateway
- Model VpnConnection has a new parameter use_local_azure_ip_address
- Model EffectiveRoute has a new parameter disable_bgp_route_propagation
- Model VirtualNetworkGateway has a new parameter custom_routes
- Added operation ApplicationGatewaysOperations.backend_health_on_demand
- Added operation DdosProtectionPlansOperations.update_tags
- Added operation group NatGatewaysOperations

**Bug fixes and preview API updates**

- Parameter output_blob_sas_url of model GetVpnSitesConfigurationRequest is now required
- Operation VpnSitesConfigurationOperations.download has a new signature
- Model ExpressRouteCircuit no longer has parameter allow_global_reach

## 2.6.0 (2019-03-21)

**Features**

- Model ApplicationGateway has a new parameter firewall_policy
- Model ApplicationGatewayBackendHealthServer has a new parameter health_probe_log
- Model ExpressRouteCircuitPeering has a new parameter peered_connections
- Model ExpressRouteCircuit has a new parameter global_reach_enabled
- Added operation group PeerExpressRouteCircuitConnectionsOperations
- Added operation group WebApplicationFirewallPoliciesOperations

**Bug fixes**

- Fix incorrect operation ApplicationGatewaysOperations.list_available_request_headers
- Fix incorrect operation ApplicationGatewaysOperations.list_available_server_variables
- Fix incorrect operation ApplicationGatewaysOperations.list_available_response_headers

## 2.6.0rc1 (2019-02-15)

**Features**

- Model AzureFirewall has a new parameter threat_intel_mode
- Model ApplicationGatewayRewriteRule has a new parameter conditions
- Model ApplicationGatewayRewriteRule has a new parameter rule_sequence
- Model ApplicationGatewayAutoscaleConfiguration has a new parameter max_capacity
- Added operation SubnetsOperations.prepare_network_policies
## 2.5.1 (2019-01-15)

**Features**

- Add missing ddos_custom_policies operations

## 2.5.0 (2019-01-04)

**Features**

- Model PublicIPAddress has a new parameter ddos_settings
- Added operation ApplicationGatewaysOperations.list_available_request_headers
- Added operation ApplicationGatewaysOperations.list_available_server_variables
- Added operation ApplicationGatewaysOperations.list_available_response_headers
- Added operation ApplicationSecurityGroupsOperations.update_tags

## 2.4.0 (2018-11-27)

**Features**

- Model ApplicationGatewaySslCertificate has a new parameter key_vault_secret_id
- Model ApplicationGatewayRequestRoutingRule has a new parameter rewrite_rule_set
- Model FlowLogInformation has a new parameter format
- Model ApplicationGateway has a new parameter identity
- Model ApplicationGateway has a new parameter rewrite_rule_sets
- Model TrafficAnalyticsConfigurationProperties has a new parameter traffic_analytics_interval
- Model ApplicationGatewayPathRule has a new parameter rewrite_rule_set
- Model ApplicationGatewayUrlPathMap has a new parameter default_rewrite_rule_set

**Breaking changes**

- Model ApplicationGatewayTrustedRootCertificate no longer has parameter keyvault_secret_id (replaced by key_vault_secret_id)

## 2.3.0 (2018-11-07)

**Features**

- Model ApplicationGatewayWebApplicationFirewallConfiguration has a
new parameter exclusions
- Model ApplicationGatewayWebApplicationFirewallConfiguration has a new parameter file_upload_limit_in_mb
- Model ApplicationGatewayWebApplicationFirewallConfiguration has a new parameter max_request_body_size_in_kb
- Model ApplicationGatewayHttpListener has a new parameter custom_error_configurations
- Model ExpressRouteCircuit has a new parameter bandwidth_in_gbps
- Model ExpressRouteCircuit has a new parameter stag
- Model ExpressRouteCircuit has a new parameter express_route_port
- Model EvaluatedNetworkSecurityGroup has a new parameter applied_to
- Model NetworkConfigurationDiagnosticResult has a new parameter profile
- Model ApplicationGateway has a new parameter custom_error_configurations
- Added operation group LoadBalancerOutboundRulesOperations
- Added operation group ExpressRouteLinksOperations
- Added operation group ExpressRoutePortsOperations
- Added operation group ExpressRoutePortsLocationsOperations

**Breaking changes**

- Model NetworkConfigurationDiagnosticResult no longer has parameter traffic_query
- Operation NetworkWatchersOperations.get_network_configuration_diagnostic has a new signature (no longer takes target_resource_id, queries, but a NetworkConfigurationDiagnosticParameters instance)

## 2.2.1 (2018-09-14)

**Bugfixes**

- Fix unexpected exception with network_profiles.delete

## 2.2.0 (2018-09-11)

Default API version is now 2018-08-01

**Features**

- Model AzureFirewall has a new parameter nat_rule_collections
- Model VirtualHub has a new parameter route_table
- Model VirtualHub has a new parameter virtual_network_connections
- Model VirtualHub has a new parameter p2_svpn_gateway
- Model VirtualHub has a new parameter express_route_gateway
- Model VirtualHub has a new parameter vpn_gateway
- Model VirtualWAN has a new parameter allow_vnet_to_vnet_traffic
- Model VirtualWAN has a new parameter p2_svpn_server_configurations
- Model VirtualWAN has a new parameter office365_local_breakout_category
- Model VirtualWAN has a new parameter allow_branch_to_branch_traffic
- Model VirtualWAN has a new parameter security_provider_name
- Model VpnSite has a new parameter is_security_site
- Model VpnConnection has a new parameter connection_bandwidth
- Model VpnConnection has a new parameter enable_internet_security
- Model VpnConnection has a new parameter security_provider_name
- Model VpnConnection has a new parameter enable_rate_limiting
- Model ServiceEndpointPolicy has a new parameter subnets
- Model AzureFirewallApplicationRule has a new parameter fqdn_tags
- Model AzureFirewallApplicationRule has a new parameter target_fqdns
- Model VpnGateway has a new parameter vpn_gateway_scale_unit
- Model ApplicationGatewayBackendHttpSettings has a new parameter trusted_root_certificates
- Model VirtualNetworkGatewayConnection has a new parameter connection_protocol
- Model ExpressRouteCircuitPeering has a new parameter express_route_connection
- Model Subnet has a new parameter delegations
- Model Subnet has a new parameter address_prefixes
- Model Subnet has a new parameter ip_configuration_profiles
- Model Subnet has a new parameter service_association_links
- Model Subnet has a new parameter interface_endpoints
- Model Subnet has a new parameter purpose
- Model ApplicationGateway has a new parameter trusted_root_certificates
- Model NetworkInterface has a new parameter tap_configurations
- Model NetworkInterface has a new parameter hosted_workloads
- Model NetworkInterface has a new parameter interface_endpoint
- Model VirtualNetworkGatewayConnectionListEntity has a new parameter connection_protocol
- Model HubVirtualNetworkConnection has a new parameter enable_internet_security
- Model NetworkInterfaceIPConfiguration has a new parameter virtual_network_taps
- Added operation VirtualNetworkGatewaysOperations.reset_vpn_client_shared_key
- Added operation group ExpressRouteConnectionsOperations
- Added operation group AzureFirewallFqdnTagsOperations
- Added operation group VirtualNetworkTapsOperations
- Added operation group NetworkProfilesOperations
- Added operation group P2sVpnServerConfigurationsOperations
- Added operation group AvailableDelegationsOperations
- Added operation group InterfaceEndpointsOperations
- Added operation group P2sVpnGatewaysOperations
- Added operation group AvailableResourceGroupDelegationsOperations
- Added operation group ExpressRouteGatewaysOperations
- Added operation group NetworkInterfaceTapConfigurationsOperations

**Breaking changes**

- Model VirtualHub no longer has parameter
  hub_virtual_network_connections
- Model VpnConnection no longer has parameter
  connection_bandwidth_in_mbps
- Model AzureFirewallApplicationRule no longer has parameter
  target_urls
- Model VpnGateway no longer has parameter policies
- Model AzureFirewallIPConfiguration no longer has parameter
  internal_public_ip_address
- Model ApplicationGatewayAutoscaleConfiguration has a new signature
- Renamed virtual_wa_ns to virtual_wans

## 2.1.0 (2018-08-28)

Default API version is now 2018-07-01

**Features**

- Model ExpressRouteCircuit has a new parameter allow_global_reach
- Model PublicIPAddress has a new parameter public_ip_prefix
- Model BackendAddressPool has a new parameter outbound_rule
  (replaces outbound_nat_rule)
- Model FrontendIPConfiguration has a new parameter outbound_rules
  (replaces outbound_nat_rule)
- Model FrontendIPConfiguration has a new parameter public_ip_prefix
- Model LoadBalancingRule has a new parameter enable_tcp_reset
- Model VirtualNetworkGatewayConnectionListEntity has a new parameter
  express_route_gateway_bypass
- Model VirtualNetworkGatewayConnection has a new parameter
  express_route_gateway_bypass
- Model Subnet has a new parameter service_endpoint_policies
- Model InboundNatPool has a new parameter enable_tcp_reset
- Model LoadBalancer has a new parameter outbound_rules (replaces
  outbound_nat_rule)
- Model InboundNatRule has a new parameter enable_tcp_reset
- Added operation group ServiceEndpointPolicyDefinitionsOperations
- Added operation group ServiceEndpointPoliciesOperations
- Added operation group PublicIPPrefixesOperations

**Breaking changes**
- Model BackendAddressPool no longer has parameter outbound_nat_rule (now outbound_rules)
- Model FrontendIPConfiguration no longer has parameter outbound_nat_rules (now outbound_rules)
- Model LoadBalancer no longer has parameter outbound_nat_rules (now outbound_rules)

## 2.0.1 (2018-08-07)

**Bugfixes**

- Fix packet_captures.get_status empty output

## 2.0.0 (2018-07-27)

**Features**

- Supports now 2018-06-01 and 2018-04-01. 2018-06-01 is the new default.
- Client class can be used as a context manager to keep the underlying HTTP session open for performance

**Features starting 2018-04-01**

- Model FlowLogInformation has a new parameter
  flow_analytics_configuration
- Model ApplicationGateway has a new parameter enable_fips
- Model ApplicationGateway has a new parameter autoscale_configuration
- Model ApplicationGateway has a new parameter zones
- Model ConnectionSharedKey has a new parameter id
- Added operation group HubVirtualNetworkConnectionsOperations
- Added operation group AzureFirewallsOperations
- Added operation group VirtualHubsOperations
- Added operation group VpnGatewaysOperations
- Added operation group VpnSitesOperations
- Added operation group VirtualWANsOperations
- Added operation group VpnSitesConfigurationOperations
- Added operation group VpnConnectionsOperations

**Breaking changes starting 2018-04-01**

- Operation VirtualNetworkGatewayConnectionsOperations.set_shared_key has a new parameter "id"
- Operation DdosProtectionPlansOperations.create_or_update parameter "parameters" has been flatten to "tags/location"
**Breaking changes starting 2018-06-01**

- The new class VpnConnection introduced in 2018-04-01 renamed "connection_bandwidth" to "connection_bandwidth_in_mbps"

## 2.0.0rc3 (2018-06-14)

**Bugfixes**

- API version 2018-02-01 enum Probe now supports HTTPS (standard SKU load balancer)
- API version 2015-06-15 adding missing "primary" in NetworkInterfaceIPConfiguration

## 2.0.0rc2 (2018-04-03)

**Features**

- All clients now support Azure profiles.
- API version 2018-02-01 is now the default
- Express Route Circuit Connection (considered preview)
- Express Route Provider APIs
- GetTopologyOperation supports query parameter
- Feature work for setting Custom IPsec/IKE policy for Virtual Network Gateway point-to-site clients
- DDoS Protection Plans

## 2.0.0rc1 (2018-03-07)

**General Breaking changes**

This version uses a next-generation code generator that *might* introduce breaking changes.

- Model signatures now use only keyword-argument syntax. All positional arguments must be re-written as keyword-arguments. To keep auto-completion in most cases, models are now generated for Python 2 and Python 3. Python 3 uses the "**" syntax for keyword-only arguments.
- Enum types now use the "str" mixin (class AzureEnum(str, Enum)) to improve the behavior when unrecognized enum values are encountered. While this is not a breaking change, the distinctions are important, and are documented here: <https://docs.python.org/3/library/enum.html#others> At a glance:
  - "is" should not be used at all.
  - "format" will return the string value, where "%s" string formatting will return 'NameOfEnum.stringValue'. Format syntax
should be preferred.

- New Long Running Operation:
  - Return type changes from `msrestazure.azure_operation.AzureOperationPoller` to `msrest.polling.LROPoller`. External API is the same.
  - Return type is now **always** a `msrest.polling.LROPoller`, regardless of the optional parameters used.
  - The behavior has changed when using `raw=True`. Instead of returning the initial call result as `ClientRawResponse`, without polling, now this returns an LROPoller. After polling, the final resource will be returned as a `ClientRawResponse`.
  - New `polling` parameter. The default behavior is `Polling=True` which will poll using ARM algorithm. When `Polling=False`, the response of the initial call will be returned without polling.
  - `polling` parameter accepts instances of subclasses of `msrest.polling.PollingMethod`.
  - `add_done_callback` will no longer raise if called after polling is finished, but will instead execute the callback right away.

**Network Breaking changes**

- Operation `network_watcher.get_topology` changed method signature

**Features**

- Add `ConnectionMonitor` operation group (2017-10/11-01)
- Add `target_virtual_network / target_subnet` to `topology_parameter` (2017-10/11-01)
- Add `idle_timeout_in_minutes / enable_floating_ip` to `inbound_nat_pool` (2017-11-01)

**Bugfixes**

- Fix `peer_asn` validation rules (2017-10/11-01)

### 1.7.1 (2017-12-20)

**Bugfixes**

Fix `SecurityRule` constructor parameters order to respect the one used until 1.5.0. This indeed introduces a breaking change for users of 1.6.0 and 1.7.0, but this constructor signature change was not expected, and following semantic versionning all 1.x versions should follow the same signature.
This fixes third party library, like Ansible, that expects (for excellent reasons) this SDK to follow strictly semantic versionning with regards to breaking changes and have their dependency system asking for `>=1.0;<2.0`

## 1.7.0 (2017-12-14)

**Features**

- Add iptag. IpTag is way to restrict the range of IPaddresses to be allocated.
- Default API version is now 2017-11-01

**Bug fixes**

- Added valid ASN range in ExpressRouteCircuitPeering (#1672)

## 1.6.0 (2017-11-28)

**Bug fixes**

- Accept space in location for "usage" (i.e. "west us").
- sourceAddressPrefix, sourceAddressPrefixes and sourceApplicationSecurityGroups are mutually exclusive and one only is needed, meaning none of them is required by itself. Thus, sourceAddressPrefix is not required anymore.
- destinationAddressPrefix, destinationAddressPrefixes and destinationApplicationSecurityGroups are mutually exclusive and one only is needed, meaning none of them is required by itself. Thus, destinationAddressPrefix is not required anymore.
- Client now accept unicode string as a valid subscription_id parameter
- Restore missing azure.mgmt.network.__version__

**Features**

- Client now accept a "profile" parameter to define API version per operation group.
- Add update_tags to most of the resources
- Add operations group to list all available rest API operations
- NetworkInterfaces_ListVirtualMachineScaleSetIpConfigurations
- NetworkInterfaces_GetVirtualMachineScaleSetIpConfiguration

## 1.5.0 (2017-09-26)

**Features**

- Availability Zones
- Add network_watchers.get_azure_reachability_report
- Add network_watchers.list_available_providers
- Add virtual_network_gateways.supported_vpn_devices
- Add virtual_network_gateways.vpn_device_configuration_script

## 1.5.0rc1 (2017-09-18)

**Features**

- Add ApiVersion 2017-09-01 (new default)
- Add application_security_groups (ASG) operations group
- Add ASG to network_interface operations
- Add ASG to IP operations
- Add source/destination ASGs to network security rules
- Add DDOS protection and VM protection to vnet operations

**Bug fix**

- check_dns_name_availability now correctly defines "domain_name_label" as required and not optional

## 1.4.0 (2017-08-23)

**Features**

- Add ApiVersion 2017-08-01 (new default)
- Added in both 2017-08-01 and 2017-06-01:
  - virtual_network_gateways.list_connections method
  - default_security_rules operations group
  - inbound_nat_rules operations group
  - load_balancer_backend_address_pools operations group
  - load_balancer_frontend_ip_configurations operations group
  - load_balancer_load_balancing_rules operations group
  - load_balancer_network_interfaces operations group
  - load_balancer_probes operations group
  - network_interface_ip_configurations operations group
  - network_interface_load_balancers operations group
  - EffectiveNetworkSecurityGroup.tag_map attribute
  - EffectiveNetworkSecurityRule.source_port_ranges attribute
  - EffectiveNetworkSecurityRule.destination_port_ranges attribute
  - EffectiveNetworkSecurityRule.source_address_prefixes attribute
  - EffectiveNetworkSecurityRule.destination_address_prefixes attribute
  - SecurityRule.source_port_ranges attribute
  - SecurityRule.destination_port_ranges attribute
  - SecurityRule.source_address_prefixes attribute
  - SecurityRule.destination_address_prefixes attribute
- Added in 2017-08-01 only
- PublicIPAddress.sku
- LoadBalancer.sku

**Changes on preview**

- "available_private_access_services" is renamed
- "available_endpoint_services"
- "radius_secret" parsing fix (was unable to work in 1.3.0)

## 1.3.0 (2017-07-10)

**Preview features**

- Adding "available_private_access_services" operation group (preview)
- Adding "radius_secret" in Virtual Network Gateway (preview)

**Bug Fixes**

- VMSS Network ApiVersion fix in 2017-06-01 (point to 2017-03-30)

## 1.2.0 (2017-07-03)

**Features**

Adding the following features to both 2017-03-01 and 2017-06-01:

- express route ipv6
- VMSS Network (get, list, etc.)
- VMSS Public IP (get, list, etc.)

## 1.1.0 (2017-06-27)

**Features**

- Add list_usage in virtual networks (2017-03-01)
- Add ApiVersion 2017-06-01 (new default)

This new ApiVersion is for new Application Gateway features:

- ApplicationGateway Ssl Policy custom cipher suites support [new properties added to Sslpolicy Property of ApplicationGatewayPropertiesFormat]
- Get AvailableSslOptions api [new resource ApplicationGatewayAvailableSslOptions and child resource ApplicationGatewayPredefinedPolicy]
- Redirection support [new child resource ApplicationGatewayRedirectConfiguration for Application Gateway,
new properties in UrlPathMap, PathRules and RequestRoutingRule
- Azure Websites feature support [new properties in
  ApplicationGatewayBackendHttpSettingsPropertiesFormat,
  ApplicationGatewayProbePropertiesFormat, schema for property
  ApplicationGatewayProbeHealthResponseMatch]

## 1.0.0 (2017-05-15)

- Tag 1.0.0rc3 as stable (same content)

## 1.0.0rc3 (2017-05-03)

**Features**

- Added check connectivity api to network watcher

## 1.0.0rc2 (2017-04-18)

**Features**

- Add ApiVersion 2016-12-01 and 2017-03-01
- 2017-03-01 is now default ApiVersion

**Bugfixes**

- Restore access to NetworkWatcher and PacketCapture from 2016-09-01

## 1.0.0rc1 (2017-04-11)

**Features**

To help customers with sovereign clouds (not general Azure), this version has official multi ApiVersion support for 2015-06-15 and 2016-09-01

## 0.30.1 (2017-03-27)

- Add NetworkWatcher
- Add PacketCapture
- Add new methods to Virtualk Network Gateway
  - get_bgp_peer_status
  - get_learned_routes
  - get_advertised_routes

## 0.30.0 (2016-11-01)

- Initial preview release. Based on API version 2016-09-01.

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: Programming Language :: Python :: 3.8
Classifier: License :: OSI Approved :: MIT License

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

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12.0.0/azure/mgmt/network/v2020_06_01/operations/__virtual_appliance_skus_operations.py
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* /opt/cola/permits/1151955534_1618008386.74/0/azure-mgmt-network-12-0-0-azure-mgmt-network-12.0.0/azure/mgmt/network/v2020_04_01/operations/_firewall_policies_operations.py
* /opt/cola/permits/1151955534_1618008386.74/0/azure-mgmt-network-12-0-0-azure-mgmt-network-12.0.0/azure/mgmt/network/v2020_03_01/operations/_service_association_links_operations.py
* /opt/cola/permits/1151955534_1618008386.74/0/azure-mgmt-network-12-0-0-azure-mgmt-network-12.0.0/azure/mgmt/network/v2016_12_01/operations/_express_route_circuit_peerings_operations.py
* /opt/cola/permits/1151955534_1618008386.74/0/azure-mgmt-network-12-0-0-azure-mgmt-network-12.0.0/azure/mgmt/network/v2020_04_01/operations/_firewall_policies_operations.py
* /opt/cola/permits/1151955534_1618008386.74/0/azure-mgmt-network-12-0-0-azure-mgmt-network-12.0.0/azure/mgmt/network/v2020_06_01/operations/_virtual_appliance_sites_operations.py
* /opt/cola/permits/1151955534_1618008386.74/0/azure-mgmt-network-12-0-0-azure-mgmt-network-12.0.0/azure/mgmt/network/v2019_02_01/operations/_route_tables_operations.py
* /opt/cola/permits/1151955534_1618008386.74/0/azure-mgmt-network-12-0-0-azure-mgmt-network-12.0.0/azure/mgmt/network/v2019_06_01/operations/_network_writers_operations.py
* /opt/cola/permits/1151955534_1618008386.74/0/azure-mgmt-network-12-0-0-azure-mgmt-network-12.0.0/azure/mgmt/network/v2017_03_01/operations/_route_filters_operations.py
* /opt/cola/permits/1151955534_1618008386.74/0/azure-mgmt-network-12-0-0-azure-mgmt-network-12.0.0/azure/mgmt/network/v2019_07_01/operations/_packet_captures_operations.py

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* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5-4-2-final-sources-4-
  jar/org/hibernate/validator/cfg/defs/URLDef.java
* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5-4-2-final-sources-4-
  jar/org/hibernate/validator/internal/engine/ValidatorImpl.java
* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5-4-2-final-sources-4-
  jar/org/hibernate/validator/internal/constraintvalidators/hv/ScriptAssertContext.java
* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5-4-2-final-sources-4-
  jar/org/hibernate/validator/internal/constraintvalidators/bv/future/FutureValidatorForInstant.java
* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5-4-2-final-sources-4-
  jar/org/hibernate/validator/internal/engine/groups/Sequence.java
* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5-4-2-final-sources-4-
  jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfShort.java
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jar/org/hibernate/validator/internal/metadata/aggregated/rule/ReturnValueMayOnlyBeMarkedOnceAsCascadedPerHierarchyLine.java
* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5-4-2-final-sources-4-jar/org/hibernate/validator/internal/cfg/context/ConstraintMappingContextImplBase.java
* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5-4-2-final-sources-4-jar/org/hibernate/validator/internal/engine/ValidatorFactoryImpl.java
* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5-4-2-final-sources-4-jar/org/hibernate/validator/parameternameprovider/ReflectionParameterNameProvider.java
* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5-4-2-final-sources-4-jar/org/hibernate/validator/internal/constraintvalidators/bv/past/PastValidatorForReadableInstant.java
* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5-4-2-final-sources-4-jar/org/hibernate/validator/internal/constraintvalidators/bv/future/FutureValidatorForChronoZonedDateTime.java
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/*
 * 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.
 */

/*
 * 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> 
 * 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]. By default, [@code arg0], [@code arg1] etc. 
 * will be used as parameter names.
 */

/*
 * The following listing shows an example using the JavaScript engine which
 * comes with the JDK:
 */

/*
 * [@code @ParameterScriptAssert(script = "arg0.before(arg1)", lang = "javascript")
 * public void createEvent(Date start, Date end) { ... }
 * }
 */

/*
 * Can be specified on any method or constructor.
 */

/*
 * @author Gunnar Morling
 */

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*/
/**
* Retrieves constraint related meta data for the parameters of the given
* executable.
*
* @param executable The executable of interest.
*
* @return A list with parameter meta data for the given executable.
*/

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* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5.4.2-final-sources-4-jar/org/hibernate/validator/internal/metadata/aggregated/package.html
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* /opt/cola/permits/1120504300_1609978367.54/0/hibernate-validator-5.4.2-final-sources-4-jar/META-INF/validation-configuration-1.1.xsd
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* /opt/ws_local/PERMITS_SQL/1066239485_1593562128.44/0/spring-web-5-1-14-release-sources-1.jar/org/springframework/web/bind/annotation/RequestHeader.java
* /opt/ws_local/PERMITS_SQL/1066239485_1593562128.44/0/spring-web-5-1-14-release-sources-1.jar/org/springframework/http/codec/support/BaseCodecConfigurer.java
* /opt/ws_local/PERMITS_SQL/1066239485_1593562128.44/0/spring-web-5-1-14-release-sources-1.jar/org/springframework/web/method/support/CompositeUriComponentsContributor.java

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  jar/org/springframework/web/filter/ServletContextRequestLoggingFilter.java
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* /opt/ws_local/PERMITS_SQL/1066239485_1593562128.44/0/spring-web-5-1-14-release-sources-1.jar/org/springframework/web/bind/support/SimpleSessionStatus.java
* /opt/ws_local/PERMITS_SQL/1066239485_1593562128.44/0/spring-web-5-1-14-release-sources-1.jar/org/springframework/web/bind/annotation/InitBinder.java
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# The table below contains both registered and (common) unregistered types.
# A type that has no unique extension can be ignored -- they are listed
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# identify "new" types. File extensions are also commonly used to indicate
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#
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# The registry is at <https://www.iana.org/assignments/media-types/>.
#
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#
# MIME type (lowercased)Extensions
# ==================================================
# application/1d-interleaved-parityfec
# application/3gpdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
# application/alto-endpointprop+json
# application/alto-endpointpropparams+json
# application/alto-error+json
# application/alto-networkmap+json
# application/alto-networkmapfilter+json
# application/aml
application/andrew-insetez
# application/applefile
application/applixwareaw
# application/ataf
# application/atfx
application/atom+xml
application/atomcat+xml
# application/atomdeleted+xml
# application/atomicmail
application/atomsvc+xml
# application/atxml
# application/auth-policy+xml
# application/bacnet-xdd+xml
# application/batch-smtp
# application/beep+xml
# application/calendar+xml
# application/calendar+xml
# application/call-completion
# application/cals-1840
# application/cebor
# application/ccmp+xml
application/ccxml+xml
# application/cdfx+xml
application/cdmi-capabilitycdmia
application/cdmi-containercdmic
application/cdmi-domaincdmid
application/cdmi-objectcdmio
application/cdmi-queuecdmioq
# application/cdni
# application/cea
# application/cea-2018+xml
# application/cellml+xml
# application/cfw
# application/cms
# application/cnrp+xml
# application/coap-group+json
application/lost+xml
# application/lostsync+xml
# application/lxf
application/mac-binhex40
application/mac-compactproct
# application/macwriteii
application/mads+xml
application/marc
application/marcxml+xml
# application/mathml-content+xml
# application/mathml-presentation+xml
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# application/mbms-deregister+xml
# application/mbms-envelope+xml
# application/mbms-msk+xml
# application/mbms-msk-response+xml
# application/mbms-protection-description+xml
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# application/metalink4+xml
application/mets+xml
# application/mf4
# application/mikey
application/mods+xml
# application/moss-keys
# application/moss-signature
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# application/mrb-publish+xml
# application/msc-ivr+xml
# application/msc-mixer+xml
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# application/sieve
# application/simple-filter+xml
# application/simple-message-summary
# application/simplesymbolcontainer
# application/slate
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# application/urc-targetdesc+xml
# application/urc-uisocketdesc+xml
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# application/vnd.etsi.timestamp-token
# application/vnd.etsi.tsl+xml
# application/vnd.etsi.tsl.der
# application/vnd.eudora.data
application/vnd.ezpix-album	ez2
application/vnd.ezpix-package	ez3
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# application/vnd.fastcopy-disk-image
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# application/vnd.filmit.zfc
# application/vnd.fints
# application/vnd.firemonkeys.cloudcell
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application/vnd.frogans.ltttf
application/vnd.fsc.weblaunchfsc
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application/vnd.fujitsu.oasys2oa2
application/vnd.fujitsu.oasys3oa3
application/vnd.fujitsu.oasysgpfg5
application/vnd.fujitsu.oasysprsbr2
# application/vnd.fujixerox.art-art-ex
# application/vnd.fujixerox.art4
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# application/vnd.geo+json
# application/vnd.geocube+xml
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x-conference/x-cooltalk

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jar/org/springframework/http/codec/ClientCodecConfigurer.java
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jar/org/springframework/web/util/DefaultUriBuilderFactory.java
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jar/org/springframework/web/bind/annotation/RequestParamMethodArgumentResolver.java
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jar/org/springframework/web/context/support/GenericWebApplicationContext.java
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* /opt/ws_local/PERMITS_SQL/1066239485_1593562128.44/0/spring-web-5-1-14-release-sources-1-
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jar/org/springframework/http/server/reactive/AbstractListenerWriteFlushProcessor.java
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1.696 spring-websocket 4.3.22.RELEASE

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* /opt/cola/permits/1141297372_1614968756.38/0/spring-websocket-4-3-22-release-sources-2.jar/org/springframework/web/socket/config/annotation/WebMvcStompEndpointRegistry.java
* /opt/cola/permits/1141297372_1614968756.38/0/spring-websocket-4-3-22-release-sources-2.jar/org/springframework/web/socket/sockjs/client/UndertowXhrTransport.java
* /opt/cola/permits/1141297372_1614968756.38/0/spring-websocket-4-3-22-release-sources-2.jar/org/springframework/web/socket/sockjs/support/AbstractSockJsService.java
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1.702 coreschema 0.0.4

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Metadata-Version: 1.1
Name: coreschema
Version: 0.0.4
Summary: Core Schema.
Home-page: https://github.com/core-api/python-coreschema
Author: Tom Christie
Author-email: tom@tomchristie.com
License: BSD
Description: UNKNOWN
Platform: UNKNOWN
Classifier: Development Status :: 3 - Alpha
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Found in path(s):
* /opt/cola/permits/1112462087_1607091223.73/0/coreschema-0-0-4-1-tar-gz/coreschema-0.0.4/coreschema.egg-info/PKG-INFO
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* /opt/cola/permits/1112462087_1607091223.73/0/coreschema-0-0-4-1-tar-gz/coreschema-0.0.4/coreschema/utils.py

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

Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk

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Python was created in the early 1990s by Guido van Rossum at Stichting
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as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

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

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, 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
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releases have also been GPL-compatible; the table below summarizes
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package org.jetbrains.kotlin.idea.completion.contributors

import org.jetbrains.kotlin.idea.completion.checkers.CompletionVisibilityChecker
import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext
import org.jetbrains.kotlin.idea.completion.context.FirImportDirectivePositionContext
import org.jetbrains.kotlin.idea.completion.contributors.helpers.getStaticScope
import org.jetbrains.kotlin.idea.completion.lookups.CallableInsertionOptions
import org.jetbrains.kotlin.idea.completion.lookups.ImportStrategy
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession

internal class FirImportDirectivePackageMembersCompletionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int
) : FirCompletionContributorBase<FirImportDirectivePositionContext>(basicContext, priority) {
    override fun KtAnalysisSession.complete(positionContext: FirImportDirectivePositionContext) {
        val reference = positionContext.explicitReceiver?.reference() ?: return
        val scope = getStaticScope(reference) ?: return
        val visibilityChecker = CompletionVisibilityChecker.create(basicContext, positionContext)
        scope.getClassifierSymbols(scopeNameFilter)
    }
```
.filter { with(visibilityChecker) { isVisible(it) } }
.forEach { addClassifierSymbolToCompletion(it, ImportStrategy.DoNothing) }

scope.getCallableSymbols(scopeNameFilter)
.filter { with(visibilityChecker) { isVisible(it) } }
.forEach {
    addCallableSymbolToCompletion(
        expectedType = null,
        it,
        CallableInsertionOptions(ImportStrategy.DoNothing, CallableInsertionStrategy.AsIdentifier)
    )
}
}

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package org.jetbrains.kotlin.idea.completion.contributors.helpers

import com.intellij.codeInsight.completion.InsertHandler
import com.intellij.codeInsight.completion.InsertionContext
import com.intellij.codeInsight.lookup.LookupElement
import com.intellij.openapi.util.TextRange
import com.intellij.psi.PsiElement
import org.jetbrains.kotlin.idea.completion.lookups.shortenReferencesForFirCompletion
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.idea.frontend.api.symbols.KtNamedClassOrObjectSymbol
import org.jetbrains.kotlin.idea.frontend.api.types.KtClassType
import org.jetbrains.kotlin.idea.frontend.api.types.KtNonErrorClassType
import org.jetbrains.kotlin.psi.KtClassOrObject
import org.jetbrains.kotlin.psi.KtFile
import org.jetbrains.kotlin.psi.psiUtil.getStrictParentOfType

internal object FirSuperEntriesProvider {
    fun KtAnalysisSession.getSuperClassesAvailableForSuperCall(context: PsiElement): List<KtNamedClassOrObjectSymbol> {
        val containingClass = context.getStrictParentOfType<KtClassOrObject>() ?: return emptyList()
        val containingClassSymbol = containingClass.getClassOrObjectSymbol()
        return containingClassSymbol.superTypes.mapNotNull { superType ->
            val classType = superType.type as? KtNonErrorClassType ?: return@mapNotNull null
            classType.classSymbol as? KtNamedClassOrObjectSymbol
        }
    }
}

internal object SuperCallInsertionHandler : InsertHandler<LookupElement> {
    override fun handleInsert(context: InsertionContext, item: LookupElement) {
        val lookupObject = item.`object` as SuperCallLookupObject
        replaceWithClassIdAndShorten(lookupObject, context)
        context.insertSymbolAndInvokeCompletion(symbol = ".")
    }
}

private fun replaceWithClassIdAndShorten(lookupObject: SuperCallLookupObject, context: InsertionContext) {
    val replaceTo = lookupObject.replaceTo ?: return
    context.document.replaceString(context.startOffset, context.tailOffset, replaceTo)
    context.commitDocument()
    if (lookupObject.shortenReferencesInReplaced) {
        val targetFile = context.file as KtFile
        shortenReferencesForFirCompletion(targetFile, TextRange(context.startOffset, context.tailOffset))
    }
}

internal interface SuperCallLookupObject {
    val replaceTo: String?
    val shortenReferencesInReplaced: Boolean
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package org.jetbrains.kotlin.idea.completion.contributors.helpers

internal fun createStarTypeArgumentsList(typeArgumentsCount: Int): String =
    if (typeArgumentsCount > 0) {
        List(typeArgumentsCount) { "*" }.joinToString(prefix = "<", postfix = ">")
    } else {
        ""
    }

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package org.jetbrains.kotlin.idea.completion.contributors

import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext
import org.jetbrains.kotlin.idea.completion.context.FirNameReferencePositionContext
import org.jetbrains.kotlin.idea.completion.context.FirRawPositionCompletionContext
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.idea.frontend.api.symbols.KtPackageSymbol
import org.jetbrains.kotlin.idea.isExcludedFromAutoImport
import org.jetbrains.kotlin.idea.project.languageVersionSettings

internal class FirPackageCompletionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int,
) : FirCompletionContributorBase<FirRawPositionCompletionContext>(basicContext, priority) {

    override fun KtAnalysisSession.complete(positionContext: FirRawPositionCompletionContext) {
        val rootSymbol = if (positionContext !is FirNameReferencePositionContext || positionContext.explicitReceiver == null) {
            ROOT_PACKAGE_SYMBOL
        } else {
            positionContext.explicitReceiver?.reference()?.resolveToSymbol() as? KtPackageSymbol
        } ?: return
        rootSymbol.getPackageScope()
            .getPackageSymbols(scopeNameFilter)
            .filterNot { packageName ->
                packageName.fqName.isExcludedFromAutoImport(project, originalKtFile, originalKtFile.languageVersionSettings)
            }
            .forEach { packageSymbol ->
            sink.addElement(lookupElementFactory.createPackagePartLookupElement(packageSymbol.fqName))
        }
    }
}

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class Some

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- dromaeo - in samples/third_party/dromaeo
- Eclipse - in third_party/eclipse
- gsutil = in third_party/gsutil
- Guava - in third_party/guava
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package org.jetbrains.kotlin.idea.completion.contributors.keywords

import com.intellij.codeInsight.completion.CompletionParameters
import com.intellij.codeInsight.completion.LookupElement
import com.intellij.codeInsight.lookup.LookupElement
import com.intellij.openapi.project.Project
import com.intellij.psi.PsiElement
import com.intellij.psi.util.isAncestor
import org.jetbrains.kotlin.idea.completion.KeywordLookupObject
import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext
import org.jetbrains.kotlin.idea.completion.createKeywordElement
import org.jetbrains.kotlin.idea.completion.keywords.CompletionKeywordHandler
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.idea.frontend.api.components.KtImplicitReceiver
import org.jetbrains.kotlin.idea.frontend.api.components.KtTypeRendererOptions
import org.jetbrains.kotlin.idea.frontend.api.symbols.KtAnonymousFunctionSymbol
import org.jetbrains.kotlin.idea.frontend.api.symbols.KtClassOrObjectSymbol
import org.jetbrains.kotlin.idea.frontend.api.symbols.KtSymbol
import org.jetbrains.kotlin.idea.frontend.api.symbols.markers.KtNamedSymbol
import org.jetbrains.kotlin.idea.util.findLabelAndCall
import org.jetbrains.kotlin.lexer.KtTokens
import org.jetbrains.kotlin.psi.KtClassOrObject
import org.jetbrains.kotlin.psi.KtExpression
import org.jetbrains.kotlin.psi.KtFunctionLiteral
import org.jetbrains.kotlin.psi.KtPsiUtil

internal class ThisKeywordHandler(
    private val basicContext: FirBasicCompletionContext
): CompletionKeywordHandler<KtAnalysisSession>(KtTokens.THIS_KEYWORD) {

    @OptIn(ExperimentalStdlibApi::class)
    override fun KtAnalysisSession.createLookups(
        parameters: CompletionParameters,
        expression: KtExpression?,
        lookup: LookupElement,
        project: Project
    ): Collection<LookupElement> {
        if (expression == null) {
            // for completion in secondary constructor delegation call
            return listOf(lookup)
        }

        val result = mutableListOf<LookupElement>()
        val receivers = basicContext.originalKtFile.getScopeContextForPosition(expression).implicitReceivers
        receivers.forEachIndexed { index, receiver ->
            if (!canReferenceSymbolByThis(parameters, receiver.ownerSymbol)) {
                return@forEachIndexed
            }
            val labelName = if (index != 0) getThisLabelBySymbol(receiver.ownerSymbol) else null
            result += createThisLookupElement(receiver, labelName)
        }

        return result
    }

    private fun KtAnalysisSession.canReferenceSymbolByThis(parameters: CompletionParameters, symbol: KtSymbol): Boolean {
        if (symbol !is KtClassOrObjectSymbol) return true
        if (symbol.classKind != KtClassKind.COMPANION_OBJECT) return true
        val companionPsi = symbol.psi as KtClassOrObject
        return parameters.offset in companionPsi.textRange
    }

    private fun KtAnalysisSession.createThisLookupElement(receiver: KtImplicitReceiver, labelName: Name?): LookupElement {
        return createKeywordElement("this", labelName.labelNameToTail(), lookupObject = KeywordLookupObject()).
            withTypeText(receiver.type.render(KtTypeRendererOptions.SHORT_NAMES))
    }

    private fun KtAnalysisSession.getThisLabelBySymbol(symbol: KtSymbol): Name? = when {
        symbol is KtNamedSymbol && !symbol.name.isSpecial -> symbol.name
    }
symbol is KtAnonymousFunctionSymbol -> {
    val psi = symbol.psi as KtFunctionLiteral
    psi.findLabelAndCall().first
}
else -> null
}
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- Path: libraries/tools/kotlin-test-js-runner/mocha-kotlin-reporter.js
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- Path: libraries/tools/kotlin-test-js-runner/src/utils.ts
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  - Origin: jQuery JavaScript Library v1.6.2, Copyright 2011, John Resig

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package org.jetbrains.kotlin.copyright
import junit.framework.AssertionFailedError
import org.jetbrains.kotlin.idea.copyright.UpdateKotlinCopyright
import org.jetbrains.kotlin.idea.test.KotlinLightCodeInsightFixtureTestCase
import org.jetbrains.kotlin.idea.test.PluginTestCaseBase
import org.jetbrains.kotlin.test.InTextDirectivesUtils
import org.junit.Assert
import java.io.File
abstract class AbstractUpdateKotlinCopyrightTest : KotlinLightCodeInsightFixtureTestCase() {
fun doTest(path: String) {
myFixture.configureByFile(fileName())
val fileText = myFixture.file.text.trim()
val expectedNumberOfComments = InTextDirectivesUtils.getPrefixedInt(fileText, "// COMMENTS: ") ?: run {
if (fileText.isNotEmpty()) {
throw AssertionFailedError("Every test should assert number of comments with `COMMENTS`
directive")
} else {
0
}
}
val comments = UpdateKotlinCopyright.getExistentComments(myFixture.file)
for (comment in comments) {
val commentText = comment.text
when {
commentText.contains("PRESENT") -> {
}
commentText.contains("ABSENT") -> {

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 3921


throw AssertionError("Unexpected comment found: \\
" + commentText + \\
")

else -> {
  throw AssertionError("A comment with bad directive found: \\
" + commentText + \\
")
}
}
}

Assert.assertEquals("Wrong number of comments found:
\n${comments.joinToString(separator = "\n") { it.text }}\n",
expectedNumberOfComments, comments.size
)
}

override fun getTestDataPath() = File(PluginTestCaseBase.getTestDataPathBase(), "/copyright").path + File.separator

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package org.jetbrains.kotlin.idea.completion.contributors

import com.intellij.codeInsight.lookup.LookupElementBuilder
import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext
import org.jetbrains.kotlin.idea.completion.context.FirClassifierNamePositionContext
import org.jetbrains.kotlin.psi.KtClassOrObject
import org.jetbrains.kotlin.renderer.render

internal class FirSameAsFileClassifierNameCompletionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int
)


override fun KtAnalysisSession.complete(positionContext: FirClassifierNamePositionContext) {
    if (positionContext.classLikeDeclaration is KtClassOrObject) {
        completeTopLevelClassName(positionContext.classLikeDeclaration)
    }
}

private fun completeTopLevelClassName(classOrObject: KtClassOrObject) {
    if (!classOrObject.isTopLevel()) return
    val name = originalKtFile.virtualFile.nameWithoutExtension
    if (!isValidUpperCapitalizedClassName(name)) return
    if (originalKtFile.declarations.any { it is KtClassOrObject && it.name == name }) return
    sink.addElement(LookupElementBuilder.create(name))
}

private fun isValidUpperCapitalizedClassName(name: String) =
    Name.isValidIdentifier(name) && Name.identifier(name).render() == name && name[0].isUpperCase()

GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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*/
package tasks
import groovy.util.Node
import groovy.util.XmlParser
import org.gradle.api.DefaultTask
import org.gradle.api.file.RegularFileProperty
import org.gradle.api.provider.Property
import org.gradle.api.tasks.Input
import org.gradle.api.tasks.InputFile
import org.gradle.api.tasks.OutputFile
import org.gradle.api.tasks.TaskAction
import java.util.*
abstract class WriteCopyrightToFile : DefaultTask() {
@InputFile
val path = project.file("${project.rootDir}/.idea/copyright/apache.xml")
@get:OutputFile
abstract val outputFile: RegularFileProperty
@get:Input
val commented: Property<Boolean> = project.objects.property(Boolean::class.java).convention(true)
@TaskAction
fun write() {
val file = outputFile.asFile.get()
file.writeText(if (commented.get()) readCopyrightCommented() else readCopyright())

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private fun readCopyright(): String {
    assert(path.exists()) {
        "File $path with copyright not found"
    }

    val xmlParser = XmlParser()
    val node = xmlParser.parse(path)
    assert(node.attribute("name") == "CopyrightManager") {
        "Format changed occasionally?"
    }

    val copyrightBlock = node.children().filterIsInstance<Node>().single()
    val noticeNode = copyrightBlock.children().filterIsInstance<Node>().single { it.attribute("name") == "notice" }
    return noticeNode.attribute("value").toString().replace("$today.year", GregorianCalendar().get(Calendar.YEAR).toString())
}

private fun readCopyrightCommented(): String {
    return "/*
" + readCopyright().prependIndent(" * ") + " */"
}

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import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
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        is KtSymbolWithMembers -> symbol.getStaticMemberScope()
        is KtPackageSymbol -> symbol.getPackageScope()
package org.jetbrains.kotlin.idea.completion.contributors.keywords

import com.intellij.codeInsight.completion.CompletionParameters
import com.intellij.codeInsight.completion.LookupElement
import com.intellij.openapi.project.Project
import org.jetbrains.kotlin.idea.completion.createKeywordElement
import org.jetbrains.kotlin.idea.completion.createKeywordElementWithSpace
import org.jetbrains.kotlin.idea.completion.keywords.CompletionKeywordHandler
import org.jetbrains.kotlin.idea.completion.labelNameToTail
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.idea.frontend.api.symbols.KtFunctionSymbol
import org.jetbrains.kotlin.idea.frontend.api.types.KtType
import org.jetbrains.kotlin.idea.references.mainReference
import org.jetbrains.kotlin.idea.util.findLabelAndCall
import org.jetbrains.kotlin.lexer.KtTokens
import org.jetbrains.kotlin.name.Name
import org.jetbrains.kotlin.name.StandardClassIds
import org.jetbrains.kotlin.psi.
import org.jetbrains.kotlin.psi.psiUtil.parentsWithSelf

internal object ReturnKeywordHandler : CompletionKeywordHandler<KtAnalysisSession>(KtTokens.RETURN_KEYWORD) {
    @OptIn(ExperimentalStdlibApi::class)
    override fun KtAnalysisSession.createLookups(parameters: CompletionParameters,
                                               expression: KtExpression?,
                                               lookup: LookupElement,
                                               project: Project
                                              ): Collection<LookupElement> {
        if (expression == null) return emptyList()
        val result = mutableListOf<LookupElement>()
        for (parent in expression.parentsWithSelf.filterIsInstance<KtDeclarationWithBody>()) {
            val returnType = parent.getReturnKtType()
            if (parent is KtFunctionLiteral) {
                val (label, call) = parent.findLabelAndCall()
                if (label != null) {
                    addAllReturnVariants(result, returnType, label)
                }
            } else {
                if (parent.hasBlockBody()) {
                    val returnType = parent.getReturnKtType()
                    if (parent is KtFunctionLiteral) {
                        val (label, call) = parent.findLabelAndCall()
                        if (label != null) {
                            addAllReturnVariants(result, returnType, label)
                        }
                    }
                }
                // check if the current function literal is inlined and stop processing outer declarations if it's not
                if (!$isInlineFunctionCall(call)) {
                    break
                }
            } else {
                if (parent.hasBlockBody()) {
                    val returnType = parent.getReturnKtType()
                    if (parent is KtFunctionLiteral) {
                        val (label, call) = parent.findLabelAndCall()
                        if (label != null) {
                            addAllReturnVariants(result, returnType, label)
                        }
                    }
                }
            }
        }
        return result
    }

    private fun KtAnalysisSession.addAllReturnVariants(list: List<LookupElement>, returnType: KtType, label: Name) {
        val type = returnType as KtType
        val labelName = label
        val result = when (type) {
            is KtType.Type -> {
                list.add(createKeywordElement(labelName, type, true, false))
            }
            is KtType.TypeWithDefault -> {
                list.add(createKeywordElementWithSpace(labelName, type, true, false))
            }
            else -> {
                list.add(createKeywordElement(labelName, type, true, false))
            }
        }
        return result
    }
}

/*

package org.jetbrains.kotlin.idea.completion.contributors.keywords

import com.intellij.codeInsight.completion.CompletionParameters
import com.intellij.codeInsight.completion.LookupElement
import com.intellij.codeInsight.completion.contributors.keywords.CompletionKeywordHandler
import com.intellij.codeInsight.lookup.LookupElement
import com.intellij.openapi.project.Project
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    @OptIn(ExperimentalStdlibApi::class)
    override fun KtAnalysisSession.createLookups(parameters: CompletionParameters,
                                               expression: KtExpression?,
                                               lookup: LookupElement,
                                               project: Project
                                              ): Collection<LookupElement> {
        if (expression == null) return emptyList()
        val result = mutableListOf<LookupElement>()
        for (parent in expression.parentsWithSelf.filterIsInstance<KtDeclarationWithBody>()) {
            val returnType = parent.getReturnKtType()
            if (parent is KtFunctionLiteral) {
                val (label, call) = parent.findLabelAndCall()
                if (label != null) {
                    addAllReturnVariants(result, returnType, label)
                }
            } else {
                if (parent.hasBlockBody()) {
                    val returnType = parent.getReturnKtType()
                    if (parent is KtFunctionLiteral) {
                        val (label, call) = parent.findLabelAndCall()
                        if (label != null) {
                            addAllReturnVariants(result, returnType, label)
                        }
                    }
                }
                // check if the current function literal is inlined and stop processing outer declarations if it's not
                if (!$isInlineFunctionCall(call)) {
                    break
                }
            } else {
                if (parent.hasBlockBody()) {
                    val returnType = parent.getReturnKtType()
                    if (parent is KtFunctionLiteral) {
                        val (label, call) = parent.findLabelAndCall()
                        if (label != null) {
                            addAllReturnVariants(result, returnType, label)
                        }
                    }
                }
            }
        }
        return result
    }

    private fun KtAnalysisSession.addAllReturnVariants(list: List<LookupElement>, returnType: KtType, label: Name) {
        val type = returnType as KtType
        val labelName = label
        val result = when (type) {
            is KtType.Type -> {
                list.add(createKeywordElement(labelName, type, true, false))
            }
            is KtType.TypeWithDefault -> {
                list.add(createKeywordElementWithSpace(labelName, type, true, false))
            }
            else -> {
                list.add(createKeywordElement(labelName, type, true, false))
            }
        }
        return result
    }
}

*/
private fun KtAnalysisSession.addAllReturnVariants(result: MutableList<LookupElement>, returnType: KtType, label: Name?) {
    val isUnit = returnType.isUnit
    result.add(createKeywordElementWithSpace("return", tail = label?.labelNameToTail().orEmpty(), addSpaceAfter = !isUnit))
    getExpressionsToReturnByType(returnType).mapTo(result) { returnTarget ->
        if (label != null || returnTarget.addToLookupElementTail) {
            createKeywordElement("return", tail = "$\{label.labelNameToTail()\} $\{returnTarget.expressionText\}"")
        } else {
            createKeywordElement("return $\{returnTarget.expressionText\}"")
        }
    }
}
private fun KtAnalysisSession.isInlineFunctionCall(call: KtCallExpression?): Boolean {
    val callee = call?.calleeExpression as? KtReferenceExpression ?: return false
    return (callee.mainReference.resolveToSymbol() as? KtFunctionSymbol)?.isInline == true
}

private data class ExpressionTarget(
    val expressionText: String,
    /**
     * FE10 completion sometimes add return target to LookupElement tails and sometimes not,
     * To ensure consistency (at least for tests) we need to do it to
     */
    val addToLookupElementTail: Boolean
)

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Kotlin Compiler

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 */
internal class FirTypeParameterConstraintNameInWhereClauseCompletionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int
) : FirCompletionContributorBase<FirTypeConstraintNameInWhereClausePositionContext>(basicContext, priority) {

    override fun KtAnalysisSession.complete(positionContext: FirTypeConstraintNameInWhereClausePositionContext) {
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        */

        package org.jetbrains.kotlin.idea.completion.contributors

        import com.intellij.codeInsight.completion.InsertHandler
        import com.intellij.codeInsight.completion.InsertionContext
        import com.intellij.codeInsight.lookup.LookupElement
        import com.intellij.codeInsight.lookup.LookupElementBuilder
        import org.jetbrains.kotlin.idea.completion.contributors.helpers.insertSymbolAndInvokeCompletion
        import org.jetbrains.kotlin.idea.completion.contributors.ktSymbolWithIntroductionProvider.getIconFor
        import org.jetbrains.kotlin.idea.completion.FirBasicCompletionContext
        import org.jetbrains.kotlin.idea.completion.context.FirTypeConstraintNameInWhereClausePositionContext
        import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
        import org.jetbrains.kotlin.idea.frontend.api.symbols.markers.KtSymbolWithTypeParameters
        import org.jetbrains.kotlin.name.Name
        import org.jetbrains.kotlin.renderer.render

        println("Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 3948")

val ownerSymbol = positionContext.typeParametersOwner.getSymbol() as? KtSymbolWithTypeParameters ?:
return
ownerSymbol.typeParameters.forEach { typeParameter ->
    val name = typeParameter.name
    val icon = getIconFor(typeParameter)
    LookupElementBuilder.create(TypeParameterInWhenClauseILookupObject(name), name.asString())
        .withTailText(" : ")
        .withInsertHandler(TypeParameterInWhenClauseInsertionHandler)
        .withPsiElement(typeParameter.psi)
        .withIcon(icon)
        .let(sink::addElement)
}
}

private class TypeParameterInWhenClauseILookupObject(override val shortName: Name) : KotlinLookupObject

private object TypeParameterInWhenClauseInsertionHandler : InsertHandler<LookupElement> {
    override fun handleInsert(context: InsertionContext, item: LookupElement) {
        val lookupElement = item.`object` as TypeParameterInWhenClauseILookupObject
        val name = lookupElement.shortName.render()
        context.document.replaceString(context.startOffset, context.tailOffset, name)
        context.commitDocument()
        context.insertSymbolAndInvokeCompletion(symbol = " : ")
    }
}

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 */

package org.jetbrains.kotlin.idea.completion.contributors

import com.intellij.codeInsight.lookup.LookupElement
import com.intellij.openapi.module.Module
import com.intellij.psi.PsiElement
import org.jetbrains.kotlin.idea.completion.
import org.jetbrains.kotlin.idea.completion.context.
import org.jetbrains.kotlin.idea.completion.context.
import org.jetbrains.kotlin.idea.completion.contributors.keywords.
import org.jetbrains.kotlin.idea.completion.contributors.keywords.
import org.jetbrains.kotlin.idea.completion.contributors.keywords.

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 3949
import org.jetbrains.kotlin.idea.completion.keywords.CompletionKeywordHandlerProvider
import org.jetbrains.kotlin.idea.completion.keywords.CompletionKeywordHandlers
import org.jetbrains.kotlin.idea.completion.keywords.DefaultCompletionKeywordHandlerProvider
import org.jetbrains.kotlin.idea.completion.keywords.createLookups
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.idea.project.languageVersionSettings
import org.jetbrains.kotlin.plaintool.git.isJvm
import org.jetbrains.kotlin.psi.*

internal class FirKeywordCompletionContributor(basicContext: FirBasicCompletionContext, priority: Int) :
    FirCompletionContributorBase<FirRawPositionCompletionContext>(basicContext, priority) {
    private val keywordCompletion = KeywordCompletion(object :
        KeywordCompletion.LanguageVersionSettingProvider {
            override fun getLanguageVersionSetting(element: PsiElement) = element.languageVersionSettings
            override fun getLanguageVersionSetting(module: Module) = module.languageVersionSettings
        })

    private val resolveDependentCompletionKeywordHandlers =
        ResolveDependentCompletionKeywordHandlerProvider(basicContext)

    override fun KtAnalysisSession.complete(positionContext: FirRawPositionCompletionContext) {
        val expression = when (positionContext) {
            is FirNameReferencePositionContext -> {
                val reference = positionContext.reference
                when (reference.expression) {
                    is KtLabelReferenceExpression -> reference.expression.parent.parent as? KtExpressionWithLabel
                    else -> reference.expression
                }
            }
            is FirTypeConstraintNameInWhereClausePositionContext, is FirIncorrectPositionContext, is
            FirClassifierNamePositionContext -> {
                error("keyword completion should not be called for ${positionContext::class.simpleName}")
            }
            is FirUnknownPositionContext -> null
        }
        completeWithResolve(expression ?: positionContext.position, expression)
    }

    fun KtAnalysisSession.completeWithResolve(position: PsiElement, expression: KtExpression?) {
        complete(position) { lookupElement, keyword ->
            val lookups = DefaultCompletionKeywordHandlerProvider.getHandlerForKeyword(keyword)
                ?.createLookups(parameters, expression, lookupElement, project)
            ?: resolveDependentCompletionKeywordHandlers.getHandlerForKeyword(keyword)?.run {
                createLookups(parameters, expression, lookupElement, project)
            } ?: listOf(lookupElement)
            sink.addAllElements(lookups)
        }
    }

private inline fun complete(position: PsiElement, crossinline complete: (LookupElement, String) -> Unit) {
    keywordCompletion.complete(position, prefixMatcher, targetPlatform.isJvm()) { lookupElement ->
        val keyword = lookupElement.lookupString
        complete(lookupElement, keyword)
    }
}

private class ResolveDependentCompletionKeywordHandlerProvider(
    basicContext: FirBasicCompletionContext
) : CompletionKeywordHandlerProvider<KtAnalysisSession>() {
    override val handlers = CompletionKeywordHandlers(
        ReturnKeywordHandler,
        OverrideKeywordHandler(basicContext),
        ThisKeywordHandler(basicContext),
        SuperKeywordHandler,
    )
}

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package org.jetbrains.kotlin.idea.completion.contributors.keywords
import com.intellij.codeInsight.completion.*
import com.intellij.codeInsight.lookup.LookupElement
import com.intellij.openapi.project.Project
import org.jetbrains.kotlin.idea.completion.KeywordLookupObject
import 
org.jetbrains.kotlin.idea.completion.contributors.helpers.FirSuperEntriesProvider.getSuperClassesAvailableForSuperCall
import org.jetbrains.kotlin.idea.completion.contributors.helpers.SuperCallLookupObject
import org.jetbrains.kotlin.idea.completion.contributors.helpers.SuperCallInsertionHandler
import org.jetbrains.kotlin.idea.completion.createKeywordElement
import org.jetbrains.kotlin.idea.completion.keywords.CompletionKeywordHandler
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.lexer.KtTokens
import org.jetbrains.kotlin.name.ClassId
import org.jetbrains.kotlin.name.Name
import org.jetbrains.kotlin.psi.KtExpression

internal object SuperKeywordHandler :
CompletionKeywordHandler<KtAnalysisSession>(KtTokens.SUPER_KEYWORD) {
  @OptIn(ExperimentalStdlibApi::class)
  override fun KtAnalysisSession.createLookups(
    parameters: CompletionParameters,
    expression: KtExpression?,
    lookup: LookupElement,
    project: Project
  ): Collection<LookupElement> {
    val superClasses = getSuperClassesAvailableForSuperCall(parameters.position)

    if (superClasses.isEmpty()) {
      return emptyList()
    }

    if (expression == null) {
      // for completion in secondary constructor delegation call
      return listOf(lookup)
    }

    return when {
      superClasses.size <= 1 -> listOf(lookup)
      else -> buildList {
        add(lookup)
        superClasses.mapTo(this) { symbol ->
          createKeywordElement("super", "<${symbol.name}>", SuperKeywordLookupObject(symbol.name,
            symbol.classIdIfNonLocal))
            .withInsertHandler(SuperCallInsertionHandler)
        }
      }
    }
  }
}
private class SuperKeywordLookupObject(val className: Name, val classId: ClassId?) : KeywordLookupObject(), 
SuperCallLookupObject {
override val replaceTo: String?
    get() = classId?.let { "super<${it.asSingleFqName().asString()}>" } 

override val shortenReferencesInReplaced: Boolean 
    get() = classId != null 
}
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package org.jetbrains.kotlin.idea.completion.contributors.helpers

import com.intellij.codeInsight.completion.CodeCompletionHandlerBase
import com.intellij.codeInsight.completion.CompletionType
import com.intellij.codeInsight.completion.InsertionContext
import com.intellij.openapi.application.ApplicationManager
import com.intellij.psi.PsiDocumentManager

internal fun InsertionContext.insertSymbolAndInvokeCompletion(symbol: String) {
    this.insertSymbol(symbol)
    scheduleCompletion(this)
}

private fun scheduleCompletion(context: InsertionContext) {
    ApplicationManager.getApplication().invokeLater {
        if (!context.editor.isDisposed) {
            CodeCompletionHandlerBase(CompletionType.BASIC, true, false, true)
                .invokeCompletion(context.project, context.editor)
        }
    }
}

internal fun InsertionContext.insertSymbol(symbol: String) {
    PsiDocumentManager.getInstance(project).doPostponedOperationsAndUnblockDocument(document)
    document.insertString(tailOffset, symbol)
    commitDocument()
    editor.caretModel.moveToOffset(tailOffset)
}

internal fun InsertionContext.addTypeArguments(typeArgumentsCount: Int) {
    when {
        typeArgumentsCount == 0 -> 

return
}
typeArgumentsCount < 0 -> {
    error("Count of type arguments should be non-negative, but was $typeArgumentsCount")
}
else -> {
    commitDocument()
    insertSymbol(createStarTypeArgumentsList(typeArgumentsCount))
}
}
}
 zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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/* PRESENT 1 */
/* PRESENT 2 */
// PRESENT 3
/** ABSENT */
package/* ABSENT 1 */ normal
/* ABSENT 2 */

// COMMENTS: 3

ASM: a very small and fast Java bytecode manipulation framework
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package org.jetbrains.kotlin.idea.completion.contributors

import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext

internal class FirCompletionContributorFactory(private val basicContext: FirBasicCompletionContext) {
    fun keywordContributor(priority: Int = 0) =
        FirKeywordCompletionContributor(basicContext, priority)

    fun classReferenceContributor(priority: Int = 0) =
        FirClassReferenceCompletionContributor(basicContext, priority)

    fun callableContributor(priority: Int = 0) =
        FirCallableCompletionContributor(basicContext, priority)
fun infixCallableContributor(priority: Int = 0) =
    FirInfixCallableCompletionContributor(basicContext, priority)

fun callableReferenceContributor(priority: Int = 0) =
    FirCallableReferenceCompletionContributor(basicContext, priority)

fun classifierContributor(priority: Int = 0) =
    FirClassifierCompletionContributor(basicContext, priority)

fun classifierReferenceContributor(priority: Int = 0) =
    FirClassifierReferenceCompletionContributor(basicContext, priority)

fun annotationsContributor(priority: Int = 0) =
    FirAnnotationCompletionContributor(basicContext, priority)

fun packageCompletionContributor(priority: Int = 0) =
    FirPackageCompletionContributor(basicContext, priority)

fun importDirectivePackageMembersContributor(priority: Int = 0) =
    FirImportDirectivePackageMembersCompletionContributor(basicContext, priority)

fun typeParameterConstraintNameInWhereClauseContributor(priority: Int = 0) =
    FirTypeParameterConstraintNameInWhereClauseCompletionContributor(basicContext, priority)

fun classifierNameContributor(priority: Int = 0) =
    FirSameAsFileClassifierNameCompletionContributor(basicContext, priority)

fun whenWithSubjectConditionContributor(priority: Int = 0) =
    FirWhenWithSubjectConditionContributor(basicContext, priority)

fun superEntryContributor(priority: Int) =
    FirSuperEntryContributor(basicContext, priority)
}

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 */

package org.jetbrains.kotlin.idea.completion.contributors

import org.jetbrains.kotlin.idea.completion.checkers.CompletionVisibilityChecker
import org.jetbrains.kotlin.idea.completion.checkers.ExtensionApplicabilityChecker
import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext
import org.jetbrains.kotlin.idea.completion.context.FirNameReferencePositionContext
import org.jetbrains.kotlin.idea.completion.contributors.helpers.insertSymbolAndInvokeCompletion
import org.jetbrains.kotlin.idea.completion.lookups.CallableInsertionOptions
import org.jetbrains.kotlin.idea.completion.lookups.CallableInsertionStrategy
import org.jetbrains.kotlin.idea.fir.HLIndexHelper
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.idea.frontend.api.components.KtExtensionApplicabilityResult
import org.jetbrains.kotlin.idea.frontend.api.components.KtScopeContext
import org.jetbrains.kotlin.idea.frontend.api.scopes.KtCompositeScope
import org.jetbrains.kotlin.idea.frontend.api.scopes.KtScope
import org.jetbrains.kotlin.idea.frontend.api.symbols.*
import org.jetbrains.kotlin.idea.frontend.api.types.KtClassType
import org.jetbrains.kotlin.idea.frontend.api.types.KtNonErrorClassType
import org.jetbrains.kotlin.idea.frontend.api.types.KtFunctionalType
import org.jetbrains.kotlin.idea.frontend.api.types.KtType
import org.jetbrains.kotlin.idea.psi.KtExpression
import org.jetbrains.kotlin.idea.completion.lookups.detectImportStrategy

internal open class FirCallableCompletionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int,
) : FirCompletionContributorBase<FirNameReferencePositionContext>(basicContext, priority) {
    private val typeNamesProvider = TypeNamesProvider(indexHelper)

    protected open fun KtAnalysisSession.getInsertionStrategy(symbol: KtCallableSymbol): CallableInsertionStrategy
    = when (symbol) {
        is KtFunctionLikeSymbol -> CallableInsertionStrategy.AsCall
        else -> CallableInsertionStrategy.AsIdentifier
    }

    protected open fun KtAnalysisSession.getInsertionStrategyForExtensionFunction(
        symbol: KtCallableSymbol,
        applicabilityResult: KtExtensionApplicabilityResult
    ): CallableInsertionStrategy? = when (applicabilityResult) {
        KtExtensionApplicabilityResult.ApplicableAsExtensionCallable -> getInsertionStrategy(symbol)
        KtExtensionApplicabilityResult.ApplicableAsFunctionalVariableCall -> CallableInsertionStrategy.AsCall
        KtExtensionApplicabilityResult.NonApplicable -> null
    }

    protected fun KtAnalysisSession.getOptions(symbol: KtCallableSymbol): CallableInsertionOptions =
        CallableInsertionOptions(detectImportStrategy(symbol), getInsertionStrategy(symbol))

    private fun KtAnalysisSession.getExtensionOptions(
        symbol: KtCallableSymbol,
        applicability: KtExtensionApplicabilityResult
    ): CallableInsertionOptions? =
        getInsertionStrategyForExtensionFunction(symbol, applicability) ?.let {
            CallableInsertionOptions(detectImportStrategy(symbol), it) }

    protected open fun KtAnalysisSession.filter(symbol: KtCallableSymbol): Boolean = true

    private val shouldCompleteTopLevelCallablesFromIndex: Boolean
get() = prefixMatcher.prefix.isNotEmpty()

override fun KtAnalysisSession.complete(positionContext: FirNameReferencePositionContext): Unit =
with(positionContext) {
    val visibilityChecker = CompletionVisibilityChecker.create(basicContext, positionContext)
    val expectedType = nameExpression.getExpectedType()
    val scopesContext = originalKtFile.getScopeContextForPosition(nameExpression)

    val extensionChecker = ExtensionApplicabilityChecker {
        it.checkExtensionIsSuitable(originalKtFile, nameExpression, explicitReceiver)
    }

    val receiver = explicitReceiver

    when {
        receiver != null -> {
            collectDotCompletion(
                scopesContext.scopes,
                receiver,
                expectedType,
                extensionChecker,
                visibilityChecker,
            )
        }
        else -> completeWithoutReceiver(scopesContext, expectedType, extensionChecker, visibilityChecker)
    }
}

private fun KtAnalysisSession.completeWithoutReceiver(
    implicitScopesContext: KtScopeContext,
    expectedType: KtType?,
    extensionChecker: ExtensionApplicabilityChecker,
    visibilityChecker: CompletionVisibilityChecker,
) {
    val (implicitScopes, implicitReceivers) = implicitScopesContext
    val implicitReceiversTypes = implicitReceivers.map { it.type }

    val availableNonExtensions = collectNonExtensions(implicitScopes, visibilityChecker)
    val extensionsWhichCanBeCalled = collectSuitableExtensions(implicitScopes, extensionChecker, visibilityChecker)

    availableNonExtensions.forEach { addCallableSymbolToCompletion(expectedType, it, getOptions(it)) }
    extensionsWhichCanBeCalled.forEach { (symbol, applicable) ->
        getExtensionOptions(symbol, applicable)?.let { addCallableSymbolToCompletion(expectedType, symbol, it) }
    }
}
if (shouldCompleteTopLevelCallablesFromIndex) {
    val topLevelCallables = indexHelper.getTopLevelCallables(scopeNameFilter)
    topLevelCallables.asSequence()
        .map { it.getSymbol() as KtCallableSymbol }
        .filter { with(visibilityChecker) { isVisible(it) } }  
        .forEach { addCallableSymbolToCompletion(expectedType, it, getOptions(it)) }
}

collectTopLevelExtensionsFromIndices(implicitReceiversTypes, extensionChecker, visibilityChecker)
    .forEach { addCallableSymbolToCompletion(expectedType, it, getOptions(it)) }
}

protected open fun KtAnalysisSession.collectDotCompletion(
    implicitScopes: KtCompositeScope,
    explicitReceiver: KtExpression,
    expectedType: KtType?,
    extensionChecker: ExtensionApplicabilityChecker,
    visibilityChecker: CompletionVisibilityChecker,
) {
    val symbol = explicitReceiver.reference()?.resolveToSymbol()
    when {
        symbol is KtPackageSymbol -> collectDotCompletionForPackageReceiver(symbol, expectedType,
            visibilityChecker)
        symbol is KtNamedClassOrObjectSymbol && !symbol.classKind.isObject && symbol.companionObject ==
            null -> {
            // symbol cannot be used as callable receiver
        }else -> {
            collectDotCompletionForCallableReceiver(implicitScopes, explicitReceiver, expectedType,
                extensionChecker, visibilityChecker)
        }
    }
}

private fun KtAnalysisSession.collectDotCompletionForPackageReceiver(
    packageSymbol: KtPackageSymbol,
    expectedType: KtType?,
    visibilityChecker: CompletionVisibilityChecker
) {
    packageSymbol.getPackageScope()
        .getCallableSymbols(scopeNameFilter)
        .filterNot { it.isExtension }
        .filter { with(visibilityChecker) { isVisible(it) } }  
        .filter { filter(it) }  
        .forEach { callable ->
            addCallableSymbolToCompletion(expectedType, callable, getOptions(callable))
        }
}
protected fun KtAnalysisSession.collectDotCompletionForCallableReceiver(
    implicitScopes: KtCompositeScope,
    explicitReceiver: KtExpression,
    expectedType: KtType?,
    extensionChecker: ExtensionApplicabilityChecker,
    visibilityChecker: CompletionVisibilityChecker,
) {
    val typeOfPossibleReceiver = explicitReceiver.getKtType()
    val possibleReceiverScope = typeOfPossibleReceiver.getTypeScope() ?: return
    val nonExtensionMembers = collectNonExtensions(possibleReceiverScope, visibilityChecker)
    val extensionNonMembers = collectSuitableExtensions(implicitScopes, extensionChecker, visibilityChecker)

    nonExtensionMembers
    .forEach { addCallableSymbolToCompletion(expectedType, it, getOptions(it)) }

    extensionNonMembers.forEach { (symbol, applicability) ->
        getExtensionOptions(symbol, applicability)?.let { addCallableSymbolToCompletion(expectedType, symbol, it) }
    }

    collectTopLevelExtensionsFromIndices(listOf(typeOfPossibleReceiver), extensionChecker, visibilityChecker)
    .filter { filter(it) }
    .forEach { addCallableSymbolToCompletion(expectedType, it, getOptions(it)) }
}

private fun KtAnalysisSession.collectTopLevelExtensionsFromIndices(
    receiverTypes: List<KtType>,
    extensionChecker: ExtensionApplicabilityChecker,
    visibilityChecker: CompletionVisibilityChecker,
): Sequence<KtCallableSymbol> {
    val implicitReceiverNames = findAllNamesOfTypes(receiverTypes)
    val topLevelExtensions = indexHelper.getTopLevelExtensions(scopeNameFilter, implicitReceiverNames)
    return topLevelExtensions.asSequence()
        .map { it.getSymbol() as KtCallableSymbol }
        .filter { filter(it) }
        .filter { with(visibilityChecker) { isVisible(it) } }
        .filter { with(extensionChecker) { isApplicable(it).isApplicable } }
}

private fun KtAnalysisSession.collectNonExtensions(scope: KtScope, visibilityChecker: CompletionVisibilityChecker) =
    scope.getCallableSymbols(scopeNameFilter)
    .filterNot { it.isExtension }
    .filter { filter(it) }
private fun KtAnalysisSession.collectSuitableExtensions(
    scope: KtCompositeScope,
    hasSuitableExtensionReceiver: ExtensionApplicabilityChecker,
    visibilityChecker: CompletionVisibilityChecker,
) : Sequence<Pair<KtCallableSymbol, KtExtensionApplicabilityResult>> =
    scope.getCallableSymbols(scopeNameFilter)
        .filter { it.isExtension || it is KtVariableLikeSymbol && (it.annotatedType.type as?
            KtFunctionalType)?.hasReceiver == true }
        .filter { with(visibilityChecker) { isVisible(it) } }
        .filter { filter(it) }
        .mapNotNull { callable ->
            val applicabilityResult = with(hasSuitableExtensionReceiver) { isApplicable(callable) }
            if (applicabilityResult.isApplicable) {
                callable to applicabilityResult
            } else null
        }

private fun KtAnalysisSession.findAllNamesOfTypes(implicitReceiversTypes: List<KtType>) =
    implicitReceiversTypes.flatMapTo(hashSetOf()) { with(typeNamesProvider) { findAllNames(it) } }
}

internal class FirCallableReferenceCompletionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int
) : FirCallableCompletionContributor(basicContext, priority) {

    override fun KtAnalysisSession.getInsertionStrategy(symbol: KtCallableSymbol): CallableInsertionStrategy =
        CallableInsertionStrategy.AsIdentifier

    override fun KtAnalysisSession.getInsertionStrategyForExtensionFunction(
        symbol: KtCallableSymbol,
        applicabilityResult: KtExtensionApplicabilityResult
    ) : CallableInsertionStrategy? = when (applicabilityResult) {
        KtExtensionApplicabilityResult.ApplicableAsExtensionCallable -> CallableInsertionStrategy.AsIdentifier
        KtExtensionApplicabilityResult.ApplicableAsFunctionalVariableCall -> null
        KtExtensionApplicabilityResult.NonApplicable -> null
    }

    override fun KtAnalysisSession.collectDotCompletion(
        implicitScopes: KtCompositeScope,
        explicitReceiver: KtExpression,
        expectedType: KtType?,
        extensionChecker: ExtensionApplicabilityChecker,
        visibilityChecker: CompletionVisibilityChecker
    ) {
        when (val resolved = explicitReceiver.reference()?.resolveToSymbol()) {
            // Handle dot completion based on resolved symbol...
        }
    }
}
is KtPackageSymbol -> return
is KtNamedClassOrObjectSymbol -> {
    resolved.getMemberScope()
        .getCallableSymbols(scopeNameFilter)
        .filter { with(visibilityChecker) { isVisible(it) } }
        .forEach { symbol ->
            addCallableSymbolToCompletion(expectedType = null, symbol, getOptions(symbol))
        }
}
else -> {
    collectDotCompletionForCallableReceiver(implicitScopes, explicitReceiver, expectedType, extensionChecker, visibilityChecker)
}
}
}

internal class FirInfixCallableCompletionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int
) : FirCallableCompletionContributor(basicContext, priority) {
    override fun KtAnalysisSession.getInsertionStrategy(symbol: KtCallableSymbol): CallableInsertionStrategy =
        insertionStrategy
    override fun KtAnalysisSession.getInsertionStrategyForExtensionFunction(
        symbol: KtCallableSymbol,
        applicabilityResult: KtExtensionApplicabilityResult
    ): CallableInsertionStrategy? = when (applicabilityResult) {
        KtExtensionApplicabilityResult.ApplicableAsExtensionCallable -> getInsertionStrategy(symbol)
        KtExtensionApplicabilityResult.ApplicableAsFunctionalVariableCall -> null
        KtExtensionApplicabilityResult.NonApplicable -> null
    }
    override fun KtAnalysisSession.filter(symbol: KtCallableSymbol): Boolean {
        return symbol is KtFunctionSymbol && symbol.isInfix
    }
}

companion object {
    private val insertionStrategy = CallableInsertionStrategy.AsIdentifierCustom {
        insertSymbolAndInvokeCompletion(" ")
    }
}

private class TypeNamesProvider(private val indexHelper: HLIndexHelper) {
    fun KtAnalysisSession.findAllNames(type: KtType): Set<String> { return emptySet() if (type !is KtNonErrorClassType) return emptySet()
val typeName = type.classId.shortClassName.let {
    if (it.isSpecial) return emptySet()
    it.identifier
}

val result = hashSetOf<String>()
result += typeName
result += indexHelper.getPossibleTypeAliasExpansionNames(typeName)

val superTypes = (type.classSymbol as? KtClassOrObjectSymbol)?.superTypes
superTypes?.forEach { superType ->
    result += findAllNames(superType.type)
}

return result
}

package org.jetbrains.kotlin.idea.completion.contributors
import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext
import org.jetbrains.kotlin.idea.completion.context.FirCallableReferencePositionContext
import org.jetbrains.kotlin.idea.completion.createKeywordElement
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.platform.jvm.isJvm

internal class FirClassReferenceCompletionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int
) : FirCompletionContributorBase<FirCallableReferencePositionContext>(basicContext, priority) {
    override fun KtAnalysisSession.complete(positionContext: FirCallableReferencePositionContext) {
        if (positionContext.explicitReceiver == null) return
        sink.addElement(createKeywordElement("class"))
        if (targetPlatform.isJvm()) {
            sink.addElement(createKeywordElement("class", tail = ".java"))
        }
    }
}

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/* PRESENT */

fun some() {}

// COMMENTS: 1
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import com.intellij.codeInsight.lookup.LookupElementBuilder
import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext
import org.jetbrains.kotlin.idea.completion.context.FirSuperTypeCallNameReferencePositionContext
import org.jetbrains.kotlin.idea.completion.contributors.helpers.FirSuperEntriesProvider.getSuperClassesAvailableForSuperCall
import org.jetbrains.kotlin.idea.completion.contributors.helpers.SuperCallLookupObject
import org.jetbrains.kotlin.idea.completion.contributors.helpers.SuperCallInsertionHandler
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.name.ClassId
import org.jetbrains.kotlin.name.Name

internal class FirSuperEntryContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int,
) : FirCompletionContributorBase<FirSuperTypeCallNameReferencePositionContext>(basicContext, priority) {
    override fun KtAnalysisSession.complete(positionContext: FirSuperTypeCallNameReferencePositionContext) {

```
getSuperClassesAvailableForSuperCall(positionContext.nameExpression).forEach { superType ->
val tailText = superType.classIdIfNonLocal?.asString()?.let { "($it)" }
LookupElementBuilder.create(SuperLookupObject(superType.name, superType.classIdIfNonLocal),
superType.name.asString())
.withTailText(tailText)
.withInsertHandler(SuperCallInsertionHandler)
.let { sink.addElement(it) }
}
}
}
private class SuperLookupObject(val className: Name, val classId: ClassId?) : SuperCallLookupObject {
override val replaceTo: String
get() = when {
classId != null -> "${classId.asSingleFqName().asString()}>"
else -> "${className.asString()}>"
}
override val shortenReferencesInReplaced: Boolean
get() = classId != null
}
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*/
package org.jetbrains.kotlin.idea.completion.contributors
import com.intellij.codeInsight.completion.InsertionContext
import com.intellij.codeInsight.lookup.LookupElement
import com.intellij.codeInsight.lookup.LookupElementBuilder
import com.intellij.openapi.util.TextRange
import com.intellij.psi.util.parentOfType
import gnu.trove.THashSet
import gnu.trove.TObjectHashingStrategy
import org.jetbrains.kotlin.descriptors.Modality
import org.jetbrains.kotlin.idea.completion.InsertionHandlerBase
import org.jetbrains.kotlin.idea.completion.KotlinFirIconProvider.getIconFor
import org.jetbrains.kotlin.idea.completion.checkers.CompletionVisibilityChecker
import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext
import org.jetbrains.kotlin.idea.completion.context.FirWithSubjectEntryPositionContext
import org.jetbrains.kotlin.idea.completion.createKeywordElement
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.idea.frontend.api.symbols.*
import org.jetbrains.kotlin.lexer.KtTokens
import org.jetbrains.kotlin.psi.*
import
org.jetbrains.kotlin.idea.completion.contributors.helpers.FirClassifierProvider.getAvailableClassifiersCurrentScope

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internal class FirWhenWithSubjectConditionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int,
) : FirCompletionContributorBase<FirWithSubjectEntryPositionContext>(basicContext, priority) {
    override fun KtAnalysisSession.complete(positionContext: FirWithSubjectEntryPositionContext) {
        val whenCondition = positionContext.whenCondition
        val whenExpression = whenCondition.parentOfType<KtWhenExpression>() ?: return
        val subject = whenExpression.subjectExpression ?: return
        val allConditionsExceptCurrent = whenExpression.entries.flatMap { entry -> entry.conditions.filter { it !=
            whenCondition } }
        val subjectType = subject.getKtType()
        val classSymbol = getClassSymbol(subjectType)
        val visibilityChecker = CompletionVisibilityChecker.create(basicContext, positionContext)
        val isSingleCondition = whenCondition.isSingleConditionInEntry()
        when {
            classSymbol?.classKind == KtClassKind.ENUM_CLASS -> {
                completeEnumEntries(classSymbol, allConditionsExceptCurrent, visibilityChecker, isSingleCondition)
            }
            classSymbol?.modality == Modality.SEALED -> {
                completeSubClassesOfSealedClass(
                    classSymbol,
                    allConditionsExceptCurrent,
                    whenCondition,
                    visibilityChecker,
                    isSingleCondition
                )
            }
            else -> {
                completeAllTypes(whenCondition, visibilityChecker, isSingleCondition)
            }
        }
        addNullIfWhenExpressionCanReturnNull(subjectType)
        addElseBranchIfSingleConditionInEntry(whenCondition)
    }
}
private fun KtAnalysisSession.getClassSymbol(subjectType: KtType?): KtNamedClassOrObjectSymbol? {
    val classType = subjectType as? KtNonErrorClassType
    return classType?.classSymbol as? KtNamedClassOrObjectSymbol
}

private fun KtAnalysisSession.addNullIfWhenExpressionCanReturnNull(type: KtType?) {
    if (type?.canBeNull == true) {
        val lookupElement = createKeywordElement(keyword = KtTokens.NULL_KEYWORD.value)
        sink.addElement(lookupElement)
    }
}

private fun KtAnalysisSession.completeAllTypes(
    whenCondition: KtWhenCondition,
    visibilityChecker: CompletionVisibilityChecker,
    isSingleCondition: Boolean,
) {
    getAvailableClassifiersCurrentScope(originalKtFile, whenCondition, scopeNameFilter, indexHelper,
        visibilityChecker)
        .forEach { classifier ->
            if (classifier !is KtNamedSymbol) return@forEach
            addLookupElement(
                classifier.name.asString(),
                classifier,
                (classifier as? KtNamedClassOrObjectSymbol)?.classIdIfNonLocal?.asSingleFqName(),
                isPrefixNeeded(classifier),
                isSingleCondition,
            )
        }
    }

private fun KtAnalysisSession.isPrefixNeeded(classifier: KtClassifierSymbol): Boolean {
    return when (classifier) {
        is KtAnonymousObjectSymbol -> return false
        is KtNamedClassOrObjectSymbol -> !classifier.classKind.isObject
        is KtTypeAliasSymbol -> (classifier.expandedType as? KtNonErrorClassType)?.classSymbol?.let {
            isPrefixNeeded(it) } == true
        is KtTypeParameterSymbol -> true
    }
}

@OptIn(ExperimentalStdlibApi::class)
private fun KtAnalysisSession.completeSubClassesOfSealedClass(
    classSymbol: KtNamedClassOrObjectSymbol,
    conditions: List<KtWhenCondition>,
)
whenCondition: KtWhenCondition,
visibilityChecker: CompletionVisibilityChecker,
isSingleCondition: Boolean,
)
{
require(classSymbol.modality == Modality.SEALED)
val handledCasesClassIds = getHandledClassIds(conditions)
val allInheritors = getAllSealedInheritors(classSymbol)

allInheritors
.asSequence()
.filter { it.classIdIfNonLocal !in handledCasesClassIds }
.filter { with(visibilityChecker) { isVisible(it as KtClassifierSymbol) } }
.forEach { inheritor ->
    val classId = inheritor.classIdIfNonLocal ?: return@forEach
    addLookupElement(
        classId.relativeClassName.asString(),
        inheritor,
        classId.asSingleFqName(),
        isPrefixNeeded(inheritor),
        isSingleCondition
    )
}

if (allInheritors.any { it.modality == Modality.ABSTRACT }) {
    completeAllTypes(whenCondition, visibilityChecker, isSingleCondition)
}

private fun KtAnalysisSession.getHandledClassIds(conditions: List<KtWhenCondition>): Set<ClassId> =
    conditions.mapNotNullTo(hashSetOf()) { condition ->
        val reference = when (condition) {
            is KtWhenConditionWithExpression -> condition.expression?.reference()
            is KtWhenConditionIsPattern -> (condition.typeReference?.typeElement as?
                KtUserType)?.referenceExpression?.reference()
            else -> null
        }
        val resolvesTo = reference?.resolveToSymbol() as? KtNamedClassOrObjectSymbol
        resolvesTo?.classIdIfNonLocal
    }

private fun KtAnalysisSession.getAllSealedInheritors(classSymbol: KtNamedClassOrObjectSymbol): Collection<KtNamedClassOrObjectSymbol> {
    fun KtAnalysisSession.getAllSealedInheritorsTo(
        classSymbol: KtNamedClassOrObjectSymbol,
        destination: MutableSet<KtNamedClassOrObjectSymbol>
    ) {
        classSymbol.getSealedClassInheritors().forEach { inheritor ->
            destination += inheritor
    }}
if (inheritor.modality == Modality.SEALED) {
    getAllSealedInheritorsTo(inheritor, destination)
}

return THashSet(KtNamedClassOrObjectSymbol TObjectHashingStrategy).
    apply { getAllSealedInheritorsTo(classSymbol, this) }

private fun addElseBranchIfSingleConditionInEntry(whenCondition: KtWhenCondition) {
    val whenEntry = whenCondition.parent as? KtWhenEntry ?: return
    if (whenEntry.conditions.size > 1) return
    val lookupElement = createKeywordElement(keyword = KtTokens.ELSE_KEYWORD.value, tail = " - > ")
    sink.addElement(lookupElement)
}

private fun KtAnalysisSession.completeEnumEntries(
    classSymbol: KtNamedClassOrObjectSymbol,
    conditions: List<KtWhenCondition>,
    visibilityChecker: CompletionVisibilityChecker,
    isSingleCondition: Boolean,
) {
    require(classSymbol.classKind == KtClassKind.ENUM_CLASS)
    val handledCasesNames = conditions.mapNotNullTo(hashSetOf()) { condition ->
        val conditionWithExpression = condition as? KtWhenConditionWithExpression
        val resolvesTo = conditionWithExpression?.expression?.reference()?.resolveToSymbol() as?
            KtEnumEntrySymbol
        resolvesTo?.name
    }
    val allEnumEntrySymbols = classSymbol.getEnumEntries()
    allEnumEntrySymbols
        .filter { it.name !in handledCasesNames }
        .filter { with(visibilityChecker) { isVisible(it) } }
        .forEach { entry ->
            addLookupElement("${classSymbol.name.asString()}.${entry.name.asString()}",
                entry,
                entry.callableIdIfNonLocal?.asSingleFqName(),
                isPrefixNeeded = false,
                isSingleCondition,
            )
        }
}

private fun KtWhenCondition.isSingleConditionInEntry(): Boolean {
    val entry = parent as KtWhenEntry
return entry.conditions.size == 1
}

private fun KtAnalysisSession.addLookupElement(
    lookupString: String,
    symbol: KtNamedSymbol,
    fqName: FqName?,
    isPrefixNeeded: Boolean,
    isSingleCondition: Boolean
) {
    val typeArgumentsCount = (symbol as? KtSymbolWithTypeParameters)?.typeParameters?.size ?: 0
    val lookupObject = WhenConditionLookupObject(symbol.name, fqName, isPrefixNeeded, isSingleCondition, typeArgumentsCount)

    LookupElementBuilder.create(lookupObject, getIsPrefix(isPrefixNeeded) + lookupString)
        .withIcon(getIconFor(symbol))
        .withPsiElement(symbol.psi)
        .withInsertHandler(WhenConditionInsertionHandler)
        .withTailText(createStarTypeArgumentsList(typeArgumentsCount), /*grayed*/true)
        .letIf(isSingleCondition) { it.appendTailText(" -> ", /*grayed*/true) }
        .let(sink::addElement)
}

private data class WhenConditionLookupObject(
    override val shortName: Name,
    val fqName: FqName?,
    val needIsPrefix: Boolean,
    val isSingleCondition: Boolean,
    val typeArgumentsCount: Int,
) : KotlinLookupObject

private object WhenConditionInsertionHandler : InsertionHandlerBase<WhenConditionLookupObject>(WhenConditionLookupObject::class) {
    override fun handleInsert(context: InsertionContext, item: LookupElement, ktFile: KtFile, lookupObject: WhenConditionLookupObject) {
        context.insertName(lookupObject, ktFile)
        context.addTypeArguments(lookupObject.typeArgumentsCount)
        context.addArrow(lookupObject)
    }

    private fun InsertionContext.addArrow(
        lookupObject: WhenConditionLookupObject
    ) {
        if (lookupObject.isSingleCondition && completionChar != ',') {
            insertSymbol(" -> ")
            commitDocument()
        }
private fun InsertionContext.insertName(
    lookupObject: WhenConditionLookupObject,
    ktFile: KtFile
) {
    if (lookupObject.fqName != null) {
        val fqName = lookupObject.fqName
        document.replaceString(
            startOffset, tailOffset,
            getIsPrefix(lookupObject.needIsPrefix) + fqName.render()
        )
    }
    commitDocument()
}

shortenReferencesForFirCompletion(ktFile, TextRange(startOffset, tailOffset))

private fun getIsPrefix(prefixNeeded: Boolean): String {
    return if (prefixNeeded) "is " else ""
}

private object KtNamedClassOrObjectSymbolTObjectHashingStrategy : TObjectHashingStrategy<KtNamedClassOrObjectSymbol> {
    override fun equals(p0: KtNamedClassOrObjectSymbol, p1: KtNamedClassOrObjectSymbol): Boolean =
        p0.classIdIfNonLocal == p1.classIdIfNonLocal

    override fun computeHashCode(p0: KtNamedClassOrObjectSymbol): Int =
        p0.classIdIfNonLocal.hashCode()
}

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package org.jetbrains.kotlin.idea.completion.contributors

import com.intellij.codeInsight.completion.CompletionParameters
import com.intellij.codeInsight.completion.PrefixMatcher
import com.intellij.codeInsight.lookup.LookupElement
import com.intellij.openapi.project.Project
import org.jetbrains.kotlin.idea.completion.LookupElementSink
import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext
import org.jetbrains.kotlin.idea.completion.context.FirRawPositionCompletionContext
import org.jetbrains.kotlin.idea.completion.lookups.*
import org.jetbrains.kotlin.idea.completion.lookups.CallableInsertionOptions
import org.jetbrains.kotlin.idea.completion.lookups.ImportStrategy
import org.jetbrains.kotlin.idea.completion.lookups.detectImportStrategy
import org.jetbrains.kotlin.idea.completion.lookups.factories.KotlinFirLookupElementFactory
import org.jetbrains.kotlin.idea.completion.weighers.Weighers
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.idea.frontend.api.scopes.KtScopeNameFilter
import org.jetbrains.kotlin.idea.frontend.api.symbols.*
import org.jetbrains.kotlin.idea.frontend.api.symbols.markers.KtNamedSymbol
import org.jetbrains.kotlin.idea.frontend.api.types.KtType
import org.jetbrains.kotlin.idea.frontend.api.references.mainReference
import org.jetbrains.kotlin.idea.frontend.api.TargetPlatform
import org.jetbrains.kotlin.psi.KtDotQualifiedExpression
import org.jetbrains.kotlin.psi.KtExpression
import org.jetbrains.kotlin.psi.KtFile

internal class FirCompletionContributorOptions(
    val priority: Int = 0
) {
    companion object {
        val DEFAULT = FirCompletionContributorOptions()
    }
}

internal abstract class FirCompletionContributorBase<C : FirRawPositionCompletionContext>(
    protected val basicContext: FirBasicCompletionContext,
    options: FirCompletionContributorOptions,
) {
    constructor(basicContext: FirBasicCompletionContext, priority: Int) :
        this(basicContext, FirCompletionContributorOptions(priority))

    protected val prefixMatcher: PrefixMatcher get() = basicContext.prefixMatcher
    protected val parameters: CompletionParameters get() = basicContext.parameters
    protected val sink: LookupElementSink = basicContext.sink.withPriority(options.priority)
    protected val originalKtFile: KtFile get() = basicContext.originalKtFile
    protected val fakeKtFile: KtFile get() = basicContext.fakeKtFile
    protected val project: Project get() = basicContext.project
    protected val targetPlatform: TargetPlatform get() = basicContext.targetPlatform
    protected val indexHelper: HLIndexHelper get() = basicContext.indexHelper
    protected val lookupElementFactory: KotlinFirLookupElementFactory get() =
        basicContext.lookupElementFactory
    protected val visibleScope = basicContext.visibleScope
protected val scopeNameFilter: KtScopeNameFilter =
    { name -> !name.isSpecial && prefixMatcher.prefixMatches(name.identifier) }

abstract fun KtAnalysisSession.complete(positionContext: C)

protected fun KtAnalysisSession.addSymbolToCompletion(expectedType: KtType?, symbol: KtSymbol) {
    if (symbol !is KtNamedSymbol) return
    with(lookupElementFactory) {
        createLookupElement(symbol)
        .let(sink::addElement)
    }
}

protected fun KtAnalysisSession.addClassifierSymbolToCompletion(
    symbol: KtClassifierSymbol,
    importingStrategy: ImportStrategy = detectImportStrategy(symbol)
) {
    if (symbol !is KtNamedSymbol) return
    val lookup = with(lookupElementFactory) {
        when (symbol) {
            is KtClassLikeSymbol -> createLookupElementForClassLikeSymbol(symbol, importingStrategy)
            is KtTypeParameterSymbol -> createLookupElement(symbol)
        }
    } ?: return
    sink.addElement(lookup)
}

protected fun KtAnalysisSession.addCallableSymbolToCompletion(
    expectedType: KtType?,
    symbol: KtCallableSymbol,
    options: CallableInsertionOptions,
) {
    if (symbol !is KtNamedSymbol) return
    val lookup = with(lookupElementFactory) {
        createCallableLookupElement(symbol, options)
    }
    applyWeighers(lookup, symbol, expectedType)
    sink.addElement(lookup)
}

protected fun KtExpression.reference() = when (this) {
    is KtDotQualifiedExpression -> selectorExpression?.mainReference
    else -> mainReference
}

private fun KtAnalysisSession.applyWeighers(
    lookupElement: LookupElement,
    symbol: KtSymbol,
expectedType: KtType?
): LookupElement = lookupElement.apply {
    with(Weighers) { applyWeighsToLookupElement(lookupElement, symbol, expectedType) }
}

internal fun <C : FirRawPositionCompletionContext> KtAnalysisSession.complete(
    contextContributor: FirCompletionContributorBase<C>,
    positionContext: C,
) {
    with(contextContributor) {
        complete(positionContext)
    }
}

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 */

package org.jetbrains.kotlin.idea.completion.contributors.keywords

import com.intellij.codeInsight.completion.CompletionParameters
import com.intellij.codeInsight.lookup.LookupElement
import com.intellij.icons.AllIcons
import com.intellij.openapi.project.Project
import com.intellij.ui.RowIcon
import org.jetbrains.kotlin.descriptors.Modality
import org.jetbrains.kotlin.idea.completion.
import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext
import org.jetbrains.kotlin.idea.completion.keywords.CompletionKeywordHandler
import org.jetbrains.kotlin.idea.core.overrideImplement.*
import org.jetbrains.kotlin.idea.core.overrideImplement.KtClassMember
import org.jetbrains.kotlin.idea.core.overrideImplement.KtGenerateMembersHandler
import org.jetbrains.kotlin.idea.core.overrideImplement.KtOverrideMembersHandler
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.idea.frontend.api.analyse
import org.jetbrains.kotlin.idea.frontend.api.symbols.KtCallableSymbol
import org.jetbrains.kotlin.idea.frontend.api.symbols.markers.KtNamedSymbol
import org.jetbrains.kotlin.idea.frontend.api.symbols.markers.KtSymbolWithModality
import org.jetbrains.kotlin.idea.frontend.api.tokens.HackToForceAllowRunningAnalyzeOnEDT
import org.jetbrains.kotlin.idea.frontend.api.tokens.hackyAllowRunningOnEdt
import org.jetbrains.kotlin.idea.util.application.runWriteAction

internal class OverrideKeywordHandler(
    private val basicContext: FirBasicCompletionContext
) : CompletionKeywordHandler<KtAnalysisSession>(KtTokens.OVERRIDE_KEYWORD) {

    @OptIn(ExperimentalStdlibApi::class)
    override fun KtAnalysisSession.createLookups(parameters: CompletionParameters,
        expression: KtExpression?,
        lookup: LookupElement,
        project: Project
    ): Collection<LookupElement> {
        val result = mutableListOf(lookup)
        val position = parameters.position
        val isConstructorParameter = position.getNonStrictParentOfType<KtPrimaryConstructor>() != null
        val classOrObject = position.getNonStrictParentOfType<KtClassOrObject>() ?: return result
        val members = collectMembers(classOrObject, isConstructorParameter)
        for (member in members) {
            result += createLookupElementToGenerateSingleOverrideMember(member, classOrObject,
                isConstructorParameter, project)
        }
        return result
    }

    private fun KtAnalysisSession.collectMembers(classOrObject: KtClassOrObject, isConstructorParameter: Boolean): List<KtClassMember> {
        val allMembers = KtOverrideMembersHandler().collectMembersToGenerate(classOrObject)
        return if (isConstructorParameter) {
            allMembers.mapNotNull { member ->
                if (member.memberInfo.isProperty) {
                    member.copy(bodyType = BodyType.FROM_TEMPLATE, preferConstructorParameter = true)
                    null
                } else null
            }
        } else allMembers.toList()
    }

    private fun KtAnalysisSession.createLookupElementToGenerateSingleOverrideMember(member: KtClassMember,
        classOrObject: KtClassOrObject,
        isConstructorParameter: Boolean,
        project: Project
    ): OverridesCompletionLookupElementDecorator {
        val memberSymbol = member.symbol
        check(memberSymbol is KtNamedSymbol)
val text = getSymbolTextForLookupElement(memberSymbol)
val baseIcon = getIcon(memberSymbol)
val isImplement = (memberSymbol as? KtSymbolWithModality)?.modality == Modality.ABSTRACT
val additionalIcon = if (isImplement) AllIcons.Gutter.ImplementingMethod else
    AllIcons.Gutter.OverridingMethod
val icon = RowIcon(baseIcon, additionalIcon)
val baseClass = classOrObject.getClassOrObjectSymbol()
val baseClassIcon = getIcon(baseClass)
val isSuspendFunction = (memberSymbol as? KtFunctionSymbol)?.isSuspend == true
val baseClassName = baseClass.nameOrAnonymous.asString()

val memberPointer = memberSymbol.createPointer()

val baseLookupElement = with(basicContext.lookupElementFactory) { createLookupElement(memberSymbol)
}
?: error("Lookup element should be available for override completion")
return OverridesCompletionLookupElementDecorator(
    baseLookupElement,
    declaration = null,
    text,
    isImplement,
    icon,
    baseClassName,
    baseClassIcon,
    isConstructorParameter,
    isSuspendFunction,
    generateMember = {
        generateMemberInNewAnalysisSession(classOrObject, memberPointer, member, project)
    },
    shortenReferences = { element ->
        @OptIn(HackToForceAllowRunningAnalyzeOnEDT::class)
        val shortenings = hackyAllowRunningOnEdt {
            analyse(classOrObject) {
                collectPossibleReferenceShortenings(element.containingKtFile, element.textRange)
            }
        }
        runWriteAction {
            shortenings.invokeShortening()
        }
    }
)
}

private fun KtAnalysisSession.getSymbolTextForLookupElement(memberSymbol: KtCallableSymbol): String =
    buildString {
        append(KtTokens.OVERRIDE_KEYWORD.value)
        .append(" ")
        .append(memberSymbol.render(renderingOptionsForLookupElementRendering))
    }
if (memberSymbol is KtFunctionSymbol) {
    append(" {...")
}

@OptIn(HackToForceAllowRunningAnalyzeOnEDT::class)
private fun generateMemberInNewAnalysisSession(
    classOrObject: KtClassOrObject,
    memberPointer: KtSymbolPointer<KtCallableSymbol>,
    member: KtClassMember,
    project: Project
) = hackyAllowRunningOnEdt {
    analyse(classOrObject) {
        val memberInCorrectAnalysisSession = createCopyInCurrentAnalysisSession(memberPointer, member)
        generateMember(
            project,
            memberInCorrectAnalysisSession,
            classOrObject,
            copyDoc = false,
            mode = MemberGenerateMode.OVERRIDE
        )
    }
}

//todo temporary hack until KtSymbolPointer is properly implemented
private fun KtAnalysisSession.createCopyInCurrentAnalysisSession(
    memberPointer: KtSymbolPointer<KtCallableSymbol>,
    member: KtClassMember
) = KtClassMember(
    KtClassMemberInfo(
        memberPointer.restoreSymbol() ?: error("Cannot restore symbol from $memberPointer"),
        member.memberInfo.memberText,
        member.memberInfo.memberIcon,
        member.memberInfo.containingSymbolText,
        member.memberInfo.containingSymbolIcon,
    ),
    member.bodyType,
    member.preferConstructorParameter,
)

companion object {
    private val renderingOptionsForLookupElementRendering =
        KtGenerateMembersHandler.renderOption.copy(
            renderUnitReturnType = false,
            renderDeclarationHeader = true
        )
}
/* PRESENT */

package normal

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package org.jetbrains.kotlin.idea.completion.contributors

import org.jetbrains.kotlin.idea.completion.checkers.CompletionVisibilityChecker
import org.jetbrains.kotlin.idea.completion.context.FirBasicCompletionContext
import org.jetbrains.kotlin.idea.completion.context.FirNameReferencePositionContext
import org.jetbrains.kotlin.idea.completion.contributors.helpers.getStaticScope
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.idea.frontend.api.symbols.*
import org.jetbrains.kotlin.idea.frontend.api.types.KtClassType
import org.jetbrains.kotlin.psi.KtExpression
import org.jetbrains.kotlin.idea.completion.contributors.helpers.FirClassifierProvider.getAvailableClassifiersCurrentScope
import org.jetbrains.kotlin.idea.completion.lookups.ImportStrategy
import org.jetbrains.kotlin.idea.frontend.api.types.KtNonErrorClassType

internal open class FirClassifierCompletionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int,
) : FirCompletionContributorBase<FirNameReferencePositionContext>(basicContext, priority) {

    protected open fun KtAnalysisSession.filterClassifiers(classifierSymbol: KtClassifierSymbol): Boolean = true

    protected open fun KtAnalysisSession.getImportingStrategy(classifierSymbol: KtClassifierSymbol): ImportStrategy =
        detectImportStrategy(classifierSymbol)

    override fun KtAnalysisSession.complete(positionContext: FirNameReferencePositionContext) {
        val visibilityChecker = CompletionVisibilityChecker.create(basicContext, positionContext)

        when (val receiver = positionContext.explicitReceiver) {
            null -> {
                completeWithoutReceiver(positionContext, visibilityChecker)
            }
            else -> {

                }}

            }}

```
private fun KtAnalysisSession.completeWithReceiver(
    receiver: KtExpression,
    visibilityChecker: CompletionVisibilityChecker
) {
    val reference = receiver.reference() ?: return
    val scope = getStaticScope(reference) ?: return
    scope
        .getClassifierSymbols(scopeNameFilter)
        .filter { filterClassifiers(it) }
        .filter { with(visibilityChecker) { isVisible(it) } }
        .forEach { addClassifierSymbolToCompletion(it, ImportStrategy.DoNothing) }
}

private fun KtAnalysisSession.completeWithoutReceiver(
    positionContext: FirNameReferencePositionContext,
    visibilityChecker: CompletionVisibilityChecker
) {
    getAvailableClassifiersCurrentScope(
        originalKtFile,
        positionContext.nameExpression,
        scopeNameFilter,
        indexHelper,
        visibilityChecker
    )
        .filter { filterClassifiers(it) }
        .forEach { classifierSymbol ->
            addClassifierSymbolToCompletion(classifierSymbol, getImportingStrategy(classifierSymbol))
        }
}

internal class FirAnnotationCompletionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int
) : FirClassifierCompletionContributor(basicContext, priority) {

    override fun KtAnalysisSession.filterClassifiers(classifierSymbol: KtClassifierSymbol): Boolean = when (classifierSymbol) {
        is KtAnonymousObjectSymbol -> false
        is KtTypeParameterSymbol -> false
        is KtNamedClassOrObjectSymbol -> when (classifierSymbol.classKind) {
            KtClassKind.ANNOTATION_CLASS -> true
            KtClassKind.ENUM_CLASS -> false
            else -> throw IllegalArgumentException()
        }
    }
KtClassKind.ENUM_ENTRY -> false
KtClassKind.ANONYMOUS_OBJECT -> false
KtClassKind.CLASS, KtClassKind.OBJECT, KtClassKind.COMPANION_OBJECT,
KtClassKind INTERFACE -> {
    // TODO show class if nested classifier is annotation class
    // classifierSymbol.getDeclaredMemberScope().getClassifierSymbols().any { filterClassifiers(it) } false
    }
}

is KtTypeAliasSymbol -> {
    val expendedClass = (classifierSymbol.expandedType as? KtNonErrorClassType)?.classSymbol
    expendedClass?.let { filterClassifiers(it) } == true
}
}

internal class FirClassifierReferenceCompletionContributor(
    basicContext: FirBasicCompletionContext,
    priority: Int
) : FirClassifierCompletionContributor(basicContext, priority) {

    override fun KtAnalysisSession.getImportingStrategy(classifierSymbol: KtClassifierSymbol): ImportStrategy =
        ImportStrategy.DoNothing
    }
/* PRESENT */

foo()

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(For example, a function in a library to compute square roots has
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package org.jetbrains.kotlin.idea.completion.contributors.helpers

import org.jetbrains.kotlin.idea.completion.checkers.CompletionVisibilityChecker
import org.jetbrains.kotlin.idea.frontend.api.KtAnalysisSession
import org.jetbrains.kotlin.idea.frontend.api.scopes.KtScopeNameFilter
import org.jetbrains.kotlin.idea.frontend.api.symbols.KtClassifierSymbol
import org.jetbrains.kotlin.psi.KtElement
import org.jetbrains.kotlin.psi.KtFile

internal object FirClassifierProvider {
    fun KtAnalysisSession.getAvailableClassifiersCurrentScope(
        originalKtFile: KtFile,
        position: KtElement,
        scopeNameFilter: KtScopeNameFilter,
        indexHelper: HLIndexHelper,
        visibilityChecker: CompletionVisibilityChecker
    ): Sequence<KtClassifierSymbol> = sequence {
        yieldAll(
            originalKtFile.getScopeContextForPosition(position).scopes
                .getClassifierSymbols(scopeNameFilter)
                .filter { with(visibilityChecker) { isVisible(it) } }
        )
        yieldAll(
            indexHelper.getKotlinClasses(scopeNameFilter, psiFilter = { it !is KtEnumEntry }).asSequence()
                .map { it.getSymbol() as KtClassifierSymbol }
                .filter { with(visibilityChecker) { isVisible(it) } }
        )
    }

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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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src/arc4random_unix.h
src/closefrom.c
src/getentropy_aix.c
src/getentropy_berd.c
src/getentropy_hpu.c
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src/getentropy_linux.c
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man/explicit_bzero.3
man/fgetln.3
man/fgetwln.3
man/funopen.3bsd
man/getbsize.3
man/heapsort.3
man/nlist.3
man/queue.3bsd
man/radixsort.3
man/reallocarray.3
man/reallocf.3
man/setmode.3
man/strmode.3
man/strnstr.3
man/unvis.3
man/vis.3
man/wcslcpy.3
src/getbsize.c
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# jQuery File Upload Plugin

## Demo
[Demo File Upload](https://blueimp.github.io/jQuery-File-Upload/)

## Description
File Upload widget with multiple file selection, drag&drop support, progress bars, validation and preview images, audio and video for jQuery.

Supports cross-domain, chunked and resumable file uploads and client-side image resizing. Works with any server-side platform (PHP, Python, Ruby on Rails, Java, Node.js, Go etc.) that supports standard HTML form file uploads.

## Setup
* [How to setup the plugin on your website](https://github.com/blueimp/jQuery-File-Upload/wiki/Setup)
* [How to use only the basic plugin (minimal setup guide).](https://github.com/blueimp/jQuery-File-Upload/wiki/Basic-plugin)

## Features
* **Multiple file upload:**
  Allows to select multiple files at once and upload them simultaneously.
**Drag & Drop support:**
Allows to upload files by dragging them from your desktop or filemanager and dropping them on your browser window.

**Upload progress bar:**
Shows a progress bar indicating the upload progress for individual files and for all uploads combined.

**Cancelable uploads:**
Individual file uploads can be canceled to stop the upload progress.

**Resumable uploads:**
Aborted uploads can be resumed with browsers supporting the Blob API.

**Chunked uploads:**
Large files can be uploaded in smaller chunks with browsers supporting the Blob API.

**Client-side image resizing:**
Images can be automatically resized on client-side with browsers supporting the required JS APIs.

**Preview images, audio and video:**
A preview of image, audio and video files can be displayed before uploading with browsers supporting the required APIs.

**No browser plugins (e.g. Adobe Flash) required:**
The implementation is based on open standards like HTML5 and JavaScript and requires no additional browser plugins.

**Graceful fallback for legacy browsers:**
Uploads files via XMLHttpRequests if supported and uses iframes as fallback for legacy browsers.

**HTML file upload form fallback:**
Allows progressive enhancement by using a standard HTML file upload form as widget element.

**Cross-site file uploads:**
Supports uploading files to a different domain with cross-site XMLHttpRequests or iframe redirects.

**Multiple plugin instances:**
Allows to use multiple plugin instances on the same webpage.

**Customizable and extensible:**
Provides an API to set individual options and define callBack methods for various upload events.

**Multipart and file contents stream uploads:**
Files can be uploaded as standard "multipart/form-data" or file contents stream (HTTP PUT file upload).

**Compatible with any server-side application platform:**
Works with any server-side platform (PHP, Python, Ruby on Rails, Java, Node.js, Go etc.) that supports standard HTML form file uploads.

### Requirements

#### Mandatory requirements

* [jQuery](https://jquery.com/) v. 1.6+
* [jQuery UI widget factory](https://api.jqueryui.com/jQuery.widget/) v. 1.9+ (included): Required for the basic File Upload plugin, but very lightweight without any other dependencies from the jQuery UI suite.

#### Optional requirements

* [JavaScript Templates engine](https://github.com/blueimp/JavaScript-Templates) v. 2.5.4+: Used to render the selected and uploaded files for the Basic Plus UI and jQuery UI versions.
* [JavaScript Load Image library](https://github.com/blueimp/JavaScript-Load-Image) v. 1.13.0+: Required for the image previews and resizing functionality.
* [JavaScript Canvas to Blob polyfill](https://github.com/blueimp/JavaScript-Canvas-to-Blob) v. 2.1.1+: Required for the image previews and resizing functionality.
* [blueimp Gallery](https://github.com/blueimp/Gallery) v. 2.15.1+: Used to display the uploaded images in a lightbox.
* [Bootstrap](http://getbootstrap.com/) v. 3.2.0+
* [Glyphicons](http://glyphicons.com/)

The user interface of all versions except the jQuery UI version is built with [Bootstrap](http://getbootstrap.com/) and icons from [Glyphicons](http://glyphicons.com/).

### Cross-domain requirements


The repository also includes the [jQuery XDomainRequest Transport plugin](https://github.com/blueimp/jQuery-File-Upload/blob/master/js/cors/jquery.xdr-transport.js), which enables limited cross-domain AJAX requests in Microsoft Internet Explorer 8 and 9 (IE 10 supports cross-domain XHR requests).

The XDomainRequest object allows GET and POST requests only and doesn't support file uploads. It is used on the [Demo](https://blueimp.github.io/jQuery-File-Upload/) to delete uploaded files from the cross-domain demo file upload service.

### Custom Backends

You can add support for various backends by adhering to the specification [outlined here](https://github.com/blueimp/jQuery-File-Upload/wiki/JSON-Response).

### Browsers

#### Desktop browsers

The File Upload plugin is regularly tested with the latest browser versions and supports the following minimal versions:

* Google Chrome
* Apple Safari 4.0+
* Mozilla Firefox 3.0+
* Opera 11.0+
* Microsoft Internet Explorer 6.0+

#### Mobile browsers

The File Upload plugin has been tested with and supports the following mobile browsers:

* Apple Safari on iOS 6.0+
* Google Chrome on iOS 6.0+
* Google Chrome on Android 4.0+
* Default Browser on Android 2.3+
* Opera Mobile 12.0+

### Supported features
For a detailed overview of the features supported by each browser version, please have a look at the [Extended
browser support information](https://github.com/blueimp/jQuery-File-Upload/wiki/Browser-support).

### Contributing
**Bug fixes** and **new features** can be proposed using [pull requests](https://github.com/blueimp/jQuery-File-
Upload/pulls).

Please read the [contribution guidelines](https://github.com/blueimp/jQuery-File-
Upload/blob/master/CONTRIBUTING.md) before submitting a pull request.

### Support
This project is actively maintained, but there is no official support channel.

If you have a question that another developer might help you with, please post to [Stack
Overflow](http://stackoverflow.com/questions/tagged/blueimp+jquery+file-upload) and tag your question with
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The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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

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Version 2.1, February 1999

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In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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

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

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

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

5. A program that contains no derivative of any portion of the
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therefore falls outside the scope of this License.

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

When a "work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

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

6. As an exception to the Sections above, you may also combine or
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during execution displays copyright notices, you must include the
copyright notice for the Library among them, as well as a reference
directing the user to the copy of this License. Also, you must do one
of these things:

a) Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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Appendix C: The MPL License

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MOZILLA PUBLIC LICENSE
Version 1.1

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1.11. "Source Code" means the preferred form of the Covered Code for making modifications to it, including all modules it contains, plus any associated interface definition files, scripts used to control compilation and installation of an Executable, or source code differential comparisons against either the Original Code or another
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1.720 go-homedir v1.1.0

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1.723 angular-ui-bootstrap 2.5.6

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1.729 apache-log4j 1.2.17

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1.732 groovy-all 2.4.19

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jar/org/codehaus/groovy/tools/shell/CommandSupport.properties
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org.codehaus.groovy.jsr223.GroovyScriptEngineFactory

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groovy.grape.GrabAnnotationTransformation

global transformation for AST Builder
org.codehaus.groovy.ast.builder.AstBuilderTransformation

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org.codehaus.groovy.testng.TestNgRunner

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* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/org/codehaus/groovy/tools/ErrorReporter.java
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* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/org/codehaus/groovy/classgen/asm/BytecodeDumper.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/org/codehaus/groovy/ast/expr/DeclarationExpression.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/org/codehaus/groovy/control/messages/SimpleMessage.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/ui/view/BasicStatusBar.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/util/slurpersupport/GPathResult.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/org/codehaus/groovy/transform/ConditionalInterruptibleASTTransformation.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/util/logging/Commons.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/inspect/swingui/TableSorter.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/grape/GrapeIvy.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/text/TemplateParseException.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/grape/
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jar/org/codehaus/groovy/ast/expr/ArrayExpression.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1.jar/org/codehaus/groovy/control/SourceExtensionHandler.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1.jar/groovy/swing/factory/SplitPaneFactory.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1.jar/org/codehaus/groovy/antlr/java/Java2GroovyConverter.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1.jar/groovy/swing/factory/ColumnFactory.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1.jar/groovy/util/FileTreeBuilder.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1.jar/groovy/json/internal/Dates.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1.jar/org/codehaus/groovy/tools/shell/commands/EditCommand.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1.jar/org/codehaus/groovy/tools/shell/commands/IdentifierCompletor.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1.jar/org/codehaus/groovy/tools/shell/commands/Field.java
A list of Java source files included in the distribution of Stealthwatch 7.4.0:

- jar/org/codehaus/groovy/runtime/typehandling/ShortTypeHandling.java
- jar/org/codehaus/groovy/runtime/callsite/PogoMetaMethodSite.java
- jar/org/codehaus/groovy/astbuilder/AstSpecificationCompiler.groovy
- jar/org/codehaus/groovy/classgen/VerifierCodeVisitor.java
- jar/org/codehaus/groovy/astbuilder/AstBuilderTransformation.java
- jar/org/codehaus/groovy/antlr/treewalker/NodeCollector.java
- jar/org/codehaus/groovy/runtime/dgmimpl/arrays/DoubleArrayPutAtMetaMethod.java
- jar/groovy/swing/factory/TableFactory.groovy
- jar/groovy/lang/PropertyAccessInterceptor.java
- jar/org/codehaus/groovy/runtime/memoize/ProtectionStorage.java
- jar/org/codehaus/groovy/runtime/callsite/GetEffectivePogoFieldSite.java
- jar/groovy/model/DefaultTableColumn.java
- jar/groovy/servlet/ServletBinding.java
- jar/org/codehaus/groovy/ast/AnnotationNode.java
- jar/org/codehaus/groovy/servlet/GroovyServlet.java
- jar/groovy/text/markup/MarkupTemplateEngine.java
- jar/org/codehaus/groovy/classgen/AnnotationVisitor.java
- jar/org/codehaus/groovy/classgen/asm/indy/InvokeDynamicWriter.java
- jar/org/codehaus/groovy/transform/trait/SuperCallTraitTransformer.java
- jar/org/codehaus/groovy/util/FastArray.java

These files are part of the Groovy language runtime, which is used in Stealthwatch for its secure network analytics capabilities.
jar/org/codehaus/groovy/tools/shell/commands/PurgeCommand.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/runtime/HandleMetaClass.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/lang/Interceptor.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/inspect/swingui/ObjectBrowser.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/groovydoc/GroovyRootDoc.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/ArrayPutAtMetaMethod.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/transform/stc/SignatureCodecVersion1.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/tools/shell/PatchedConsoleReader.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/lang/SpreadMapEvaluatingException.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/tools/groovydoc/SimpleGroovyClassDoc.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/transform/stc/SignatureCodec.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/transform/stc/StaticTypesMarker.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/servlet/AbstractHttpServlet.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/control/customizers/DelegatingCustomizer.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/transform/ASTTransformationCollectorCodeVisitor.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/runtime/dgmimpl/arrays/CharacterArrayPutAtMetaMethod.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/swing/factory/BindGroupFactory.groovy
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/runtime/ReflectionMethodInvoker.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/runtime/dgmimpl/arrays/ShortArrayGetAtMetaMethod.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/lang/ParameterArray.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/runtime/dgmimpl/arrays/ShortArrayGetAtMetaMethod.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/runtime/dgmimpl/arrays/CharacterArrayPutAtMetaMethod.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/runtime/dgmimpl/arrays/ShortArrayGetAtMetaMethod.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/runtime/dgmimpl/arrays/CharacterArrayPutAtMetaMethod.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/codehaus/groovy/runtime/dgmimpl/arrays/CharacterArrayPutAtMetaMethod.java
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* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/org/codehaus/groovy/runtime/InvokerHelper.java
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* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/lang/GroovyCodeSource.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/org/codehaus/groovy/tools/groovypdoc/ExternalGroovyClassDoc.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/org/codehaus/groovy/tools/groovypdoc/SimpleGroovyParameter.java
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* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/json/JsonParserType.java
* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/groovy/lang/GroovyClassLoader.java
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* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-jar/org/codehaus/groovy/util/LazyReference.java
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* /opt/cola/permits/1137577118_1614103584.67/0/groovy-all-2-4-19-sources-1-
jar/org/codehaus/groovy/ast/tools/ParameterUtils.java
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 */
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 * @param secureScheme A scheme string like "https"
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1.739 @redux-beacon/google-analytics 1.2.2

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1.740 tomcat-jdbc 9.0.48

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1.742 python-stdlib-extensions 3.7.3-1

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1.743 ndg-httpsclient 0.5.1

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1.744 python-defaults 2.7.16 1

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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. Breitrup <bsb@uni-muenster.de> and Bruce Perens.

Current maintainer is Matthias Klose <doko@debian.org> until the final 2.3 version is released.

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A. HISTORY OF THE SOFTWARE

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

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

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

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

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dh_python2, pycompile, pyclean and debpython module:

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1.745 jetty-server 9.4.6.v20170531

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Found in path(s):
* /opt/cola/permits/1110923214_1606872920.3/0/jetty-server-9-4-6-v20170531-sources-1-jar/about.html

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/** Set the TCP/IP port used for CONFIDENTIAL and INTEGRAL redirections.
 * @param securePort the secure port to redirect to.
 */
/** Set the URI scheme used for CONFIDENTIAL and INTEGRAL redirections.
 * @param secureScheme A scheme string like "https"
 */
```

Found in path(s):
* /opt/cola/permits/1110923214_1606872920.3/0/jetty-server-9-4-6-v20170531-sources-1-jar/org/eclipse/jetty/server/HttpConfiguration.java

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1.746 character-reference-invalid 1.1.4

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1.749 jetty-client 9.4.39.v20210325

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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

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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

------

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
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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1.750 antlr 2.7.7

1.751 sysstat 12.0.3-2

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1.753 azure-mgmt-monitor 0.10.0

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Metadata-Version: 2.1
Name: azure-mgmt-monitor
Version: 0.10.0
Summary: Microsoft Azure Monitor Client Library for Python
Home-page: https://github.com/Azure/azure-sdk-for-python
Author: Microsoft Corporation
Author-email: azpysdkhelp@microsoft.com
License: MIT License
Description: # Microsoft Azure SDK for Python

    This is the Microsoft Azure Monitor Client Library.
    This package has been tested with Python 2.7, 3.5, 3.6, 3.7 and 3.8.
    For a more complete view of Azure libraries, see the [Github repo](https://github.com/Azure/azure-sdk-for-python/)

    # Usage

    For code examples, see [Monitor](https://docs.microsoft.com/python/api/overview/azure/monitoring) on docs.microsoft.com.

    # Provide Feedback

    If you encounter any bugs or have suggestions, please file an issue in the [Issues](https://github.com/Azure/azure-sdk-for-python/issues) section of the project.

    ![Impressions](https://azure-sdk-impressions.azurewebsites.net/api/impressions/azure-sdk-for-python%2Fazure-
# Release History

## 0.10.0 (2020-06-08)

**Features**

- Model WebtestLocationAvailabilityCriteria has a new parameter additional_properties
- Added operation group SubscriptionDiagnosticSettingsOperations

**Breaking changes**

- Model WebtestLocationAvailabilityCriteria has a new required parameter odatatype

## 0.9.0 (2020-04-09)

**Features**

- Model AzureMonitorPrivateLinkScope has a new parameter private_endpoint_connections

**Breaking changes**

- Operation PrivateLinkScopedResourcesOperations.create_or_update has a new signature
- Model PrivateEndpointConnection no longer has parameter tags
- Model PrivateLinkResource no longer has parameter tags
- Model ScopedResource no longer has parameter tags
- Model ProxyResource no longer has parameter tags
- Operation PrivateEndpointConnectionsOperations.create_or_update has a new signature
- Model ErrorResponse has a new signature

## 0.8.0 (2020-03-14)

**Features**

- Model DiagnosticSettingsResource has a new parameter log_analytics_destination_type
- Model ProxyResource has a new parameter tags
- Model MetricAlertAction has a new parameter web_hook_properties
- Added operation group PrivateEndpointConnectionsOperations
- Added operation group PrivateLinkScopedResourcesOperations
- Added operation group PrivateLinkScopeOperationStatusOperations
- Added operation group PrivateLinkResourcesOperations
- Added operation group PrivateLinkScopesOperations

**Breaking changes**

- Model MetricAlertAction no longer has parameter webhook_properties
- Model ErrorResponse has a new signature

## 0.7.0 (2019-06-24)

This package now support profiles as parameter for sovereign cloud support

**Features**

- Model MultiMetricCriteria has a new parameter metric_namespace
- Model MultiMetricCriteria has a new parameter dimensions
- Added operation group ServiceDiagnosticSettingsOperations
- Added operation group GuestDiagnosticsSettingsOperations
- Added operation group BaselinesOperations
- Added operation group GuestDiagnosticsSettingsAssociationOperations
- Added operation group BaselineOperations

**Breaking changes**

- Operation MetricBaselineOperations.get has a new signature
- Model MultiMetricCriteria has a new required parameter name
- Model MultiMetricCriteria has a new required parameter time_aggregation
- Model MultiMetricCriteria has a new required parameter metric_name
- Model ArmRoleReceiver has a new required parameter use_common_alert_schema
- Model LogicAppReceiver has a new required parameter use_common_alert_schema
- Model AzureFunctionReceiver has a new required parameter use_common_alert_schema
- Model EmailReceiver has a new required parameter use_common_alert_schema
- Model AutomationRunbookReceiver has a new required parameter use_common_alert_schema
- Model WebhookReceiver has a new signature

**General Breaking changes**

This version uses a next-generation code generator that *might* introduce breaking changes for some imports. In summary, some modules were incorrectly visible/importable and have been renamed. This fixed several issues caused by usage of classes that were not supposed to be used in the first place.

- MonitorManagementClient cannot be imported from `azure.mgmt.monitor.monitor_management_client` anymore (import from `azure.mgmt.monitor` works like before)
- `MonitorManagementClientConfiguration` import has been moved from `azure.mgmt.monitor.monitor_management_client` to `azure.mgmt.monitor`.
- A model `MyClass` from a "models" sub-module cannot be imported anymore using `azure.mgmt.monitor.models.my_class` (import from `azure.mgmt.monitor.models` works like before).
- An operation class `MyClassOperations` from an "operations" sub-module cannot be imported anymore using `azure.mgmt.monitor.operations.my_class_operations` (import from `azure.mgmt.monitor.operations` works like before).

Last but not least, HTTP connection pooling is now enabled by default. You should always use a client as a context manager, or call close(), or use no more than one client per process.

## 0.6.0 (2018-03-06)

**Features**

- Model `MetricCriteria` has a new parameter `additional_properties`
- Model `MetricAlertResource` has a new parameter `target_resource_region`
- Model `MetricAlertResource` has a new parameter `target_resource_type`
- Model `MetricAlertResourcePatch` has a new parameter `target_resource_region`
- Model `MetricAlertResourcePatch` has a new parameter `target_resource_type`
- Model `ActionGroupResource` has a new parameter `arm_rolereceivers`
- Model `DiagnosticSettingsResource` has a new parameter `service_bus_rule_id`
- Added operation group `AutoscaleSettingsOperations.list_by_subscription`
- Added operation group `AlertRulesOperations.list_by_subscription`
- Added operation group `MetricNamespacesOperations`
- Added operation group `VMInsightsOperations`

**Breaking changes**

- Model `MetricCriteria` has a new required parameter `criterion_type`

## 0.5.2 (2018-06-06)

**Features**

- Model `ActionGroupResource` has a new parameter `voice_receivers`
- Model `ActionGroupResource` has a new parameter `azure_function_receivers`
- Model `ActionGroupResource` has a new parameter `logic_app_receivers`
- Added operation group `MetricAlertsOperations`
- Added operation group ScheduledQueryRulesOperations
- Added operation group MetricAlertsStatusOperations

## 0.5.1 (2018-04-16)

**Bugfixes**

- Fix some invalid models in Python 3
- Compatibility of the sdist with wheel 0.31.0

## 0.5.0 (2017-03-19)

**General Breaking changes**

This version uses a next-generation code generator that *might* introduce breaking changes.

- Model signatures now use only keyword-argument syntax. All positional arguments must be re-written as keyword-arguments. To keep auto-completion in most cases, models are now generated for Python 2 and Python 3. Python 3 uses the "**" syntax for keyword-only arguments.
- Enum types now use the "str" mixin (class AzureEnum(str, Enum)) to improve the behavior when unrecognized enum values are encountered. While this is not a breaking change, the distinctions are important, and are documented here: <https://docs.python.org/3/library/enum.html#others>

At a glance:
- "is" should not be used at all.
- "format" will return the string value, where "%s" string formatting will return 'NameOfEnum.stringvalue'. Format syntax should be prefered.

- New Long Running Operation:
  - Return type changes from `msrestazure.azure_operation.AzureOperationPoller` to `msrest.polling.LROPoller`. External API is the same.
  - Return type is now **always** a `msrest.polling.LROPoller`, regardless of the optional parameters used.
  - The behavior has changed when using `raw=True`. Instead of returning the initial call result as `ClientRawResponse`, without polling, now this returns an LROPoller. After polling, the final resource will be returned as a `ClientRawResponse`.
  - New `polling` parameter. The default behavior is `Polling=True` which will poll using ARM algorithm. When `Polling=False`, the response of the initial call will be returned without polling.
  - `polling` parameter accepts instances of subclasses of `msrest.polling.PollingMethod`.
  - `add_done_callback` will no longer raise if called after
polling is finished, but will instead execute the callback right away.

**Bugfixes**

- Fix invalid type of "top" in metrics.list operation

**Features**

- New operation group metric_baseline
- Add attribute action_group_resource itsm_receivers
- Add operation action_groups.update
- Add new parameter "metricnames" to metrics.list
- Add new parameter "metricnamespace" to metrics.list
- All operations group have now a "models" attribute

New ApiVersion version of metrics to 2018-01-01

## 0.4.0 (2017-10-25)

**Features**

- Merge into this package the "azure-monitor" package including following operations groups
  - event categories
  - activity log
  - tenant activity log
  - metrics definitions
  - metrics
- Adding new multi-dimensional metrics API

**Breaking changes**

- Some exceptions have moved from CloudError to ErrorResponseException
- "service_diagnostic_settings" renamed to "diagnostic_settings"
- Update API version of "metrics". Migrating from "azure-monitor" to "metrics" here needs to be rewritten.

**Bugfixes**

- Improving HTTP status code check for better exception

## 0.3.0 (2017-06-30)

**Features**

- Add action_groups operation group
- Add alert_rules.update method
- Add autoscale_settings.update method
- Add log_profiles.update method

**Breaking changes**

- activity_log_alerts.update has now flatten parameters
  "tags/enabled"

## 0.2.1 (2017-04-26)

- Removal of a REST endpoint not ready to release.

## 0.2.0 (2017-04-19)

- Add ActivityLogAlerts and DiagnosticSettings
- Minor improvements, might be breaking
- This wheel package is now built with the azure wheel extension

## 0.1.0 (2017-02-16)

- Initial Release

Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
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### 1.757 jetty-io 9.4.12.v20180830

### 1.758 debug 4.3.1

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From dso/aix/dso.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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From strings/apr_snprintf.c:

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1.763 libdatetime-format-strptime-perl 1.7600-1

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* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/config/ServerAddressPropertyEditor.java
* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/repository/support/MongoAnnotationProcessor.java
* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/repository/query/MongoQueryMethod.java
* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/core/mapping/CachingMongoPersistentProperty.java
* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/gridfs/GridFsCriteria.java
* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/core/convert/ConverterRegistration.java
* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/repository/support/QuerydslRepositorySupport.java
* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/core/SimpleMongoDbFactory.java
* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/core/MongoAdminOperations.java
* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/core/convert/MappingMongoConverter.java
* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/repository/query/StringBasedMongoQuery.java
* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1.jar/org/springframework/data/mongodb/gridfs/GridFsOperations.java
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  jar/org/springframework/data/mongodb/core/mapping/event/AbstractMongoEventListener.java
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  */opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1-
  jar/org/springframework/data/mongodb/repository/support/PersistableMongoEntityInformation.java
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* /opt/cola/permits/1110923318_1606873541.41/0/spring-data-mongodb-1-10-18-release-sources-1-
  jar/org/springframework/data/mongodb/core/index/IndexDefinition.java

1.773 jersey-common 2.26

1.774 http2-hpack 9.4.12.v20180830

1.775 commons-logging 1.2
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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/package.html

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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/LogConfigurationException.java
* /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
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk13LumberjackLogger.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/SimpleLog.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk14ILogger.java
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  jar/org/apache/commons/logging/impl/ServletContextCleaner.java

1.776 jetty-security 9.4.19.v20190610

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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

OW2

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

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

Apache

The following artifacts are ASL2 licensed.

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

```
org.eclipse.jetty.toolchain:jetty-schemas
```

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Assorted

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

1.777 libbsd 0.9.1 2+deb10u1

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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1.787 djangorestframework-csv 2.1.0
1.787.1 Available under license:

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Metadata-Version: 1.1
Name: djangorestframework-csv
Version: 2.1.0
Summary: CSV Tools for Django REST Framework
Home-page: https://github.com/mjumbewu/django-rest-framework-csv
Author: Mjumbe Wawatu Ukweli
Author-email: mjumbewu@gmail.com
License: BSD
Description-Content-Type: UNKNOWN
Description: UNKNOWN
Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
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Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.3
Classifier: Programming Language :: Python :: 3.4
Classifier: Programming Language :: Python :: 3.5
Classifier: Framework :: Django

Found in path(s):
* /opt/cola/permits/1151949205_1618007238.19/0/djangorestframework-csv-2.1.0.tar.gz/djangorestframework-csv-2.1.0/djangorestframework_csv.egg-info/PKG-INFO
* /opt/cola/permits/1151949205_1618007238.19/0/djangorestframework-csv-2.1.0.tar.gz/djangorestframework-csv-2.1.0/PKG-INFO

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Found in path(s):
* /opt/cola/permits/1151949205_1618007238.19/0/djangorestframework-csv-2.1.0.tar.gz/djangorestframework-csv-2.1.0/setup.py
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Found in path(s):
* /opt/cola/permits/1151949205_1618007238.19/0/djangorestframework-csv-2-1-0-tar-gz/djangorestframework-
csv-2.1.0/README.rst

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1.792 asn1crypto 0.24.0

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* /opt/cola/permits/1183569501_1627428110.01/0/hdrhistogram-2-1-11-sources-7-jar/org/HdrHistogram/HistogramLogReader.java
* /opt/cola/permits/1183569501_1627428110.01/0/hdrhistogram-2-1-11-sources-7-jar/org/HdrHistogram/Base64Helper.java
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* /opt/cola/permits/1183569501_1627428110.01/0/hdrhistogram-2-1-11-sources-7-jar/org/HdrHistogram/SynchronizedHistogram.java
* /opt/cola/permits/1183569501_1627428110.01/0/hdrhistogram-2-1-11-sources-7-jar/org/HdrHistogram/DoubleRecorder.java
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jar/org/HdrHistogram/Histogram.java
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* /opt/cola/permits/1183569501_1627428110.01/0/hdrhistogram-2-1-11-sources-7.jar/org/HdrHistogram/AbstractHistogramIterator.java
* /opt/cola/permits/1183569501_1627428110.01/0/hdrhistogram-2-1-11-sources-7.jar/org/HdrHistogram/AbstractHistogramLogProcessor.java
* /opt/cola/permits/1183569501_1627428110.01/0/hdrhistogram-2-1-11-sources-7.jar/org/HdrHistogram/ConcurrentDoubleHistogram.java
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* /opt/cola/permits/1183569501_1627428110.01/0/hdrhistogram-2-1-11-sources-7.jar/org/HdrHistogram/EncodableHistogram.java
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1.806 cifs-utils 6.8-2

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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/1136607948_1613806907.03/0/spring-webmvc-5-1-9-release-sources-1-
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* XSLT-driven View that allows for response context to be rendered as the
* result of an XSLT transformation.
* 
* <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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* /opt/cola/permits/1136607948_1613806907.03/0/spring-webmvc-5-1-9-release-sources-1-jar/org/springframework/web/servlet/view/xslt/XsltView.java

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jar/org/springframework/web/servlet/resource/ResourceResolver.java
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* /opt/cola/permits/1136607948_1613806907.03/0/spring-webmvc-5-1-9-release-sources-1-jar/org/springframework/web/servlet/view/freemarker/FreeMarkerViewResolver.java

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* /opt/cola/permits/1136607948_1613806907.03/0/spring-webmvc-5-1-9-release-sources-1-jar/org/springframework/web/servlet/tags/form/PasswordInputTag.java
* /opt/cola/permits/1136607948_1613806907.03/0/spring-webmvc-5-1-9-release-sources-1-jar/org/springframework/web/servlet/mvc/method/annotation/AbstractMappingJacksonResponseBodyAdvice.java

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  jar/org/springframework/web/servlet/theme/AbstractThemeResolver.java

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- If you distribute a modified version of Vim, you can include your name and contact information with the "--with-modified-by" configure argument or the MODIFIED_BY define.

==============================================================================
Kibaale Children's Centre (KCC) is located in Kibaale, a small town in the south of Uganda, near Tanzania, in East Africa. The area is known as Rakai District. The population is mostly farmers. Although people are poor, there is enough food. But this district is suffering from AIDS more than any other part of the world. Some say that it started there. Estimations are that 10 to 30% of the Ugandans are infected with HIV. Because parents die, there are many orphans. In this district about 60,000 children have lost one or both parents, out of a population of 350,000. And this is still continuing.

The children need a lot of help. The KCC is working hard to provide the needy with food, medical care and education. Food and medical care to keep them healthy now, and education so that they can take care of themselves in the future. KCC works on a Christian base, but help is given to children of any religion.

The key to solving the problems in this area is education. This has been neglected in the past years with president Idi Amin and the following civil wars. Now that the government is stable again, the children and parents have to learn how to take care of themselves and how to avoid infections. There is also help for people who are ill and hungry, but the primary goal is to prevent people from getting ill and to teach them how to grow healthy food.

Most of the orphans are living in an extended family. An uncle or older sister is taking care of them. Because these families are big and the income (if any) is low, a child is lucky if it gets healthy food. Clothes, medical care and schooling is beyond its reach. To help these needy children, a sponsorship program was put into place. A child can be financially adopted. For a few dollars a month KCC sees to it that the child gets indispensable items, is healthy, goes to school and KCC takes care of anything else that needs to be done for the child and the family that supports it.

Besides helping the child directly, the environment where the child grows up needs to be improved. KCC helps schools to improve their teaching methods. There is a demonstration school at the centre and teacher trainings are given. Health workers are being trained, hygiene education is carried out and households are stimulated to build a proper latrine. I helped setting up a production site for cement slabs. These are used to build a good latrine. They are sold below cost price.

There is a small clinic at the project, which provides children and their family with medical help. When needed, transport to a hospital is offered. Immunization programs are carried out and help is provided when an epidemic is breaking out (measles and cholera have been a problem).

Summer 1994 to summer 1995 I spent a whole year at the centre, working as a volunteer. I have helped to expand the centre and worked in the area of water
and sanitation. I learned that the help that the KCC provides really helps. When I came back to Holland, I wanted to continue supporting KCC. To do this I'm raising funds and organizing the sponsorship program. Please consider one of these possibilities:

1. Sponsor a child in primary school: 17 euro a month (or more).
2. Sponsor a child in secondary school: 25 euro a month (or more).
3. Sponsor the clinic: Any amount a month or quarter
4. A one-time donation

Compared with other organizations that do child sponsorship the amounts are very low. This is because the money goes directly to the centre. Less than 5% is used for administration. This is possible because this is a small organization that works with volunteers. If you would like to sponsor a child, you should have the intention to do this for at least one year.

How do you know that the money will be spent right? First of all you have my personal guarantee as the author of Vim. I trust the people that are working at the centre, I know them personally. Furthermore, the centre has been co-sponsored and inspected by World Vision, Save the Children Fund and is now under the supervision of Pacific Academy Outreach Society. The centre is visited about once a year to check the progress (at our own cost). I have visited the centre myself many times, starting in 1993. The visit reports are on the ICCF web site.

If you have any further questions, send me e-mail: <Bram@vim.org>.

The address of the centre is:
Kibaale Children's Centre
p.o. box 1658
Masaka, Uganda, East Africa

Sending money:*iccf-donations*

Check the ICCF web site for the latest information! See [iccf] for the URL.

USA: The methods mentioned below can be used.
Sending a check to the Nehemiah Group Outreach Society (NGOS) is no longer possible, unfortunately. We are looking for another way to get you an IRS tax receipt.
For sponsoring a child contact KCF in Canada (see below). US checks can be sent to them to lower banking costs.

Canada: Contact Kibaale Children's Fund (KCF) in Surrey, Canada. They take care of the Canadian sponsors for the children in Kibaale. KCF forwards 100% of the money to the project in Uganda. You can send them a one time donation directly.
Please send me a note so that I know what has been donated because of Vim. Ask KCF for information about sponsorship.
Kibaale Children's Fund c/o Pacific Academy
10238-168 Street
Surrey, B.C. V4N 1Z4
Canada
Phone: 604-581-5353
If you make a donation to Kibaale Children's Fund (KCF) you will receive a tax receipt which can be submitted with your tax return.

Holland: Transfer to the account of "Stichting ICCF Holland" in Lisse. This will allow for tax deduction if you live in Holland.
Postbank, nr. 4548774
IBAN: NL95 INGB 0004 5487 74

Germany: It is possible to make donations that allow for a tax return. Check the ICCF web site for the latest information:
http://iccf-holland.org/germany.html

World: Use a postal money order. That should be possible from any country, mostly from the post office. Use this name (which is in my passport): "Abraham Moolenaar". Use Euro for the currency if possible.

Europe: Use a bank transfer if possible. Your bank should have a form that you can use for this. See "Others" below for the swift code and IBAN number. Any other method should work. Ask for information about sponsorship.

Credit Card: You can use PayPal to send money with a Credit card. This is the most widely used Internet based payment system. It's really simple to use. Use this link to find more info:
The e-mail address for sending the money to is:
Bram@iccf-holland.org
For amounts above 400 Euro ($500) sending a check is preferred.

Others: Transfer to one of these accounts if possible:
Postbank, account 4548774
Swift code: INGB NL 2A
IBAN: NL95 INGB 0004 5487 74
under the name "stichting ICCF Holland", Lisse
If that doesn't work:
Rabobank Lisse, account 3765.05.117
Swift code: RABO NL 2U
under the name "Bram Moolenaar", Lisse
Otherwise, send a check in euro or US dollars to the address
below. Minimal amount: $70 (my bank does not accept smaller
amounts for foreign check, sorry)

Address to send checks to:
Bram Moolenaar
Finsterruetihof 1
8134 Adliswil
Switzerland

This address is expected to be valid for a long time.

vim:tw=78:ts=8:nowrap:et:ft=help:norl:
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    Version 2.1, February 1999

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" Vim syntax file
" Language: Software Distributor product specification file
" (POSIX 1387.2-1995).
" Maintainer: Rex Barzee <rex_barzee@hp.com>
" Last change: 25 Apr 2001

" quit when a syntax file was already loaded
if exists("b:current_syntax")
  finish
eendif

" Product specification files are case sensitive
syn case match

syn keyword psfObject bundle category control_file depot distribution
syn keyword psfObject end file fileset host installed_software media
syn keyword psfObject product root subproduct vendor

syn match  psfUnquotString +[^"#][^#]*+ contained
syn region psfQuotString  start=+"+ skip=+"+ end=+"+ contained

syn match  psfObjTag     "\[-_+A-Z0-9a-z]+(\[-_+A-Z0-9a-z]+)+" contained
syn match  psfAttAbbrev  ",\([-_+A-Z0-9a-z]+(\[-_+A-Z0-9a-z]+)+\).* contained

syn match  psfNumber     "\d+" contained
syn match  psfFloat      "\d+\.[\d]+" contained
syn match  psfLongDate   "\d+\d+\d+\d+\d+\d+\d+\d+\d+\d+\d+\d+\d+" contained

syn keyword psfState     available configured corrupt installed transient contained
syn keyword psfPState    applied committed superseded contained

syn keyword psfBoolean   false true contained

"Some of the attributes covered by attUnquotString and attQuotString:
" architecture category_tag control_directory copyright
" create_date description directory file_permissions install_source
" install_type location machine_type mod_date number os_name os_release
"os_version pose_as_os_name pose_as_os_release readme revision
" share_link title vendor_tag

syn region psfAttUnquotString matchgroup=psfAttrib start=--^s*[^# ]+[^\s]+[^# ]--rs=e-1 contains=psfUnquotString,psfComment end=<--$ keepend oneline

syn region psfAttQuotString matchgroup=psfAttrib start=--^s*[^# ]+[\s]\"--rs=e-1 contains=psfQuotString,psfComment skip=\"~ matchgroup=psfQuotString end=\"--~ keepend

" These regions are defined in attempt to do syntax checking for some
" of the attributes.

syn region psfAttTag matchgroup=psfAttrib start="^\s*tag\s+" contains=psfObjTag,psfComment end="$" keepend oneline

syn region psfAttSpec matchgroup=psfAttrib
start="^\s*(ancestor|applied_patches|applied_to|contents|corequisites|exrequisites|prerequisites|software_spec|supersedes|superseded_by)\s+" contains=psfObjTag,psfAttAbbrev,psfComment end="$" keepend oneline

syn region psfAttTags matchgroup=psfAttrib start="^\s*all_filesets\s+" contains=psfObjTags,psfComment end="$" keepend oneline

syn region psfAttNumber matchgroup=psfAttrib
start="^\s*(compressed_size|instance_id|media_sequence_number|sequence_number|size)\s+" contains=psfNumber,psfComment end="$" keepend oneline

syn region psfAttTime matchgroup=psfAttrib start="^\s*(create_time|ctime|mod_time|mtime|timestamp)\s+" contains=psfNumber,psfComment end="$" keepend oneline

syn region psfAttFloat matchgroup=psfAttrib start="^\s*(data_model_revision|layout_version)\s+" contains=psfFloat,psfComment end="$" keepend oneline

syn region psfAttLongDate matchgroup=psfAttrib start="^\s*install_date\s+" contains=psfLongDate,psfComment end="$" keepend oneline

syn region psfAttState matchgroup=psfAttrib start="^\s*(state)\s+" contains=psfState,psfComment end="$" keepend oneline

syn region psfAttPState matchgroup=psfAttrib start="^\s*(patch_state)\s+" contains=psfPState,psfComment end="$" keepend oneline

syn region psfAttBoolean matchgroup=psfAttrib
start="^\s*(is_kernel|is_locatable|is_patch|is_protected|is_reboot|is_reference|is_secure|is_sparse)\s+" contains=psfBoolean,psfComment end="$" keepend oneline

syn match  psfComment ".*$"

" Define the default highlighting.
" Only when an item doesn't have highlighting yet

hi def link psfObject Statement
hi def link psfAttrib Type
hi def link psfQuotString String
hi def link psfObjTag Identifier
hi def link psfAttAbbrev PreProc
hi def link psfObjTags Identifier

hi def link psfComment Comment

" Long descriptions and copyrights confuse the syntax highlighting, so
" force vim to backup at least 100 lines before the top visible line
" looking for a sync location.
syn sync lines=100

let b:current_syntax = "psf"

1.816 debug 3.1.0
1.816.1 Available under license :
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1.817 jetty-unixsocket 9.4.12.v20180830
1.818 scala-parser-combinators_2.13 1.1.2

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* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/input/Reader.scala
* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/combinator/syntactical/TokenParsers.scala
* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/combinator/lexical/StdLexical.scala
* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/combinator/lexical/Scanners.scala
* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/input/Position.scala
* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/input/NoPosition.scala
* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/combinator/ImplicitConversions.scala
* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/combinator/lexical/Lexical.scala
* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/input/PagedSeq.scala
* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/input/Positional.scala
* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/combinator/token/StdTokens.scala
* /opt/ws_local/PERMITS_SQL/1070896027_1594783336.54/0/scala-parser-combinators-2-13-1-1-2-sources.jar/scala/util/parsing/combinator/lexical/CharArrayReader.scala
1.819 batik-css 1.12

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* /opt/cola/permits/1110923402_1606872465.37/0/spring-web-4-3-22-release-sources-1-
jar/org/springframework/web/method/support/HandlerMethodReturnValueHandler.java
* /opt/cola/permits/1110923402_1606872465.37/0/spring-web-4-3-22-release-sources-1-
jar/org/springframework/http/converter/feed/AtomFeedHttpMessageConverter.java
* /opt/cola/permits/1110923402_1606872465.37/0/spring-web-4-3-22-release-sources-1-
jar/org/springframework/web/filter/CompositeFilter.java
No license file was found, but licenses were detected in source scan.

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*/

Found in path(s):
*/opt/cola/permits/1110923402_1606872465.37/0/spring-web-4-3-22-release-sources-1-jar/org/springframework/web/bind/annotation/Mapping.java
*/opt/cola/permits/1110923402_1606872465.37/0/spring-web-4-3-22-release-sources-1-jar/org/springframework/web/client/RequestCallback.java
*/opt/cola/permits/1110923402_1606872465.37/0/spring-web-4-3-22-release-sources-1-jar/org/springframework/web/client/ResponseExtractor.java
*/opt/cola/permits/1110923402_1606872465.37/0/spring-web-4-3-22-release-sources-1-jar/org/springframework/web/client/support/RestGatewaySupport.java

### 1.823 spdx-license-ids 3.0.9

#### 1.823.1 Available under license:

A list of [SPDX license](https://spdx.org/licenses/) identifiers

```bash
# spdx-license-ids


A list of [SPDX license](https://spdx.org/licenses/) identifiers

### Installation

[Download JSON directly](https://raw.githubusercontent.com/shinnn/spdx-license-ids/main/index.json), or [use](https://docs.npmjs.com/cli/install) [npm](https://docs.npmjs.com/about-npm):

```bash
...
npm install spdx-license-ids
...
```

#### [Node.js](https://nodejs.org/) API

#### [Require('spdx-license-ids')]
Type: `string[]`

All license IDs except for the currently deprecated ones.

```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...]

ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true

ids.includes('GPL-3.0'); //=> false
```

```javascript
/// require('spdx-license-ids/deprecated')

Type: `string[]`

Deprecated license IDs.

```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...]

deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false

deprecatedIds.includes('GPL-3.0'); //=> true
```

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1.825 jackson-datatype-jsr310 2.9.9

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1.826 slf4j 1.7.25
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```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="content-type" content="text/html; charset=iso-8859-1" />
<title>SLF4J License</title>
<link rel="stylesheet" type="text/css" media="screen" href="css/site.css" />
</head>
<body>
<script type="text/javascript">prefix='';</script>
<script src="templates/header.js" type="text/javascript"></script>
<div id="left">
<script src="templates/left.js" type="text/javascript"></script>
</div>
<div id="right">
<script src="templates/right.js" type="text/javascript"></script>
</div>
<div id="content">

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1.827 libxext 1.3.3-1+b2

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1.828 httpcomponents-client 4.5.9
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1.829 libio-html-perl 1.001-1

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* org.eclipse.jetty.orbit:javax.mail.glassfish
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* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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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
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org.eclipse.jetty.toolchain:jetty-schemas

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Here is a list of the main contributors to lm-sensors version 3.

* Frodo Looijaard
  Original author of libsensors, sensors-detect, sensors and isadump.
* Merlin Hughes
  Original author of sensord.
* Bob Schlaermann
Dynamic chip feature detection (a.k.a. generic chip support) in libsensors and sensors.

* Mark M. Hoffman
Many improvements to the libsensors configuration file scanner.

* Jean Delvare
New libsensors API, and migration of sensors and sensord thereto.
Many optimizations in libsensors and sensors.
Configuration file converter.
Rewrite of sensors-detect.
Support for multiple configuration files in libsensors.

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1.834 wssx-api 2.4.0

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* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
jar/org/springframework/aop/aspectj/annotation/PrototypeAspectInstanceFactory.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
jar/org/springframework/aop/aspectj/AspectJMethodBeforeAdvice.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
jar/org/springframework/aop/ProxyMethodInvocation.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
jar/org/springframework/aop/target/CommonsPoolTargetSource.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
jar/org/springframework/aop/framework/autoproxy/AutoProxyUtils.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
jar/org/springframework/aop/framework/DefaultAopProxyFactory.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
jar/org/springframework/aop/aspectj/autoproxy/AspectJPrecedenceComparator.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
jar/org/springframework/aop/aspectj/AspectJAfterThrowingAdvice.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
jar/org/springframework/aop/framework/Advised.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
jar/org/springframework/aop/target/CommonsPool2TargetSource.java
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* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/aspectj/TypePatternClassFilter.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/scope/ScopedProxyUtils.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/framework/ProxyFactoryBean.java
jar/org/springframework/aop/interceptor/AsyncExecutionAspectSupport.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/support/ControlFlowPointcut.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/support/AspectJPointcutAdvisor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/aspectj/AspectJPointcutAdvisor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/interceptor/AbstractMonitoringInterceptor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/config/SimpleBeanFactoryAwareAspectInstanceFactory.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/aspectj/AspectJAdviceParameterNameDiscoverer.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/support/annotation/AnnotationMatchingPointcut.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/interceptor/PerformanceMonitorInterceptor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/interceptor/AbstractTraceInterceptor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/interceptor/AbstractTraceInterceptor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/interceptor/AbstractTraceInterceptor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/interceptor/CustomizableTraceInterceptor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/framework/AspectJExpressionPointcut.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-jar/org/springframework/aop/framework/AspectJExpressionPointcut.java

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* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
  jar/org/springframework/aop/throwsAdvice.java
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* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
  jar/org/springframework/aop/aspectj/aspectjPrecedenceInformation.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
  jar/org/springframework/aop/support/ExpressionPointcut.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
  jar/org/springframework/aop/aspectj/InstantiationModelAwarePointcutAdvisor.java
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* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5-
  jar/org/springframework/framework/adapter/afterReturningAdviceInterceptor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/framework/ProxyProcessorSupport.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/framework/StaticMethodMatcher.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/framework/adapter/ThrowsAdviceInterceptor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/framework/support/RootClassFilter.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/framework/support/StaticMethodMatcherPointcutAdvisor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/framework/AbstractAdvisingBeanPostProcessor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/framework/adapter/MethodBeforeAdviceInterceptor.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/framework/DefaultAdvisorChainFactory.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/framework/AbstractAspectJAdvisorFactory.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/framework/MethodInvocationProceedingJoinPoint.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/config/AopConfigUtils.java
* /opt/cola/permits/1136535688_1613781402.47/0/spring-aop-4-3-25-release-sources-5.jar/org/springframework/aop/framework/autoproxy/BeanFactoryAdvisorRetrievalHelper.java
1.836 pygments 2.10.0

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PORTNAME = 'python25'

PORTVERSION = '2.5.1'

CATEGORIES = 'lang python ipv6'

MASTER_SITES = '${PYTHON_MASTER_SITES}'

MASTER_SITE_SUBDIR = '${PYTHON_MASTER_SITE_SUBDIR}'
DISTFILES = ${PYTHON_DISTFILE}

MAINTAINER = python@FreeBSD.org

COMMENT = An interpreted object-oriented programming language

DIST_SUBDIR = python

WRKSRC = ${PYTHON_WRKSRC}/portbld.static
`SVNVERSION` Name.Variable
`=` Operator
""`echo freebsd"""" Literal.String.Double
`
`MAKE_ENV` Name.Variable
`=` Operator
`
`VPATH` Name.Variable
`=` Operator

`INSTALLS_SHLIB` Name.Variable
`=` Operator
`
`INSTALL_TARGET` Name.Variable
`=` Operator
`
`MAN1` Name.Variable
`=` Operator
`
`USE_PYTHON` Name.Variable
`=` Operator
'PYTHON_NODEPENDS' Name.Variable
  '=' Operator
  'y' Text
  'yes' Text
  'n' Text
  
  'SHARED_WRKSRC' Name.Variable
  '=' Operator
  'y' Text
  '${' Literal.String.Interpol
  'PYTHON_WRKSRC' Name.Variable
  '}' Literal.String.Interpol
  '/portbld.shared' Text
  'n' Text
  
  'PLIST' Name.Variable
  '=' Operator
  'dd' Text
  '${' Literal.String.Interpol
  'WRKDIR' Name.Variable
  '}' Literal.String.Interpol
  '/PLIST' Text
  'n' Text
  
  'PLIST_TEMPLATE' Name.Variable
  '?=' Operator
  '${' Literal.String.Interpol
  'PKGDIR' Name.Variable
  '}' Literal.String.Interpol
  '/pkg-plist' Text
  'n' Text
  
  'PLIST_SUB' Name.Variable
  '=' Operator
  't' Text
  'PYVER' Name.Variable
  '=' Operator
  '${' Literal.String.Interpol
  'PYTHON_VERSION' Name.Variable
  ':' Punctuation
  'S' Name.Variable
  '/python//' Punctuation
"PYVER_WITHPAT" Name.Variable
'=' Operator
'${' Literal.String.Interpol
'PORTVERSION' Name.Variable
':' Punctuation
'S' Name.Variable
'!/c/.c/!' Punctuation
'}' Literal.String.Interpol
'\n' Text

'DEMODIR' Name.Variable
'=' Operator
'\t' Text
'${' Literal.String.Interpol
'PREFIX' Name.Variable
'}' Literal.String.Interpol
'!/share/examples/' Text
'${' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'}' Literal.String.Interpol
'\n' Text

'TOOLSDIR' Name.Variable
'=' Operator
'\t' Text
'${' Literal.String.Interpol
'PREFIX' Name.Variable
'>' Literal.String.Interpol
'!/share/' Text
'${' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'>' Literal.String.Interpol
'\n' Text

'\n' Text

'BIN_SCRIPTS' Name.Variable
'=' Operator
'\t' Text
'idle' Text
' ' Text
'pydoc' Text
' ' Text
'python'  Text
  ''  Text
'python-shared'  Text
  ''  Text
'smtpd.py'  Text
  ''  Text
'python-config'  Text
  ''  Text
'\n'  Literal.String.Escape

'\t\n'  Text
'python-shared-config'  Text
'\n'  Text

'BINLINKS_SUB'  Name.Variable
  '='  Operator
  '\t'  Text
  '-e'  Text
  ''  Text
  '"s.smtpd.smtpd${PYTHON_VER},"'  Literal.String.Single
  ''  Text
  '\n'  Literal.String.Escape

'\t\n'  Text
  '-e'  Text
  ''  Text
  '"s.(idle|pydoc|python-shared|python),\1${PYTHON_VER},"'  Literal.String.Single
  '\n'  Text

'OPTIONS'  Name.Variable
  '='  Operator
  '\t'  Text
'THREADS'  Text
  ''  Text
  '"Enable thread support"'  Literal.String.Double
  ''  Text
  'on'  Text
  ''  Text
  '\n'  Literal.String.Escape

'\t\n'  Text
'HUGE_STACK_SIZE'  Text
  ''  Text
  '"Use a larger thread stack"'  Literal.String.Double
  ''  Text
  'off'  Text
  ''  Text
  '\n'  Literal.String.Escape
"\t\t" Text
'UCS4' Text
' " Use UCS4 for unicode support" Literal.String.Double
' ' Text
'on' Text
' ' Text
'\n' Literal.String.Escape

'\t\t" Use python\'s internal malloc" Literal.String.Double
' ' Text
'on' Text
' ' Text
'\n' Literal.String.Escape

'\t\t" Enable IPv6 support" Literal.String.Double
' ' Text
'on' Text
' ' Text
'\n' Literal.String_ESCAPE

'\t\t" Enable floating point exception handling" Literal.String.Double
' ' Text
'off' Text
'un\n' Text

.include <bsd.port.pre.mk>\n' Comment.Preproc

'\n' Text

'.if ${PYTHON_VERSION} == ${PYTHON_DEFAULT_VERSION}\n' Comment.Preproc

'MLINKS' Name.Variable
'=' Operator
'\t\t' Text
'${' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'}' Literal.String.Interpol
.L'  Text
' '  Text
'python.'L'  Text
'un'  Text

'PLIST_SUB' Name.Variable
'+='  Operator
't'  Text
'IF_DEFAULT' Name.Variable
'='  Operator
'"'  Literal.String.Double
'un'  Text

'.else\n' Comment.Preproc

'PLIST_SUB' Name.Variable
'+='  Operator
't'  Text
'IF_DEFAULT' Name.Variable
'='  Operator
'"@comment "'  Literal.String.Double
'un'  Text

'.endif\n' Comment.Preproc

'un'  Text

'# workaround for a bug in base curses.h\n' Comment

'CFLAGS' Name.Variable
'+='  Operator
't'  Text
'-D__wchar_t' Text
'='  Operator
'wchar_t'  Text
'un'  Text

'un'  Text

'.if !defined(WITHOUT_THREADS)\n' Comment.Preproc

'CONFIGURE_ARGS' Name.Variable
'+='  Operator
't'  Text
'--with-threads' Text
'un'  Text

'CFLAGS' Name.Variable
`+=`  Operator
`"\t\t"`  Text
`'${'`  Literal.String.Interpol
`PTHREAD_CFLAGS'`  Name.Variable
`'}'`  Literal.String.Interpol
`'\n'`  Text

`.if defined(WITHOUT_HUGE_STACK_SIZE)\n'  Comment.Preproc

`'CFLAGS'`  Name.Variable
`'+='`  Operator
`"\t\t"`  Text
`'\-DTHREAD_STACK_SIZE'`  Text
`'='`  Operator
`0x20000'`  Text
`'\n'`  Text

`.else\n'  Comment.Preproc

`'CFLAGS'`  Name.Variable
`'+='`  Operator
`"\t\t"`  Text
`'\-DTHREAD_STACK_SIZE'`  Text
`'='`  Operator
`0x100000'`  Text
`'\n'`  Text

`.endif # defined(WITHOUT_HUGE_STACK_SIZE)\n'  Comment.Preproc

`'CONFIGURE_ENV'`  Name.Variable
`'+='`  Operator
`"\t\t"`  Text
`'LDFLAGS'`  Name.Variable
`'='`  Operator
`"'"`  Literal.String.Double
`'${'`  Literal.String.Interpol
`PTHREAD_LIBS'`  Name.Variable
`'}'`  Literal.String.Interpol
`' '`  Literal.String.Double
`'${'`  Literal.String.Interpol
`LDFLAGS'`  Name.Variable
`'}'`  Literal.String.Interpol
`"'"`  Literal.String.Double
`'\n'`  Text

`.else\n'  Comment.Preproc

`'CONFIGURE_ARGS'`  Name.Variable
'+='  Operator
'\t'  Text
'--without-threads'  Text
'\n'  Text

'.if defined(LDFLAGS)\n'  Comment.Preproc

'CONFIGURE_ENV'  Name.Variable
' +='  Operator
'\t'  Text
'LDFLAGS'  Name.Variable
'='  Operator
'\n'  Text
'${'  Literal.String.Interpol
'LDFLAGS'  Name.Variable
'}'  Literal.String.Interpol
'\n'  Text

'.endif # defined(LDFLAGS)\n'  Comment.Preproc

'.endif # !defined(WITHOUT_THREADS)\n'  Comment.Preproc

'\n'  Text

'.if !defined(WITHOUT_UCS4) && !defined(WITH_UCS2)\n'  Comment.Preproc

'CONFIGURE_ARGS'  Name.Variable
' +='  Operator
'\t'  Text
'--enable-unicode'  Text
'='  Operator
'ucs4'  Text
'\n'  Text

'.endif\n'  Comment.Preproc

'\n'  Text

'.if defined(WITHOUT_PYMALLOC)\n'  Comment.Preproc

'CONFIGURE_ARGS'  Name.Variable
' +='  Operator
'\t'  Text
'--without-pymalloc'  Text
'\n'  Text

'.endif\n'  Comment.Preproc
```bash
'if ${ARCH} == i386
PLIST_SUB +=
't'
X86_ONLY = ""

.else
PLIST_SUB +=
't'
X86_ONLY = "@comment "

.endif

.if ${ARCH} == amd64 || ${ARCH} == ia64 || ${ARCH} == sparc64 || ${ARCH} == alpha
PLIST_SUB +=
't'
32BIT_ONLY = "@comment "

.else
PLIST_SUB +=
't'
32BIT_ONLY = ""

.endif

.if ${ARCH} == sparc64
PLIST_SUB +=
't'
32BIT_ONLY = "@comment "

.else
PLIST_SUB +=
't'
32BIT_ONLY = ""

.endif
```

---

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`CFLAGS' Name.Variable
`+=' Operator
' ' Text
`-DPYTHON_DEFAULT_RECURSION_LIMIT' Text
`=' Operator
`900' Literal.Number
'un' Text

'.endif' Comment.Preproc
'un' Text

'.if !exists(/usr/bin/ypcat) # the world with NO_NIS
'PLIST_SUB' Name.Variable
`+=' Operator
'@' Text
'NO_NIS' Name.Variable
`=' Operator
'"@comment " Literal.String.Double
'un' Text

'.else' Comment.Preproc

'PLIST_SUB' Name.Variable
`+=' Operator
'@' Text
'NO_NIS' Name.Variable
`=' Operator
'""" Literal.String.Double
'un' Text

'.endif' Comment.Preproc
'un' Text

'.if !defined(WITHOUT_IPV6)
'CONFIGURE_ARGS' Name.Variable
`+=' Operator
' ' Text
`--enable-ipv6' Text
'un' Text

'.else' Comment.Preproc

'CONFIGURE_ARGS' Name.Variable

'+='    Operator
' '    Text
'--disable-ipv6'    Text
'un'    Text

'.endif
'un'    Comment.Preproc

'un'    Text

'.if defined(WITH_FPECTL)un'    Comment.Preproc

'CONFIGURE_ARGS'    Name.Variable
'+='    Operator
' '    Text
'--with-fpectl'    Text
'un'    Text

'.endif
'un'    Comment.Preproc

'un'    Text

'.if ${OSVERSION} >= 700000un'    Comment.Preproc

'PLATFORMS'    Name.Variable
'='    Operator
'plat-freebsd4'    Text
' '    Text
'plat-freebsd5'    Text
' '    Text
'plat-freebsd6'    Text
'un'    Text

'.elif ${OSVERSION} >= 600000un'    Comment.Preproc

'PLATFORMS'    Name.Variable
'='    Operator
'plat-freebsd4'    Text
' '    Text
'plat-freebsd5'    Text
' '    Text
'plat-freebsd7'    Text
'un'    Text

'.else\n'    Comment.Preproc

'PLATFORMS'    Name.Variable
'='    Operator
'plat-freebsd4'    Text
'' Text
'plat-freebsd6' Text
'' Text
'plat-freebsd7' Text
'un' Text

'.endif' Comment.Preproc
'un' Text

'pre-patch' Name.Function
': Operator
'un' Text

'ut' Text
'${' Literal.String.Interpol
'MKDIR' Name.Variable
'}' Literal.String.Interpol
'' Text
'${' Literal.String.Interpol
'WRKSRC' Name.Variable
'}' Literal.String.Interpol
'' Text
'${' Literal.String.Interpol
'SHARED_WRKSRC' Name.Variable
'}' Literal.String.Interpol
'/Modules' Text
'un\\t' Text
'${' Literal.String.Interpol
'SED' Name.Variable
'}' Literal.String.Interpol
'' Text
'-e' Text
'' Text
"1s,.^.*$$,#!${PREFIX}/bin/${PYTHON_VERSION}," Literal.String.Single
'' Text
'\\n' Literal.String.Escape

'at' Text
'${' Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'}' Literal.String.Interpol
'/Tools/scripts/pydoc' Text
'' Text
'>' Text
'' Text
'${' Literal.String.Interpol
'WRKDIR' Name.Variable
"'} Literal.String.Interpol
'pydoc2.5' Text
'\n' Text
'$' Literal.String.Interpol
'SED' Name.Variable
'\'} Literal.String.Interpol
' ' Text
'\n' Literal.String.Escape
'' Text
'' Text
"1s,.^.*$$,#!${PREFIX}/bin/${PYTHON_VERSION}," Literal.String.Single
'' Text
'\n' Literal.String.Escape

'\n' Text
'$' Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'\'} Literal.String.Interpol
'/Tools/scripts/idle' Text
'' Text
'>' Text
'$' Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'\'} Literal.String.Interpol
'/Lib/smtpd.py' Text
'' Text
'>' Text
'' Text
"1s,.^.*$$,#!${PREFIX}/bin/${PYTHON_VERSION}," Literal.String.Single
'' Text
'\n' Literal.String.Escape

'\n' Text
'$' Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'\'} Literal.String.Interpol
'/Lib/smtpd.py' Text
'' Text
'>' Text
'' Text
'$' Literal.String.Interpol
'WRKDIR' Name.Variable
'\'} Literal.String.Interpol
'/smtpd2.5.py' Text
"\n\t'        Text
'${'          Literal.String.Interpol
'REINPLACE_CMD' Name.Variable
'\t'        Literal.String.Interpol
' '          Text
'\t-e'      Text
' '          Text
'\n'         Literal.String.Escape

'\tt'       Text
'"s./usr/doc/python-docs-.$[PREFIX]/share/doc/python,g"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE

'\tt'       Text
'"s./usr/doc/python-docs-.$[PREFIX]/share/doc/python,g"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE

'\tt'       Text
'"s./usr/doc/python-docs-.$[PREFIX]/share/doc/python,g"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE

'\tt'       Text
'"s/^\( *prefixes = .*\)\]\$$|\1, ":$[X11BASE]""$[X11BASE]"\]g\"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE

'\tt'       Text
'"s./usr/doc/python-docs-.$[PREFIX]/share/doc/python,g"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE

'\tt'       Text
'"s./usr/doc/python-docs-.$[PREFIX]/share/doc/python,g"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE

'\tt'       Text
'"s./usr/doc/python-docs-.$[PREFIX]/share/doc/python,g"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE

'\tt'       Text
'"s./usr/doc/python-docs-.$[PREFIX]/share/doc/python,g"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE

'\tt'       Text
'"s./usr/doc/python-docs-.$[PREFIX]/share/doc/python,g"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE

'\tt'       Text
'"s./usr/doc/python-docs-.$[PREFIX]/share/doc/python,g"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE

'\tt'       Text
'"s./usr/doc/python-docs-.$[PREFIX]/share/doc/python,g"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE

'\tt'       Text
'"s./usr/doc/python-docs-.$[PREFIX]/share/doc/python,g"' Literal.String.Single
' '         Text
'\n'         Literal.String_ESCAPE
"WRKDIR" Name.Variable
'\}' Literal.String.Interpol
'\n' Text
'S{' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'\}' Literal.String.Interpol
'\-config' Text
'\n\n' Text
'S{' Literal.String.Interpol
'SED' Name.Variable
'\}' Literal.String.Interpol
'\-e' Text
'\ "s|^#!.*|#!${PREFIX}/bin/${PYTHON_VERSION:S/thon/thon-shared/}|"" Literal.String.Single
'\n' Text
'\\n' Literal.String.Escape

'\n' Text
'S{' Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'\}' Literal.String.Interpol
'\/Misc/python-config.in' Text
'\n' Text
'>' Text
'\n' Text
'S{' Literal.String.Interpol
'WRKDIR' Name.Variable
'\}' Literal.String.Interpol
'\' Text
'S{' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'\.' Punctuation
'S' Name.Variable
'\thon/thon-shared/' Punctuation
'\}' Literal.String.Interpol
'\-config' Text
'\n\n' Text

'.if defined(WITH_FPECTL) && $ARCH == i386' Comment.Preproc

'\n' Text
'S{' Literal.String.Interpol
'MKDIR' Name.Variable
'\}' Literal.String.Interpol
'\' Text
'S{' Literal.String.Interpol
'WRKSRC' Name.Variable

"}    Literal.String.Interpol
'\n\n}    Literal.String.Interpol
'\n\nECHO'    Name.Variable
'}    Literal.String.Interpol
' '    Text
"fpectl fpectlmodule.c"    Literal.String.Double
' '    Text
'>>'    Text
' '    Text
"{    Literal.String.Interpol
'WRKSRC'    Name.Variable
'}    Literal.String.Interpol
'\n\n}    Literal.String.Interpol
'\n\n}    Literal.String.Interpol
'\n\n}    Literal.String.Interpol
'}    Name.Variable
'\n\n}    Literal.String.Interpol
' '    Text
'\ncf'    Text
' '    Text
'\n'    Text
' '    Text
'\n'    Text
' '    Text
' '    Text
' '    Text
' '    Text
' '    Text
' '    Text
'.$'    Text
'\n\n}    Name.Variable
'\n\n}    Name.Variable
'}    Literal.String.Interpol
'\n\n}    Literal.String.Interpol
'\n\n}    Literal.String.Interpol
'}    Name.Variable
'\n\n}    Name.Variable
'\n\n}    Name.Variable
'}    Literal.String.Interpol
'\n\n}    Literal.String.Interpol
'\n\n}    Literal.String.Interpol
'}    Name.Variable
'\n\n}    Name.Variable
'}    Literal.String.Interpol
'\n\n}    Literal.String.Interpol
'}    Name.Variable
'\n\n}    Name.Variable
'}    Literal.String.Interpol
'}    Literal.String.Interpol
'\n\n}    Literal.String.Interpol
'}    Literal.String.Interpol
'}    Literal.String.Interpol
'}    Literal.String.Interpol
'}
`-C` Text
`'` Text
`${}'` Literal.String.Interpol
 `'SHARED_WRKSRC' Name.Variable
 `}'` Literal.String.Interpol
 `'-xf'` Text
 `'` Text
 `'-l'` Text
 `''` Text
 `'-xf'` Text
 `''` Text
 `${}'` Literal.String.Interpol
 `'PYTHON_WRKSRC' Name.Variable
 `}'` Literal.String.Interpol
 `'/Lib'` Text
 `''` Text
 `${}'` Literal.String.Interpol
 `'WRKSRC' Name.Variable
 `}'` Literal.String.Interpol
 `'/Lib'` Text
 `''` Text
 `${}'` Literal.String.Interpol
 `'SED' Name.Variable
 `}'` Literal.String.Interpol
 `'-e'` Text
 `''` Text
 `-e` Text
 `''` Text
 `""("LDLIBRARY=\).*$$,\1libpython$$(VERSION).so,**"` Literal.String.Single
 `''` Text
 `"\n"` Literal.String.Escape
 `""("LDLIBRARY=\).*$$,\1-L. -lpython$$(VERSION),**"` Literal.String.Single
 `''` Text
 `"\n"` Literal.String.Escape
 `""("CFLAGSFORSHARED=\).*$$,\1$$(CCSHARED),**"` Literal.String.Single
 `''` Text
 `"\n"` Literal.String.Escape
 `""("BLDLIBRARY=\).*$$,\1-L. -lpython$$(VERSION),**"` Literal.String.Single
 `''` Text
 `"\n"` Literal.String.Escape
 `""("CFLAGSFORSHARED=\).*$$,\1$$(CCSHARED),**"` Literal.String.Single
 `''` Text
"\n"  Literal.String.Escape

'\n'  Text
'-e'  Text
' '  Text
"s,^\(Makefile Modules/config.c:\.*\)Makefile.pre,\1,","  Literal.String.Single
' '  Text
'\n'  Literal.String.Escape

'\n'  Text
'-e'  Text
' '  Text
"s,^\(BUILDPYTHON)\(.*\)\(LIBRARY\),\1,","  Literal.String.Single
' '  Text
'\n'  Literal.String.Escape

'\n'  Text
'-e'  Text
' '  Text
"s,^\(BUILDPYTHON)\(.*\)\(LIBRARY\),\1,","  Literal.String.Single
' '  Text
'\n'  Literal.String.Escape

'\n'  Text
'${'  Literal.String.Interpol
'WRKSRC'  Name.Variable
'}'  Literal.String.Interpol
'/Makefile'  Text
' '  Text
'>'  Text
' '  Text
'$'  Literal.String.Interpol
'SHARED_WRKSRC'  Name.Variable
'}'  Literal.String.Interpol
'/Makefile'  Text
'\n'  Text

'pre-build'  Name.Function
'.'  Operator
'\n'  Text

'\n'  Text
'cd'  Name.Builtin
' '  Text
'$'  Literal.String.Interpol
'SHARED_WRKSRC'  Name.Variable
'}'  Literal.String.Interpol
'.'  Punctuation


```
'\t'   Text
'${'   Literal.String.Interpol
'LN'   Name.Variable
'}'   Literal.String.Interpol
' '   Text
'-f'   Text
' '   Text
'python’   Text
' '   Text
'${'   Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
':'   Punctuation
'S'   Name.Variable
'/thon/thon-shared/' Punctuation
'}'   Literal.String.Interpol
'\n\n'   Text

'pre-su-install' Name.Function
'.'   Operator
'\n'   Text

'.for platform in ${PLATFORMS}\n' Comment.Preproc

'\t'   Text
'${'   Literal.String.Interpol
'MKDIR’   Name.Variable
'}'   Literal.String.Interpol
' '   Text
'${'   Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'}'   Literal.String.Interpol
' '   Text
'${'   Literal.String.Interpol
'PYTHONPREFIX_LIBDIR' Name.Variable
'}'   Literal.String.Interpol
'\n\n'   Text

'.for file in IN.py regen\n' Comment.Preproc

'\t'   Text
'${'   Literal.String.Interpol
'INSTALL_DATA' Name.Variable
'}'   Literal.String.Interpol
' '   Text
'${'   Literal.String.Interpol
'WRKSRC'   Name.Variable
'}'   Literal.String.Interpol
'\n'   Text
```
"/Lib/
"{/ platform '} Literal.String.Interpol
'/
"{/ file '} Literal.String.Interpol
"
"twitter' Literal.String.Single
"pre-install' Name.Function
".' Operator
"" Text
"' Text
"$" Literal.String.Interpol
"CAT" Name.Variable
'} Literal.String.Interpol
"' Text
"$" Literal.String.Interpol
"PLIST_TEMPLATE' Name.Variable
'} Literal.String.Interpol
"' Text
"}' Punctuation
"' Text
"$" Literal.String.Interpol
"AWK" Name.Variable
'} Literal.String.Interpol
"' Text
"{ print "$0"; } \n LIBDIR.*py$/ && !/bad/ { print "$0 "o"; print "$0 "c"; }" Literal.String.Single
"@# if openssl 0.9.8 is detected, _sha{256,512} module won't be installed"

"@\n
"@\n
"@\n
"@\n
"a" Text
'>' Text
' ' Text
'$' Literal.String.Interpol
'PLIST' Name.Variable
'}' Literal.String.Interpol
'un' Text

"a" Text
'(' Operator
'[' Operator
' ' Text
'-' Text
' ' Text
'$' Literal.String.Interpol
'WRKSRC' Name.Variable
'}' Literal.String.Interpol
'/without_own_sha' Text
' ' Text
'?' Operator
' ' Text
'&&' Operator
' ' Text
'\n' Literal.String.Escape

"a" Text
'$' Literal.String.Interpol
'GREP' Name.Variable
'>' Literal.String.Interpol
' ' Text
'-' Text
' ' Text
""lib-dynload/_sha"" Literal.String.Single
' ' Text
'$' Literal.String.Interpol
'PLIST' Name.Variable
'>' Literal.String.Interpol
' ' Text
'>' Text
' ' Text
'$' Literal.String.Interpol
'PLIST' Name.Variable
'>' Literal.String.Interpol
'.tmp' Text
' ' Text
'&&' Operator
post-install: install config providers

@# install config providers

"n

"n

"n
'PREFIX' Name.Variable
'\'} Literal.String.Interpol
'/bin' Text
'un\n' Text
'
	' Text
'${' Literal.String.Interpol
'INSTALL_SCRIPT' Name.Variable
'\}' Literal.String.Interpol
' ' Text
'${' Literal.String.Interpol
'WRKDIR' Name.Variable
'\}' Literal.String.Interpol
'/' Text
'${' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
':' Punctuation
'S' Name.Variable
'/thon/thon-shared/' Punctuation
'\}' Literal.String.Interpol
'-config' Text
' ' Text
'${' Literal.String.Interpol
'INSTALL_PROGRAM' Name.Variable
'\}' Literal.String.Interpol
' ' Text
'${' Literal.String.Interpol
'PREFIX' Name.Variable
'\}' Literal.String.Interpol
'/bin' Text
'un\n' Text

@## shared version of executable and library

'\n' Text
'${' Literal.String.Interpol
'INSTALL_PROGRAM' Name.Variable
'\}' Literal.String.Interpol
' ' Text
'${' Literal.String.Interpol
'SHARED_WRKSRQ' Name.Variable
'\}' Literal.String.Interpol
'/lib' Text
'${' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'\}' Literal.String.Interpol
'.so.1' Text
' ' Text
'\\n' Literal.String.Escape

'\n\n' Text
'${' Literal.String.Interpol
'PREFIX' Name.Variable
'\}' Literal.String.Interpol
'/lib'        Text
'\n'          Text
'cd'          Name.Builtin
' '           Text
'$\{'        Literal.String.Interpol
'PREFIX'     Name.Variable
'\}'         Literal.String.Interpol
'/lib'        Text
'\n'          Text
'$\{'        Literal.String.Interpol
'LN'         Name.Variable
'\}'         Literal.String.Interpol
' '           Text
'\n'          Text
'-sf'        Text
' '           Text
'lib'        Text
'$\{'        Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'\}'         Literal.String.Interpol
'.so.1'       Text
'\n'          Text
'\\n'         Literal.String.Escape
'
'          Text
'lib'        Text
'$\{'        Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'\}'         Literal.String.Interpol
'.so'        Text
'\n'          Text
'$\{'        Literal.String.Interpol
'LN'         Name.Variable
'\}'         Literal.String.Interpol
' '           Text
'\n'          Text
'-sf'        Text
' '           Text
'$\{'        Literal.String.Interpol
'PREFIX'     Name.Variable
'\}'         Literal.String.Interpol
'/lib/lib'    Text
'$\{'        Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'\}'         Literal.String.Interpol
'.so'        Text
'\n'          Text
'$\{'        Literal.String.Interpol
'PYTHONPREFIX_LIBDIR' Name.Variable
'\' Literal.String.Interpol
\'/config' Text
'\n' Text
'${' Literal.String.Interpol
'INSTALL_PROGRAM' Name.Variable
'}' Literal.String.Interpol
'\n' Literal.String.Escape

'\n' Text
'${' Literal.String.Interpol
'SHARED_WRKSR' Name.Variable
'}' Literal.String.Interpol
'\n' Text
'${' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'}' Literal.String.Interpol
'S' Name.Variable
'\thon/thon-shared/' Punctuation
'}' Literal.String.Interpol
'\n' Literal.String.Escape

'\n' Text
'${' Literal.String.Interpol
'PREFIX' Name.Variable
'}' Literal.String.Interpol
'\n' Text
'\n' Text

'@# additional files installing by ports
' Comment

'\n' Text
'${' Literal.String.Interpol
'INSTALL_SCRIPT' Name.Variable
'}' Literal.String.Interpol
'\n' Text
'${' Literal.String.Interpol
'WRKDIR' Name.Variable
'}' Literal.String.Interpol
'\pydoc2.5' Text

'\n' Text
'${' Literal.String.Interpol
'WRKDIR' Name.Variable
'}' Literal.String.Interpol
'\n' Text
'${' Literal.String.Interpol
'WRKDIR' Name.Variable
'}' Literal.String.Interpol
'\n' Text
"@" Text
\n"${MKDIR} " Text
"${MANPREFIX} /man/man1/" Text
\n"${PYTHON_VERSION}.1" Text
\n.if ${PYTHON_VERSION} == ${PYTHON_DEFAULT_VERSION}\n"for" Keyword
&& Text
'LN' Name.Variable
'f' Text
'\n' Literal.String.Escape
'\n' Text
't' Text
'done' Keyword
'un' Text
'.endif' Comment.Preproc
'un' Text
'.if !defined(NOPORTDOCS)/n' Comment.Preproc
'
' Text
'@' Text
'MKDIR' Name.Variable
'\n' Text
'TOOLSDIR' Name.Variable
'un\n' Text
'@cd' Text
'\n' Text
'PYTHON_WRKSRRC' Name.Variable
'\n' Text
'TAR' Name.Variable
'}
Tools

```
\t\t('cd' \t	cd
\t\t${TOOLSDIR}'
\t\t';
\t\t('cd' \t	cd
\t\t${TAR}'
\t\t'-xf'
\t\t';
\t\t'\n\t\t'@
\t\t${MKDIR}'
\t\t';
\t\t'\n\t\t'@
\t\t${DEMODIR}'
\t\t';
\t\t'\n\t\t'@
\t\t${PYTHON_WRKSRC}'
\t\t';
\t\t'\n\t\t'@cd'
\t\t';
\t\t'\n\t\t'@
\t\t${TAR}'
\t\t'TAR'
```

`'`
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 4907
1.837 axios 0.21.1

1.837.1 Available under license:

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1.838 django-widget-tweaks 1.4.1

1.838.1 Available under license:

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1.839 checker-framework 1.7.0

1.839.1 Available under license :

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1.841 pytoml 0.1.2

1.841.1 Available under license:

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Metadata-Version: 1.0
Name: pytoml
Version: 0.1.0
Summary: A parser for TOML-0.4.0
Home-page: https://github.com/avakar/pytoml
Author: Martin Vejnir
Author-email: avakar@ratatanek.cz
License: MIT
Description: UNKNOWN
Platform: UNKNOWN

Found in path(s):
* /opt/cola/permits/1156519782_1619204203.35/0/pytoml-0-1-2-3-zip/pytoml-0.1.2/test/pytoml.egg-info/PKG-INFO
No license file was found, but licenses were detected in source scan.

Metadata-Version: 1.0
Name: pytoml
Version: 0.1.2
Summary: A parser for TOML-0.4.0
Home-page: https://github.com/avakar/pytoml
Author: Martin Vejnir
Author-email: avakar@ratatanek.cz
License: MIT
Description: UNKNOWN
Platform: UNKNOWN

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* /opt/cola/permits/1156519782_1619204203.35/0/pytoml-0-1-2-3-zip/pytoml-0.1.2/test/pytoml.egg-info/PKG-INFO

1.842 akka-stream 2.5.4
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# Contributions to the urllib3 project

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In chronological order:

* victor.vde <http://code.google.com/u/victor.vde/>
  * HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>  
  * NTLM-authenticated HTTPSConnectionPool
  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConnectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
* Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSRIBZDhBFXQB6/>  
  * Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>  
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* georgemarshall <https://github.com/georgemarshall>  
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  * Python 3 support

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  * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>  
  * IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>  
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* hartator <hartator@gmail.com>  
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>  
  * Support for TLS SNI  
  * API unification of ssl_version/cert_reqs  
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>  
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>  
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>  
  * Correct six.moves conflict  
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>  
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>  
  * Stream method for Response objects.  
  * Return native strings in header values.
* Generate 'Host' header when using proxies.
  * Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
* PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix
* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from ``HTTPResponse.stream()``.
  * Bugfix for ``ConnectionPool.urlopen(release_conn=False)``.
  * Creation of ``HTTPConnectionPool.ResponseCls``.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
  * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jesse Shapiro <jesse@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
  * Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
  * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in ``stream`` when amt=None.
  * Added length_remaining to determine remaining data to be read.
  * Added enforce_content_length to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
* Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
* Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
* Lazily load idna package

* Tom White <s6yg1e3@mail2tor.com>
* Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
* Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
* Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
* Bugfix to pyopenssl vending

* Wolfgang Richter <wolfgang.richter@gmail.com>
* Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
* Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
* Fix `util.selectors._fileobj_to_fd` to accept `long`.
* Update appveyor tox setup to use the 64bit python.

* Akamai (through Jesse Shapiro) <jshapiro@akamai.com>
* Ongoing maintenance

* Dominique Leuenberger <dimstar@opensuse.org>
* Minor fixes in the test suite

* Will Bond <will@wbond.net>
* Add Python 2.6 support to `contrib.securetransport`

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
* using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
* Improve contribution guide
* Add `HTTPResponse.geturl` method to provide `urllib2.urlopen().geturl()` behavior

* Bruce Merry <https://www.brucemerry.org.za>
* Fix leaking exceptions when system calls are interrupted with zero timeout
* Hugo van Kemenade <https://github.com/hugovk>
* Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
* Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
* Add ability to handle multiple Content-Encodings

* [Your name or handle] <[email or website]>
* [Brief summary of your changes]

### 1.849 jackson-datatype-joda 2.10.3

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### 1.850 cloud-google-com-go v0.53.0

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute
import (
    "bytes"
    "context"
    "fmt"
    "io/ioutil"
    "net/http"
    "net/url"

    gax "github.com/googleapis/gax-go/v2"
    "google.golang.org/api/googleapi"
    "google.golang.org/api/option"
    "google.golang.org/api/option/internaloption"
    httptransport "google.golang.org/api/transport/http"
    computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
    "google.golang.org/grpc"
    "google.golang.org/grpc/metadata"
    "google.golang.org/protobuf/encoding/protojson"
)

var newLicenseCodesClientHook clientHook

// LicenseCodesCallOptions contains the retry settings for each method of LicenseCodesClient.
type LicenseCodesCallOptions struct {
    Get               []gax.CallOption
    TestIamPermissions []gax.CallOption
}

// internalLicenseCodesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicenseCodesClient interface {
    Close() error
    setGoogleClientInfo(...string)
    Connection() *grpc.ClientConn
    Get(context.Context, *computepb.GetLicenseCodeRequest, ...gax.CallOption) (*computepb.LicenseCode, error)
    TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseCodeRequest, ...gax.CallOption) (*computepb.TestPermissionsResponse, error)
}

// LicenseCodesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
// method calls.
//
// The LicenseCodes API.
type LicenseCodesClient struct {
    // The internal transport-dependent client.
    internalClient internalLicenseCodesClient

    // The call options for this service.
    CallOptions *LicenseCodesCallOptions
// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicenseCodesClient) Close() error {
    return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicenseCodesClient) setGoogleClientInfo(keyval ...string) {
    c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection to the API service.
//
// Deprecated.
func (c *LicenseCodesClient) Connection() *grpc.ClientConn {
    return c.internalClient.Connection()
}

// Get return a specified license code. License codes are mirrored across all projects that have permissions to read the
License Code. Caution This resource is intended for use only by third-party partners who are creating Cloud
Marketplace images.
func (c *LicenseCodesClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts ...
gax.CallOption) (*computepb.LicenseCode, error) {
    return c.internalClient.Get(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicenseCodesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseCodeRequest, opts ...
gax.CallOption) (*computepb.TestPermissionsResponse, error) {
    return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
type licenseCodesRESTClient struct {
// The http endpoint to connect to.
    endpoint string

// The http client.
    httpClient *http.Client
}
// The x-goog-* metadata to be sent with each request.
xGoogMetadata metadata.MD

// NewLicenseCodesRESTClient creates a new license codes rest client.
//
// The LicenseCodes API.
func NewLicenseCodesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicenseCodesClient, error) {
  clientOpts := append(defaultLicenseCodesRESTClientOptions(), opts...)
  httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
  if err != nil {
    return nil, err
  }

  c := &licenseCodesRESTClient{
    endpoint:   endpoint,
    httpClient: httpClient,
  }
  c.setGoogleClientInfo()

  return &LicenseCodesClient{internalClient: c, CallOptions: &LicenseCodesCallOptions{}, nil}
}

func defaultLicenseCodesRESTClientOptions() []option.ClientOption {
  return []option.ClientOption{
    internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
    internaloption.WithDefaultMTLS Endpoint("https://compute.mtls.googleapis.com"),
    internaloption.WithDefaultAudience("https://compute.googleapis.com/")
  }
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licenseCodesRESTClient) setGoogleClientInfo(keyval ...string) {
  kv := append([]string{"gl-go", versionGo()}, keyval...)
  kv = append(kv, "gapic", gax.Version, "rest", "UNKNOWN")
  c.xGoogMetadata = metadata.Pairs("x-goog-api-client", gax.XGoogHeader(kv...))
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licenseCodesRESTClient) Close() error {
  // Replace httpClient with nil to force cleanup.
  c.httpClient = nil
  return nil
func (c *licenseCodesRESTClient) Connection() *grpc.ClientConn {
    return nil
}

// Get return a specified license code. License codes are mirrored across all projects that have permissions to read the License Code. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licenseCodesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts ...gax.CallOption) (*computepb.LicenseCode, error) {
    baseUrl, _ := url.Parse(c.endpoint)

    if err != nil {
        return nil, err
    }
    httpReq = httpReq.WithContext(ctx)
    // Set the headers
    for k, v := range c.xGoogMetadata {
        httpReq.Header[k] = v
    }
    httpReq.Header["Content-Type"] = []string{"application/json"}

    httpRsp, err := c.httpClient.Do(httpReq)
    if err != nil {
        return nil, err
    }
    defer httpRsp.Body.Close()

    if err = googleapi.CheckResponse(httpRsp); err != nil {
        return nil, err
    }

    buf, err := ioutil.ReadAll(httpRsp.Body)
    if err != nil {
        return nil, err
    }

    unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    rsp := &computepb.LicenseCode{
    }

    if err := unm.Unmarshal(buf, rsp); err != nil {
        return nil, err
    }

    return rsp, nil
}
// TestIamPermissions returns permissions that a caller has on the specified resource. Caution: This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licenseCodesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption)
(*computepb.TestPermissionsResponse, error) {
m := protojson.MarshalOptions{AllowPartial: true}
body := req.GetTestPermissionsRequestResource()
jsonReq, err := m.Marshal(body)
if err != nil {
    return nil, err
}
baseUrl, _ := url.Parse(c.endpoint)
baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenseCodes/%v/testIamPermissions",
req.GetProject(), req.GetResource())

if err != nil {
    return nil, err
}
httpReq = httpReq.WithContext(ctx)
    // Set the headers
    for k, v := range c.xGoogMetadata {
        httpReq.Header[k] = v
    }
httpReq.Header["Content-Type"] = []string{"application/json"}

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
deferr httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.TestPermissionsResponse{ }

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
return rsp, nil
}

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
    "context"
    compute "cloud.google.com/go/compute/apiv1"
    "google.golang.org/api/iterator"
    computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
)

func ExampleNewLicensesRESTClient() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    // TODO: Use client.
    _ = c
}

func ExampleLicensesClient_Delete() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
    // TODO: Handle error.
}
defer c.Close()

req := &computepb.DeleteLicenseRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#DeleteLicenseRequest.
}
resp, err := c.Delete(ctx, req)
if err != nil {
    // TODO: Handle error.
}
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_Get() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetLicenseRequest.
    }
    resp, err := c.Get(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetIamPolicyLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetIamPolicyLicenseRequest.
    }
}
func ExampleLicensesClient_Insert() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.InsertLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#InsertLicenseRequest.
    }
    resp, err := c.Insert(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_List() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.ListLicensesRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#ListLicensesRequest.
    }
    it := c.List(ctx, req)
    for {
        resp, err := it.Next()
        if err == iterator.Done {
            break
        }
        if err != nil {
            // TODO: Handle error.
        }
    }
}
// TODO: Handle error.

// TODO: Use resp.
_ = resp

func ExampleLicensesClient_SetIamPolicy() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.SetIamPolicyLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#SetIamPolicyLicenseRequest.
    }
    resp, err := c.SetIamPolicy(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.TestIamPermissionsLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#TestIamPermissionsLicenseRequest.
    }
    resp, err := c.TestIamPermissions(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}
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package compute_test

import (  
    "context"

    compute "cloud.google.com/go/compute/apiv1"
    computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
)

func ExampleNewLicenseCodesRESTClient() {  
    ctx := context.Background()  
    c, err := compute.NewLicenseCodesRESTClient(ctx)  
    if err != nil {  
        // TODO: Handle error.  
    }  
    defer c.Close()  
    // TODO: Use client.  
    _ = c  
}

func ExampleLicenseCodesClient_Get() {  
    ctx := context.Background()  
    c, err := compute.NewLicenseCodesRESTClient(ctx)  
    if err != nil {  
        // TODO: Handle error.  
    }  
    defer c.Close()  
    req := &computepb.GetLicenseCodeRequest{  
        // TODO: Fill request struct fields.  
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetLicenseCodeRequest.
    }  
}
resp, err := c.Get(ctx, req)
if err != nil {
    // TODO: Handle error.
}
    // TODO: Use resp.
_ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
    ctx := context.Background()
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.TestIamPermissionsLicenseCodeRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#TestIamPermissionsLicenseCodeRequest.
    }
    resp, err := c.TestIamPermissions(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

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package compute

import (
    "bytes"
    "context"
    "fmt"
    "io/ioutil"
    "math"
    "net/http"
    "net/url"
    
    gax "github.com/googleapis/gax-go/v2"
    "google.golang.org/api/googleapi"
    "google.golang.org/api/iterator"
    "google.golang.org/api/option"
    "google.golang.org/api/option/internaloption"
    httptransport "google.golang.org/api/transport/http"
    computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
    "google.golang.org/grpc"
    "google.golang.org/grpc/metadata"
    "google.golang.org/protobuf/encoding/protojson"
    "google.golang.org/protobuf/proto"
)
var newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
    Delete     []gax.CallOption
    Get        []gax.CallOption
    GetIamPolicy []gax.CallOption
    Insert     []gax.CallOption
    List       []gax.CallOption
    SetIamPolicy []gax.CallOption
    TestIamPermissions []gax.CallOption
}

// internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
    Close() error
    setGoogleClientInfo(...string)
    Connection() *grpc.ClientConn
    Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
    Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
    GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy, error)
    Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
    List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
    SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy, error)
    TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption) (*computepb.TestPermissionsResponse, error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
// method calls.

// The Licenses API.
type LicensesClient struct {
    // The internal transport-dependent client.
    internalClient internalLicensesClient

    // The call options for this service.
    CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
    return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
    c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection to the API service.
//
// Deprecated.
func (c *LicensesClient) Connection() *grpc.ClientConn {
    return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
    return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption) (*computepb.License, error) {
    return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
// Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
// party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
    return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
// belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.

```go
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption) *LicenseIterator {
    return c.internalClient.List(ctx, req, opts...)
}
```

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.

```go
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.SetIamPolicy(ctx, req, opts...)
}
```

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.

```go
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req *computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse, error) {
    return c.internalClient.TestIamPermissions(ctx, req, opts...)
}
```

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with method calls.

type licensesRESTClient struct {
    // The http endpoint to connect to.
    endpoint string

    // The http client.
    httpClient *http.Client

    // The x-goog-* metadata to be sent with each request.
    xGoogMetadata metadata.MD
}

// NewLicensesRESTClient creates a new licenses rest client.

```go
func NewLicensesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
    clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
    httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
    if err != nil {
        return nil, err
    }
    c := &licensesRESTClient{
        endpoint: endpoint,
    }
    return &LicensesClient{
        internalClient: c,
    }, nil
}
```
func defaultLicensesRESTClientOptions() []option.ClientOption {
    return []option.ClientOption{
        internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
        internaloption.WithDefaultMTLS Endpoint("https://compute.mtls.googleapis.com"),
        internaloption.WithDefaultAudience("https://compute.googleapis.com/")
    }
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
    kv := append([]string{"gl-go", versionGo()}, keyval...)
    kv = append(kv, "gapic", versionClient, "gax", gax.Version, "rest", "UNKNOWN")
    c.xGoogMetadata = metadata.Pairs("x-goog-api-client", gax.XGoogHeader(kv...))
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
    // Replace httpClient with nil to force cleanup.
    c.httpClient = nil
    return nil
}

// Connection returns a connection to the API service.
//
// Deprecated.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
    return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
    ...gax.CallOption) (*Operation, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    params := url.Values{
        "alt": "json",  // This endpoint supports the "json" API response format.
    }
    return op, err
}
if req != nil && req.RequestId != nil {
    params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
}

baseUrl.RawQuery = params.Encode()

if err != nil {
    return nil, err
}
httpReq = httpReqWithContext(ctx)
// Set the headers
for k, v := range c.xGoogMetadata {
    httpReq.Header[k] = v
}
httpReq.Header["Content-Type"] = []string{"application/json"}

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.Operation{
    proto: rsp}

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
op := &Operation{proto: rsp}
return op, err

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption) (*computepb.License, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    return c.Get(ctx, req, opts...)
}
if err != nil {
    return nil, err
}
httpReq = httpReq.WithContext(ctx)
// Set the headers
for k, v := range c.xGoogMetadata {
    httpReq.Header[k] = v
}
httpReq.Header["Content-Type"] = []string{"application/json"}

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
def httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.License{}

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
return rsp, nil

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
    baseUrl, _ := url.Parse(c.endpoint)

    params := url.Values{}
    if req != nil && req.OptionsRequestedPolicyVersion != nil {
    }

baseUrl.RawQuery = params.Encode()

if err != nil {
    return nil, err
}
httpReq = httpReqWithContext(ctx)
// Set the headers
for k, v := range c.xGoogMetadata {
    httpReq.Header[k] = v
}
httpReq.Header["Content-Type"] = []string{"application/json"}

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
defer httpRsp.Body.Close()

if err := googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.Policy{

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
return rsp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetLicenseResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }
}
baseUrl, _ := url.Parse(c.endpoint)

params := url.Values{}
if req != nil && req.RequestId != nil {
    params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
}
baseUrl.RawQuery = params.Encode()

if err != nil {
    return nil, err
}
httpReq = httpReqWithContext(ctx)
    // Set the headers
    for k, v := range c.xGoogMetadata {
        httpReq.Header[k] = v
    }
    httpReq.Header["Content-Type"] = []string{"application/json"}

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.Operation{}
if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
op := &Operation{proto: rsp}
return op, err

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.

```go
func (c *licensesRESTClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...
gax.CallOption) *LicenseIterator {
  it := &LicenseIterator{
    req = proto.Clone(req).(*computepb.ListLicensesRequest)
    unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
      resp := &computepb.LicensesListResponse{
        if pageToken != "" {
          req.PageToken = proto.String(pageToken)
        } else if pageSize != 0 {
          req.MaxResults = proto.Uint32(uint32(pageSize))
        }
        baseUrl, _ := url.Parse(c.endpoint)
        params := url.Values{}
        if req != nil && req.Filter != nil {
        } else if req.MaxResults != nil {
          params.Add("maxResults", fmt.Sprintf("%v", req.GetMaxResults()))
        } else if req.OrderBy != nil {
          params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
        } else if req.PageToken != nil {
        } else if req.ReturnPartialSuccess != nil {
        }
        baseUrl.RawQuery = params.Encode()
        if err != nil {
          return nil, ",", err
        }
        // Set the headers
        for k, v := range c.xGoogMetadata {
          httpReq.Header.Add(k, v)
        }
```
httpReq.Header[k] = v
}

httpReq.Header["Content-Type"] = []string{"application/json"}
httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, "", err
}
deferr httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, "", err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, "", err
}

unm.Unmarshal(buf, resp)
it.Response = resp
return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
    items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
    if err != nil {
        return "", err
    }
    it.items = append(it.items, items...)
    return nextPageToken, nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()

return it
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetGlobalSetPolicyRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
return nil, err
}

baseUrl, _ := url.Parse(c.endpoint)

if err != nil {
    return nil, err
}
httpReq = httpReq.WithContext(ctx)
// Set the headers
for k, v := range c.xGoogMetadata {
    httpReq.Header[k] = v
}
httpReq.Header["Content-Type"] = []string{"application/json"}

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}

unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.Policy{

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
return rsp, nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req *computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse, error) {

c := protojson.MarshalOptions{AllowPartial: true}
m := protojson.MarshalOptions{AllowPartial: true}
body := req.GetTestPermissionsRequestResource()
jsonReq, err := m.Marshal(body)
if err != nil {
    return nil, err
}

baseUrl, _ := url.Parse(c.endpoint)

if err != nil {
    return nil, err
}
httpReq = httpReqWithContext(ctx)
// Set the headers
for k, v := range c.xGoogMetadata {
    httpReq.Header[k] = v
}
httpReq.Header["Content-Type"] = []string{"application/json"}

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return nil, err
}
delay httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return nil, err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return nil, err
}
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
rsp := &computepb.TestPermissionsResponse{

if err := unm.Unmarshal(buf, rsp); err != nil {
    return nil, maybeUnknownEnum(err)
}
return rsp, nil

// LicenseIterator manages a stream of *computepb.License.
type LicenseIterator struct {
    items    []*computepb.License
// Response is the raw response for the current page.
// It must be cast to the RPC response type.
// Calling Next() or InternalFetch() updates this value.
Response interface{}

// InternalFetch is for use by the Google Cloud Libraries only.
// It is not part of the stable interface of this package.
//
// InternalFetch returns results from a single call to the underlying RPC.
// The number of results is no greater than pageSize.
// If there are no more results, nextPageToken is empty and err is nil.

InternalFetch func(pageSize int, pageToken string) (results []*computepb.License, nextPageToken string, err error)

// PageInfo supports pagination. See the google.golang.org/api/iterator package for details.
func (it *LicenseIterator) PageInfo() *iterator.PageInfo {
    return it.pageInfo
}

// Next returns the next result. Its second return value is iterator.Done if there are no more
// results. Once Next returns Done, all subsequent calls will return Done.
func (it *LicenseIterator) Next() (*computepb.License, error) {
    var item *computepb.License
    if err := it.nextFunc(); err != nil {
        return item, err
    }
    item = it.items[0]
    it.items = it.items[1:]
    return item, nil
}

func (it *LicenseIterator) bufLen() int {
    return len(it.items)
}

func (it *LicenseIterator) takeBuf() interface{} {
    b := it.items
    it.items = nil
    return b
}

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Metadata-Version: 1.2
Name: idna
Version: 2.10
Summary: Internationalized Domain Names in Applications (IDNA)
Home-page: https://github.com/kjd/idna
Author: Kim Davies
Author-email: kim@cynosure.com.au
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Description: Internationalized Domain Names in Applications (IDNA)

This is the latest version of the protocol and is sometimes referred to as “IDNA 2008”.

This library also provides support for Unicode Technical Standard 46, `Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>`_.

---
This acts as a suitable replacement for the “encodings.idna” module that comes with the Python standard library, but only supports the old, deprecated IDNA specification (RFC 3490 <http://tools.ietf.org/html/rfc3490>).

Basic functions are simply executed:

```python
# Python 3
>>> import idna
>>> idna.encode(' строка')
b'xn--eckwd4c7c.xn--zckzah'
>>> print(idna.decode('xn--eckwd4c7c.xn--zckzah'))
.

# Python 2
>>> import idna
>>> idna.encode(u' строка')
'xn--eckwd4c7c.xn--zckzah'
>>> print idna.decode('xn--eckwd4c7c.xn--zckzah')
.
```

Packages
--------

The latest tagged release version is published in the PyPI repository:

```
.. image:: https://badge.fury.io/py/idna.svg
   :target: http://badge.fury.io/py/idna
```

Installation
------------

To install this library, you can use pip:

```bash
$ pip install idna
```

Alternatively, you can install the package using the bundled setup script:

```bash
$ python setup.py install
```

This library works with Python 2.7 and Python 3.4 or later.
Usage
-----

For typical usage, the `encode` and `decode` functions will take a domain name argument and perform a conversion to A-labels or U-labels respectively.

.. code-block:: pycon

    # Python 3
    >>> import idna
    >>> idna.encode('.
    b'xn--eckwd4c7c.xn--zckzah'
    >>> print(idna.decode('xn--eckwd4c7c.xn--zckzah'))
    .

You may use the codec encoding and decoding methods using the `idna.codec` module:

.. code-block:: pycon

    # Python 2
    >>> import idna.codec
    >>> print u'.encode('idna')
    xn--80ahd1agd.xn--80akhbyknj4f
    >>> print 'xn--80ahd1agd.xn--80akhbyknj4f'.decode('idna')

Conversions can be applied at a per-label basis using the `ulabel` or `alabel` functions if necessary:

.. code-block:: pycon

    # Python 2
    >>> idna.alabel(u'')
    'xn--0zwm56d'

Compatibility Mapping (UTS #46)
+++++++++++++++++++++++++++++++

As described in `RFC 5895 <http://tools.ietf.org/html/rfc5895>`_, the IDNA specification no longer normalizes input from different potential ways a user may input a domain name. This functionality, known as a “mapping”, is now considered by the specification to be a local user-interface issue distinct from IDNA conversion functionality.

This library provides one such mapping, that was developed by the Unicode
Consortium. Known as `Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>`_, it provides for both a regular mapping for typical applications, as well as a transitional mapping to help migrate from older IDNA 2003 applications.

For example, “Königsgäßchen” is not a permissible label as *LATIN CAPITAL LETTER K* is not allowed (nor are capital letters in general). UTS 46 will convert this into lower case prior to applying the IDNA conversion.

```
# Python 3
>>> import idna
>>> idna.encode(u'Königsgäßchen')
... idna.core.InvalidCodepoint: Codepoint U+004B at position 1 of 'Königsgäßchen' not allowed
>>> idna.encode('Königsgäßchen', uts46=True)
b'xn--knigsgschen-b4a3dun'
>>> print(idna.decode('xn--knigsgschen-b4a3dun'))
königsgäßchen
```

Transitional processing provides conversions to help transition from the older 2003 standard to the current standard. For example, in the original IDNA specification, the *LATIN SMALL LETTER SHARP S* (ß) was converted into two *LATIN SMALL LETTER S* (ss), whereas in the current IDNA specification this conversion is not performed.

```
# Python 2
>>> idna.encode(u'Königsgäßchen', uts46=True, transitional=True)
'xn--knigsgsschen-lcb0w'
```

Implementors should use transitional processing with caution, only in rare cases where conversion from legacy labels to current labels must be performed (i.e. IDNA implementations that pre-date 2008). For typical applications that just need to convert labels, transitional processing is unlikely to be beneficial and could produce unexpected incompatible results.

```
``encodings.idna`` Compatibility
+++++++++++++++++++++++++++++

Function calls from the Python built-in ``encodings.idna`` module are mapped to their IDNA 2008 equivalents using the ``idna.compat`` module. Simply substitute the ``import`` clause in your code to refer to the new module name.

Exceptions
---------
All errors raised during the conversion following the specification should raise an exception derived from the `idna.IDNAError` base class.

More specific exceptions that may be generated as `idna.IDNAError` when the error reflects an illegal combination of left-to-right and right-to-left characters in a label; `idna.InvalidCodepoint` when a specific codepoint is an illegal character in an IDN label (i.e. INVALID); and `idna.InvalidCodepointContext` when the codepoint is illegal based on its positional context (i.e. it is CONTEXTO or CONTEXTJ but the contextual requirements are not satisfied.)

Building and Diagnostics
------------------------

The IDNA and UTS 46 functionality relies upon pre-calculated lookup tables for performance. These tables are derived from computing against eligibility criteria in the respective standards. These tables are computed using the command-line script `tools/idna-data`.

This tool will fetch relevant tables from the Unicode Consortium and perform the required calculations to identify eligibility. It has three main modes:

* `idna-data make-libdata`. Generates `idnadata.py` and `uts46data.py`, the pre-calculated lookup tables using for IDNA and UTS 46 conversions. Implementors who wish to track this library against a different Unicode version may use this tool to manually generate a different version of the `idnadata.py` and `uts46data.py` files.

* `idna-data make-table`. Generate a table of the IDNA disposition (e.g. PVALID, CONTEXTJ, CONTEXTO) in the format found in Appendix B.1 of RFC 5892 and the pre-computed tables published by `IANA <http://iana.org/>`_.

* `idna-data U+0061`. Prints debugging output on the various properties associated with an individual Unicode codepoint (in this case, U+0061), that are used to assess the IDNA and UTS 46 status of a codepoint. This is helpful in debugging or analysis.

The tool accepts a number of arguments, described using `idna-data -h`. Most notably, the `--version` argument allows the specification of the version of Unicode to use in computing the table data. For example, `idna-data --version 9.0.0 make-libdata` will generate library data against Unicode 9.0.0.

Note that this script requires Python 3, but all generated library data will work in Python 2.7.

Testing
-------
The library has a test suite based on each rule of the IDNA specification, as well as tests that are provided as part of the Unicode Technical Standard 46, "Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>".

The tests are run automatically on each commit at Travis CI:

```bash
.. image:: https://travis-ci.org/kjd/idna.svg?branch=master
  :target: https://travis-ci.org/kjd/idna
```

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Intended Audience :: Developers
Classifier: Intended Audience :: System Administrators
Classifier: License :: OSI Approved :: BSD License
Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.4
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: Programming Language :: Python :: 3.8
Classifier: Programming Language :: Python :: Implementation :: CPython
Classifier: Programming Language :: Python :: Implementation :: PyPy
Classifier: Topic :: Internet :: Name Service (DNS)
Classifier: Topic :: Software Development :: Libraries :: Python Modules
Classifier: Topic :: Utilities
Requires-Python: >=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*

Found in path(s):
* /opt/cola/permits/1178190244_1632425492.89/0/idna-2-10-tar-gz/idna-2.10/PKG-INFO
* /opt/cola/permits/1178190244_1632425492.89/0/idna-2-10-tar-gz/idna-2.10/idna.egg-info/PKG-INFO

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```python
A library to support the Internationalised Domain Names in Applications (IDNA) protocol as specified in RFC 5890 et.al. This new methodology, known as IDNA 2008, can generate materially different results to the previous standard. The library can act as a drop-in replacement for the "encodings.idna" module.
```
def main():

    python_version = sys.version_info[:2]
    if python_version < (2,7):
        raise SystemExit("Sorry, Python 2.7 or newer required")

    package_data = {}
    exec(open('idna/package_data.py').read(), package_data)

    arguments = {
        'name': 'idna',
        'packages': ['idna'],
        'version': package_data['__version__'],
        'description': 'Internationalized Domain Names in Applications (IDNA)',
        'long_description': io.open("README.rst", encoding="UTF-8").read(),
        'author': 'Kim Davies',
        'author_email': 'kim@cynosure.com.au',
        'license': 'BSD-like',
        'url': 'https://github.com/kjd/idna',
        'classifiers': [
            'Development Status :: 5 - Production/Stable',
            'Intended Audience :: Developers',
            'Intended Audience :: System Administrators',
            'License :: OSI Approved :: BSD License',
            'Operating System :: OS Independent',
            'Programming Language :: Python',
            'Programming Language :: Python :: 2',
            'Programming Language :: Python :: 2.7',
            'Programming Language :: Python :: 3',
            'Programming Language :: Python :: 3.4',
            'Programming Language :: Python :: 3.5',
            'Programming Language :: Python :: 3.6',
            'Programming Language :: Python :: 3.7',
            'Programming Language :: Python :: 3.8',
            'Programming Language :: Python :: Implementation :: CPython',
            'Programming Language :: Python :: Implementation :: PyPy',
            'Topic :: Internet :: Name Service (DNS)',
            'Topic :: Software Development :: Libraries :: Python Modules',
            'Topic :: Utilities',
        ],
        'python_requires': '>=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*',
    }

    setup(**arguments)

    if __name__ == '__main__':
        main()
Found in path(s):
* /opt/cola/permits/1178190244_1632425492.89/0/idna-2-10-tar-gz/idna-2.10/setup.py

1.863 d3-zoom 2.0.0
1.863.1 Available under license :
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1.864 woodstox-core 5.0.3
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* /opt/cola/permits/1150985846_1617740758.56/0/woodstox-core-5-0-3-sources-3-jar/com/ctc/wstx/dtd/ContentSpec.java
* /opt/cola/permits/1150985846_1617740758.56/0/woodstox-core-5-0-3-sources-3-jar/com/ctc/wstx/dtd/DFAState.java
* /opt/cola/permits/1150985846_1617740758.56/0/woodstox-core-5-0-3-sources-3-jar/com/ctc/wstx/dtd/DFAValidator.java

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* /opt/cola/permits/1150985846_1617740758.56/0/woodstox-core-5-0-3-sources-3-jar/com/ctc/wstx/sr/NsDefaultProvider.java
* /opt/cola/permits/1150985846_1617740758.56/0/woodstox-core-5-0-3-sources-3-jar/com/ctc/wstx/sr/StreamScanner.java
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* /opt/cola/permits/1150985846_1617740758.56/0/woodstox-core-5-0-3-sources-3-jar/com/ctc/wstx/sax/SAXFeature.java
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* /opt/cola/permits/1150985846_1617740758.56/0/woodstox-core-5.0-3-sources-3-jar/com/ctc/wstx/msv/RelaxNGSchema.java
* /opt/cola/permits/1150985846_1617740758.56/0/woodstox-core-5.0-3-sources-3-jar/com/ctc/wstx/stax/WstxInputFactory.java
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* /opt/cola/permits/1150985846_1617740758.56/0/woodstox-core-5.0-3-sources-3-jar/com/ctc/wstx/sw/NonNsStreamWriter.java
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# Contributions to the urllib3 project

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* victor.vde <http://code.google.com/u/victor.vde/>
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* erikcederstrand <http://code.google.com/u/erikcederstrand/>
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  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
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  * Response gzip and deflate encoding support
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* georgemarshall <http://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
  * Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
  * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
  * IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
  * Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravelosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <http://lukasa.co.uk/about/>  
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition
* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <http://dbrgn.ch/>  
  * Disabled TLS compression by default on Python 3.2+ 
  * Disabled TLS compression in pyopenssl contrib module 
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs 
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <http://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* [Your name or handle] <[email or website]>  
  * [Brief summary of your changes]
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=head1 CAVEATS

You may find it useful to alter the behavior of modules (like C<HTML::Element> or C<HTML::TreeBuilder>) that use C<HTML::Tagset>'s data tables by altering the data tables themselves. You are welcome to try, but be careful; and be aware that different modules may or may react differently to the data tables being changed.

Note that it may be inappropriate to use these tables for I<producing> HTML -- for example, C<%isHeadOrBodyElement> lists the tagnames for all elements that can appear either in the head or in the body, such as "script". That doesn't mean that I am saying your code that produces HTML should feel free to put script elements in either place! If you are producing programs that spit out HTML, you should be I<intimately> familiar with the DTDs for HTML or XHTML (available at C<http://www.w3.org/>) , and you should slavishly obey them, not the data tables in this document.

=head1 SEE ALSO
L<HTML::Element>, L<HTML::TreeBuilder>, L<HTML::LinkExtor>

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Most of the code/data in this module was adapted from code written by Gisle Aas for C<HTML::Element>, C<HTML::TreeBuilder>, and C<HTML::LinkExtor>. Then it was maintained by Sean M. Burke.
AUTHOR

Current maintainer: Andy Lester, C<< andy at petdance.com >>

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Please report any bugs or feature requests to
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be notified, and then you'll automatically be notified of progress on
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README for HTML::Tagset

HTML::Tagset

This module contains data tables useful in dealing with HTML.

It provides no functions or methods.

PREREQUISITES

This suite requires Perl 5.

HTML::Tagset doesn't use any nonstandard modules.

INSTALLATION

You install HTML::Tagset, as you would install any perl module
library, by running these commands:
perl Makefile.PL
make
make test
make install

If you want to install a private copy of HTML::Tagset in your home
directory, then you should try to produce the initial Makefile with
something like this command:

perl Makefile.PL LIB=~/perl

DOCUMENTATION

POD-format documentation is included in Tagset.pm. POD is readable
with the 'perldoc' utility. See ChangeLog for recent changes.

MACPERL INSTALLATION NOTES

Don't bother with the makefiles. Just make a HTML directory in your
MacPerl site_lib or lib directory, and move Tagset.pm into there.

SUPPORT

Questions, bug reports, and suggestions for HTML::Tagset should just
be sent to me at sburke@cpan.org

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* /opt/cola/permits/1175538967_1624412573.72/0/libhtml-tagset-perl-3-20-orig-1-tar-gz/HTML-Tagset-
1.901 apollo-env 0.6.6
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- 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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1.909 types-http-assert 1.5.1

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1.911 glib 2.58.3-2+deb10u3
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1.912 validate-npm-package-name 3.0.0

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* Version 2.70.0-2014.11.23
* Requires jQuery v1.7 or later
* Examples at: http://malsup.com/jquery/block/
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# BlockUI - Page or element overlay

## Getting Started
Download either the [production version][min] or the [development version][max] of BlockUI.

[min]: http://malsup.github.com/min/jquery.blockUI.min.js
[max]: http://malsup.github.com/jquery.blockUI.js

In your web page:

<pre>
&lt;script src="http://ajax.googleapis.com/ajax/libs/jquery/1/jquery.js"&gt;&lt;/script&gt;
&lt;script src="http://path/to/your/copy/of/jquery.blockUI.js"&gt;&lt;/script&gt;

// invoke blockUI as needed -->
$(document).on('click', '#myButton', function() {  
  $.blockUI();  
});
&lt;&lt;/script&gt;
</pre>

## Documentation, Demos and FAQ
Everything you need to know can be found here:

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1.917 log4j-over-slf4j 1.7.26

1.918 jackson-annotations 2.10.3

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Version 1.0

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1.926 jackson-dataformat-yaml 2.10.3

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1.928 asn1crypto 1.4.0

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1.929 safe-buffer 5.2.1

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 */
/**
 * A {@link WebApplicationContext} that can be used to bootstrap itself from a contained
 * {@link ServletWebServerFactory} bean.
 * <p>
 * This context will create, initialize and run an {@link WebServer} by searching for a
 * single {@link ServletWebServerFactory} bean within the {@link ApplicationContext}
 * itself. The {@link ServletWebServerFactory} is free to use standard Spring concepts
 * (such as dependency injection, lifecycle callbacks and property placeholder variables).
 * <p>
 * In addition, any {@link Servlet} or {@link Filter} beans defined in the context will be
 * automatically registered with the web server. In the case of a single Servlet bean, the
 * '/' mapping will be used. If multiple Servlet beans are found then the lowercase bean
 * name will be used as a mapping prefix. Any Servlet named 'dispatcherServlet' will
 * always be mapped to '/'. Filter beans will be mapped to all URLs ('/*').
 * <p>
 * For more advanced configuration, the context can instead define beans that implement
 * the {@link ServletContextInitializer} interface (most often
 * {@link ServletRegistrationBean}s and/or {@link FilterRegistrationBean}s). To prevent
 * double registration, the use of {@link ServletContextInitializer} beans will disable
 * automatic Servlet and Filter bean registration.
* Although this context can be used directly, most developers should consider using the
  * [@link AnnotationConfigServletWebServerApplicationContext] or
  * [@link XmlServletWebServerApplicationContext] variants.
* @author Phillip Webb
* @author Dave Syer
* @since 2.0.0
* @see AnnotationConfigServletWebServerApplicationContext
* @see XmlServletWebServerApplicationContext
* @see ServletWebServerFactory
*/

Found in path(s):
* `/opt/cola/permits/1110923231_1606873929.81/0/spring-boot-2-1-7-release-sources-1-
  jar/org/springframework/boot/web/servlet/context/ServletWebServerApplicationContext.java`
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* `/opt/cola/permits/1110923231_1606873929.81/0/spring-boot-2-1-7-release-sources-1-
  jar/org/springframework/boot/web/servlet/DynamicRegistrationBean.java`
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  jar/org/springframework/boot/builder/ParentContextCloserApplicationListener.java`
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jar/org/springframework/boot/jdbc/XADataSourceWrapper.java
* /opt/cola/permits/110923231_1606873929.81/0/spring-boot-2-1-7-release-sources-1-
jar/org/springframework/boot/web/reactive/context/ReactiveWebServerApplicationContext.java
* /opt/cola/permits/110923231_1606873929.81/0/spring-boot-2-1-7-release-sources-1-
jar/org/springframework/boot/ansi/AnsiElement.java
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jar/org/springframework/boot/diagnostics/analyzer/package-info.java
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1.936 hostname 3.21

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* /opt/ws_local/PERMITS_SQL/1069262461_1594595111.79/0/spring-core-5-1-9-release-sources-jar/org/springframework/core/io/support/ResourcePatternResolver.java
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1.939 mawk 1.3.3 17+b3

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jar/org/objectweb/asm/util/Textifiable.java
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*******************
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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see https://www.cnri.reston.va.us/) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation; see http://www.zope.com/). 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 is a sponsoring member of the PSF.

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Mersenne Twister
--------------

The `mod:` `_random` module includes code based on a download from http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/MT2002/emt19937ar.html. The following are the verbatim comments from the original code:

A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using init_genrand(seed)
or init_by_array(init_key, key_length).

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Any feedback is very welcome.
http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/emt.html
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Sockets
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    Modified by Jack Jansen, CWI, July 1995:
    - Use binascii module to do the actual line-by-line conversion
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---------

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Original location:
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Solution inspired by code from:
strtod and dtoa
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libffi
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zlib
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Jean-loup Gailly        Mark Adler
jloup@gzip.org          madler@alumni.caltech.edu

cfuhash
-------

The implementation of the hash table used by the :mod:`tracemalloc` is based on the cfuhash project:

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libmpdec
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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...
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* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/connection/ChannelProxy.java
* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/listener/RabbitListenerEndpoint.java

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  jar/org/springframework/amqp/rabbit/listener/RabbitListenerEndpointRegistry.java
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* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/listener/adapter/DelegatingInvocableHandler.java
* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/connection/LocalizedQueueConnectionFactory.java
* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/support/ListenerContainerAware.java
* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/listener/ListenerContainerConsumerFailedEvent.java
* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/listener/adapter/HandlerAdapter.java
* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/annotation/QueueBinding.java
* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/annotation/Queue.java
* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/connection/RoutingConnectionFactory.java
* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/connection/PublisherCallbackChannelConnectionFactory.java
* /opt/cola/permits/1110923541_1606872851.43/0/spring-rabbit-1-7-12-release-sources-1-jar/org/springframework/amqp/rabbit/listener/MultiMethodRabbitListenerEndpoint.java

1.945 libgcrypt 1.8.4 5+deb10u1

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---
abstract: 'Keep imports and functions out of your namespace'
author:
- "Robert 'phaylon' Sedlacek <rs@474.at>"
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build_requires:
Test::More: '0.47'
configure_requires:
ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.98, CPAN::Meta::Converter version 2.150005'
license: perl
meta-spec:
url: http://module-build.sourceforge.net/META-spec-v1.4.html
version: '1.4'
name: namespace-clean
# namespace::clean - Keep imports and functions out of your namespace

package Foo;
use warnings;
use strict;

use Carp qw(croak);  # 'croak' will be removed

sub bar { 23 }       # 'bar' will be removed

# remove all previously defined functions
use namespace::clean;

sub baz { bar() }    # 'baz' still defined, 'bar' still bound

# begin to collection function names from here again
no namespace::clean;

sub quux { baz() }   # 'quux' will be removed

# remove all functions defined after the 'no' unimport
use namespace::clean;
# Will print: 'No', 'No', 'Yes' and 'No'
print +(__PACKAGE__->can('croak') ? 'Yes' : 'No'), "\n";
print +(__PACKAGE__->can('bar')   ? 'Yes' : 'No'), "\n";
print +(__PACKAGE__->can('baz')   ? 'Yes' : 'No'), "\n";
print +(__PACKAGE__->can('quux')  ? 'Yes' : 'No'), "\n";
1;

=head1 DESCRIPTION

=head2 Keeping packages clean

When you define a function, or import one, into a Perl package, it will naturally also be available as a method. This does not per se cause problems, but it can complicate subclassing and, for example, plugin classes that are included via multiple inheritance by loading them as base classes.

The C<namespace::clean> pragma will remove all previously declared or imported symbols at the end of the current package's compile cycle. Functions called in the package itself will still be bound by their name, but they won't show up as methods on your class or instances.

By unimporting via C<no> you can tell C<namespace::clean> to start collecting functions for the next C<use namespace::clean;> specification.

You can use the C<-except> flag to tell C<namespace::clean> that you don't want it to remove a certain function or method. A common use would be a module exporting an C<import> method along with some functions:

use ModuleExportingImport;
use namespace::clean -except => [qw( import )];

If you just want to C<-except> a single sub, you can pass it directly. For more than one value you have to use an array reference.

=head3 Late binding caveat

Note that the L<technique used by this module|/IMPLEMENTATION DETAILS> relies on perl having resolved all names to actual code references during the compilation of a scope. While this is almost always what the interpreter does, there are some exceptions, notably the L<sort SUBNAME|perlfunc/sort> style of the C<sort> built-in invocation. The following example will not work, because C<sort> does not try to resolve the function name to an actual code reference until B<runtime>.

use MyApp::Utils 'my_sorter';
use namespace::clean;
my @sorted = sort my_sorter @list;

You need to work around this by forcing a compile-time resolution like so:

use MyApp::Utils 'my_sorter';
use namespace::clean;

my $my_sorter_cref = \&my_sorter;

my @sorted = sort $my_sorter_cref @list;

=head2 Explicitly removing functions when your scope is compiled

It is also possible to explicitly tell C<namespace::clean> what packages to remove when the surrounding scope has finished compiling. Here is an example:

package Foo;
use strict;

# blessed NOT available

sub my_class {
    use Scalar::Util qw( blessed );
    use namespace::clean qw( blessed );

    # blessed available
    return blessed shift;
}

# blessed NOT available

=head2 Moose

When using C<namespace::clean> together with L<Moose> you want to keep the installed C<meta> method. So your classes should look like:

package Foo;
use Moose;
use namespace::clean -except => 'meta';
...

Same goes for L<Moose::Role>.

=head2 Cleaning other packages

You can tell C<namespace::clean> that you want to clean up another package
instead of the one importing. To do this you have to pass in the $cleanee option like this:

```perl
package My::MooseX::namespace::clean;
use strict;

use namespace::clean (); # no cleanup, just load

sub import {
    namespace::clean->import(
        -cleanee => scalar(caller),
        -except => 'meta',
    );
}
```

If you don't care about namespace::clean's discover-and-<except> logic, and just want to remove subroutines, try L</clean_subroutines>.

=head1 METHODS

=head2 clean_subroutines

This exposes the actual subroutine-removal logic.

```perl
namespace::clean->clean_subroutines($cleanee, qw( subA subB ));
```

will remove subA and subB from $cleanee. Note that this will remove the subroutines immediately and not wait for scope end. If you want to have this effect at a specific time (e.g. namespace::clean acts on scope compile end) it is your responsibility to make sure it runs at that time.

=head2 import

Makes a snapshot of the current defined functions and installs a L<B::Hooks::EndOfScope> hook in the current scope to invoke the cleanups.

=head2 unimport

This method will be called when you do a

```perl
no namespace::clean;
```

It will start a new section of code that defines functions to clean up.

=head2 get_class_store

This returns a reference to a hash in a passed package containing
information about function names included and excluded from removal.

=head2 get_functions

Takes a class as argument and returns all currently defined functions in it as a hash reference with the function name as key and a typeglob reference to the symbol as value.

=head1 IMPLEMENTATION DETAILS

This module works through the effect that a

delete $SomePackage::[foo];

will remove the C<foo> symbol from C<$SomePackage> for run time lookups (e.g., method calls) but will leave the entry alive to be called by already resolved names in the package itself. C<namespace::clean> will restore and therefor in effect keep all glob slots that aren't C<CODE>.

A test file has been added to the perl core to ensure that this behaviour will be stable in future releases.

Just for completeness sake, if you want to remove the symbol completely, use C<undef> instead.

=head1 SEE ALSO

L<B::Hooks::EndOfScope>

=head1 THANKS

Many thanks to Matt S Trout for the inspiration on the whole idea.

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1.951 protobufjs-eventemitter 1.1.0

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.tomcat:tomcat-jasper
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org.apache.tomcat:tomcat-api
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1.956 spring-boot 2.4.4

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* /opt/cola/permits/1120336501_1609928120.52/0/groovy-2-4-21-sources-jar/groovy/lang/FileNameByRegexFinder.groovy
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groovy.grape.GrabAnnotationTransformation

groovy.ast.builder.AstBuilderTransformation

# global transformation to handle @Grab annotation

#global transformation for AST Builder

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# Listed below are default groovy source file extensions.

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groovy 2.0. However, in terms of the behavior, this support will remain intact.

groovy

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1.962 spring-expression 5.3.5

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1.963 rxjava 2.0.0

1.964 itsdangerous 1.1.0

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Sometimes you just want to send some data to untrusted environments. But how to do this safely? The trick involves signing. Given a key only you know, you can cryptographically sign your data and hand it over to someone else. When you get the data back you can easily ensure that nobody tampered with it.

Granted, the receiver can decode the contents and look into the package, but they can not modify the contents unless they also have your secret key. So if you keep the key secret and complex, you will be fine.

Internally itsdangerous uses HMAC and SHA-512 for signing by default. The initial implementation was inspired by Django's signing module.
It also supports JSON Web Signatures (JWS). The library is BSD licensed.

Installing
----------

Install and update using `pip`:

```text
pip install -U itsdangerous
```

Example Use Cases
-----------------

- You can serialize and sign a user ID in a URL and email it to them to unsubscribe from a newsletter. This way you don't need to generate one-time tokens and store them in the database. Same thing with any kind of activation link for accounts and similar things.
- Signed objects can be stored in cookies or other untrusted sources which means you don't need to have sessions stored on the server, which reduces the number of necessary database queries.
- Signed information can safely do a roundtrip between server and client in general which makes them useful for passing server-side state to a client and then back.

Table of Contents
------------------

- signer
- serializer
- exceptions
- timed
- url_safe
- jws
- encoding
- license
- changes

Found in path(s):
* /opt/cola/permits/1160881332_1620412835.08/0/pallets-itsdangerous-1-1-0-0-g6e63598-1-tar-gz/pallets-
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import io
import re

from setuptools import find_packages
from setuptools import setup

with io.open("README.rst", "rt", encoding="utf8") as f:
    readme = f.read()

with io.open("src/itsdangerous/__init__.py", "rt", encoding="utf8") as f:
    version = re.search(r"__version__ = "(.*?)", f.read()).group(1)

setup(
    name="itsdangerous",
    version=version,
    url="https://palletsprojects.com/p/itsdangerous/",
    project_urls={
        "Documentation": "https://itsdangerous.palletsprojects.com/",
        "Code": "https://github.com/pallets/itsdangerous",
        "Issue tracker": "https://github.com/pallets/itsdangerous/issues",
    },
    license="BSD",
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* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
  jar/org/apache/camel/component/metrics/MetricsComponent.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
  jar/org/apache/camel/component/metrics/TimerProducer.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-

jar/org/apache/camel/component/metrics/routepolicy/MetricsRegistryService.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/MetricsConstants.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/MetricsEndpoint.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/routepolicy/MetricsRegistryMBean.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/messagehistory/MetricsMessageHistoryService.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/routepolicy/MetricsRoutePolicyFactory.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/MetricsTimerAction.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/GaugeProducer.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/AbstractMetricsProducer.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/spi/InstrumentedThreadPoolFactory.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/MetricsType.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/MeterProducer.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/HistogramProducer.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/MetricsMessageHistoryFactory.java
* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-
jar/org/apache/camel/component/metrics/routepolicy/MetricsRoutePolicy.java

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* /opt/cola/permits/1130629574_1612767865.48/0/camel-metrics-3-1-0-sources-1-jar/META-INF/maven/org.apache.camel/camel-metrics/pom.xml

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=head1 NAME

Algorithm::C3 - A module for merging hierarchies using the C3 algorithm

=head1 SYNOPSIS

use Algorithm::C3;

# merging a classic diamond
# inheritance graph like this:
#
#  <A>
# /   \
# <B>   <C>
#  \
#  <D>

my @merged = Algorithm::C3::merge('D');
sub {
    # extract the ISA array
    # from the package
    no strict 'refs';
    @{$$_[0] . '::ISA'};
}
);

print join "", " => @merged; # prints D, B, C, A

=head1 DESCRIPTION

This module implements the C3 algorithm. I have broken this out into it's own module because I found myself copying and pasting it way too often for various needs. Most of the uses I have for C3 revolve around class building and metamodels, but it could also be used for things like dependency resolution as well since it tends to do such a nice job of preserving local precedence orderings.

Below is a brief explanation of C3 taken from the L<Class::C3> module. For more detailed information, see the L<SEE ALSO> section and the links there.

=head2 What is C3?

C3 is the name of an algorithm which aims to provide a sane method resolution order under multiple inheritance. It was first introduced in the language Dylan (see links in the L<SEE ALSO> section), and then later adopted as the preferred MRO (Method Resolution Order) for the new-style classes in Python 2.3. Most recently it has been adopted as the 'canonical' MRO for Perl 6 classes, and the default MRO for Parrot objects as well.

=head2 How does C3 work.

C3 works by always preserving local precedence ordering. This essentially means that no class will appear before any of it's subclasses. Take the classic diamond inheritance pattern for instance:

```plaintext
<A>
 / \
<B> <C>
 \
<D>
```

The standard Perl 5 MRO would be (D, B, A, C). The result being that
B\textless{}A\textgreater{} appears before B\textless{}C\textgreater{}, even though B\textless{}C\textgreater{} is the subclass of B\textless{}A\textgreater{}. The C3 MRO algorithm however, produces the following MRO (D, B, C, A), which does not have this same issue.

This example is fairly trivial, for more complex examples and a deeper explanation, see the links in the L\textless{}SEE ALSO\textgreater{} section.

=head1 FUNCTION

=over 4

=item B<merge ($root, $func_to_fetch_parent, $cache)>\n
This takes a C<$root> node, which can be anything really it is up to you. Then it takes a C<$func_to_fetch_parent> which can be either a CODE reference (see L\textless{}SYNOPSIS\textgreater{} above for an example), or a string containing a method name to be called on all the items being linearized. An example of how this might look is below:

{\n    package A;\n
    sub supers {\n        no strict 'refs';\n        @{$_[0] . '::ISA'};\n    }\n
    package C;\n    our @ISA = ('A');\n    package B;\n    our @ISA = ('A');\n    package D;\n    our @ISA = ('B', 'C');\n}\n
print join "", " => Algorithm::C3::merge('D', 'supers');\n
The purpose of C<$func_to_fetch_parent> is to provide a way for C<merge> to extract the parents of C<$root>. This is needed for C3 to be able to do it's work.

The C<$cache> parameter is an entirely optional performance measure, and should not change behavior.

If supplied, it should be a hashref that merge can use as a private cache between runs to speed things up. Generally speaking, if you will be calling merge many times on related
things, and the parent fetching function will return constant results given the same arguments during all of these calls, you can and should reuse the same shared cache hash for all of the calls. Example:

```perl
sub do_some_merging {
    my %merge_cache;
    my @foo_mro = Algorithm::C3::Merge('Foo', \&get_supers, \%merge_cache);
    my @bar_mro = Algorithm::C3::Merge('Bar', \&get_supers, \%merge_cache);
    my @baz_mro = Algorithm::C3::Merge('Baz', \&get_supers, \%merge_cache);
    my @quux_mro = Algorithm::C3::Merge('Quux', \&get_supers, \%merge_cache);
    # ...
}
```

=head1 CODE COVERAGE

I use B<Devel::Cover> to test the code coverage of my tests, below is the B<Devel::Cover> report on this module's test suite.

```
------------------------ ------ ------ ------ ------ ------ ------ ------
File                       stmt   bran   cond    sub    pod   time  total
------------------------ ------ ------ ------ ------ ------ ------ ------
Algorithm/C3.pm           100.0  100.0  100.0  100.0  100.0  100.0  100.0
------------------------ ------ ------ ------ ------ ------ ------ ------
Total                     100.0  100.0  100.0  100.0  100.0  100.0  100.0
```

=head1 SEE ALSO

=head2 The original Dylan paper

=over 4
=item L<http://www.webcom.com/haahr/dylan/linearization-oopsla96.html>
=back

=head2 The prototype Perl 6 Object Model uses C3

=over 4
=item L<http://svn.openfoundry.org/pugs/perl5/Perl6-MetaModel/>
=back

=head2 Parrot now uses C3
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  5848

---

Found in path(s):
* /opt/cola/permits/1141297967_1614968801.02/0/libalgorithm-c3-perl-0-10-orig-1-tar-gz/Algorithm-C3-0.10/lib/Algorithm/C3.pm
NAME
Algorithm::C3 - A module for merging hierarchies using the C3 algorithm

SYNOPSIS
use Algorithm::C3;

# merging a classic diamond
# inheritance graph like this:
#
#       <A>
#      /   \
#     <B>   <C>
#      \
#       <A>
# <D>

my @merged = Algorithm::C3::merge('D',
    sub { # extract the ISA array
        # from the package
        no strict 'refs';
        @{$$_[0] . '::ISA'};
    });

print join ', ' => @merged; # prints D, B, C, A

DESCRIPTION
This module implements the C3 algorithm. I have broken this out into it's own module because I found myself copying and pasting it way too often for various needs. Most of the uses I have for C3 revolve around class building and metamodels, but it could also be used for things like dependency resolution as well since it tends to do such a nice job of preserving local precedence orderings.

Below is a brief explanation of C3 taken from the Class::C3 module. For more detailed information, see the "SEE ALSO" section and the links there.

What is C3?
C3 is the name of an algorithm which aims to provide a sane method resolution order under multiple inheritance. It was first introduced in the language Dylan (see links in the "SEE ALSO" section), and then later adopted as the preferred MRO (Method Resolution Order) for the new-style classes in Python 2.3. Most recently it has been adopted as the 'canonical' MRO for Perl 6 classes, and the default MRO for Parrot objects as well.

How does C3 work.
C3 works by always preserving local precedence ordering. This essentially means that no class will appear before any of it's subclasses. Take the classic diamond inheritance pattern for instance:

    <A>
    / \
   <B> <C>
   \ / 
    <D>

The standard Perl 5 MRO would be (D, B, A, C). The result being that A appears before C, even though C is the subclass of A. The C3 MRO
algorithm however, produces the following MRO (D, B, C, A), which does not have this same issue.

This example is fairly trivial, for more complex examples and a deeper explanation, see the links in the "SEE ALSO" section.

FUNCTION

merge ($root, $func_to_fetch_parent, $cache)

This takes a $root node, which can be anything really it is up to you. Then it takes a $func_to_fetch_parent which can be either a CODE reference (see SYNOPSIS above for an example), or a string containing a method name to be called on all the items being linearized. An example of how this might look is below:

```perl
{
    package A;

    sub supers {
        no strict 'refs';
        @{$_[0] . '::ISA'};
    }

    package C;
    our @ISA = ('A');
    package B;
    our @ISA = ('A');
    package D;
    our @ISA = ('B', 'C');
}

print join ', ', => Algorithm::C3::merge('D', 'supers');
```

The purpose of $func_to_fetch_parent is to provide a way for "merge" to extract the parents of $root. This is needed for C3 to be able to do it's work.

The $cache parameter is an entirely optional performance measure, and should not change behavior.

If supplied, it should be a hashref that merge can use as a private cache between runs to speed things up. Generally speaking, if you will be calling merge many times on related things, and the parent fetching function will return constant results given the same arguments during all of these calls, you can and should reuse the same shared cache hash for all of the calls. Example:

```perl
sub do_some_merging {
    my %merge_cache;
```
my @foo_mro = Algorithm::C3::Merge('Foo', \&get_supers, \%merge_cache);
my @bar_mro = Algorithm::C3::Merge('Bar', \&get_supers, \%merge_cache);
my @baz_mro = Algorithm::C3::Merge('Baz', \&get_supers, \%merge_cache);
my @quux_mro = Algorithm::C3::Merge('Quux', \&get_supers, \%merge_cache);
# ...
}

CODE COVERAGE
I use Devel::Cover to test the code coverage of my tests, below is the Devel::Cover report on this module's test suite.

------------------------ ------ ------ ------ ------ ------ ------ ------
File                       stmt   bran   cond    sub    pod   time  total
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Algorithm/C3.pm           100.0  100.0  100.0  100.0  100.0  100.0  100.0
------------------------ ------ ------ ------ ------ ------ ------ ------
Total                     100.0  100.0  100.0  100.0  100.0  100.0  100.0
------------------------ ------ ------ ------ ------ ------ ------ ------

SEE ALSO
The original Dylan paper
<http://www.webcom.com/haahr/dylan/linearization-oopsla96.html>

The prototype Perl 6 Object Model uses C3
<http://svn.openfoundry.org/pugs/perl5/Perl6-MetaModel/>

Parrot now uses C3
<http://aspn.activestate.com/ASPN/Mail/Message/perl6-internals/2746631>
<http://use.perl.org/~autrijus/journal/25768>

Python 2.3 MRO related links
<http://www.python.org/2.3/mro.html>
<http://www.python.org/2.2.2/descrintro.html#mro>

C3 for TinyCLOS

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==============================================================================
| Release of version 2.17 of Switch |
|==================================|
==============================================================================

NAME
Switch - A switch statement for Perl, do not use if you can use given/when

DESCRIPTION
Switch.pm provides the syntax and semantics for an explicit case mechanism for Perl. The syntax is minimal, introducing only the keywords C<switch> and C<case> and conforming to the general pattern of existing Perl control structures. The semantics are particularly rich, allowing any one (or more) of nearly 30 forms of matching to be used when comparing a switch value with its various cases.

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Maintained by Alexandr Ciornii (alexchorny@gmail.com)
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---
abstract: 'A switch statement for Perl, do not use if you can use given/when'
author:
- Damian Conway
- Rafael Garcia-Suarez
- Alexandr Ciornii
build_requires:
ExtUtils::MakeMaker: 0
configure_requires:
ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.78, CPAN::Meta::Converter version 2.131490'
license: perl
meta-spec:
url: http://module-build.sourceforge.net/META-spec-v1.4.html
version: 1.4
name: Switch
no_index:
directory:
-t
- inc
requires:
Filter::Util::Call: 0
Text::Balanced: 2
if: 0
perl: 5.005
resources:
repository: http://github.com/chorny/Switch
version: 2.17
Found in path(s):
* /opt/cola/permits/1141297702_1614968786.4/0/libswitch-perl-2-17-orig-1-tar-gz/Switch-2.17/META.yml
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=head1 NAME
Switch - A switch statement for Perl, do not use if you can use given/when
=head1 SYNOPSIS
use Switch;
switch ($val) {
case 1{ print "number 1" }
case "a"{ print "string a" }
case [1..10,42]{ print "number in list" }
case (\@array){ print "number in list" }
case /\w+/{ print "pattern" }
case qr/\w+/{ print "pattern" }

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case (%hash) { print "entry in hash" }
case (&sub) { print "arg to subroutine" }
else { print "previous case not true" }
}

=head1 BACKGROUND

[Skip ahead to L<&DESCRIPTION> if you don't care about the whys and wherefores of this control structure]

In seeking to devise a "Swiss Army" case mechanism suitable for Perl, it is useful to generalize this notion of distributed conditional testing as far as possible. Specifically, the concept of "matching" between the switch value and the various case values need not be restricted to numeric (or string or referential) equality, as it is in other languages. Indeed, as Table 1 illustrates, Perl offers at least eighteen different ways in which two values could generate a match.

Table 1: Matching a switch value ($s) with a case value ($c)

<table>
<thead>
<tr>
<th>Switch Value</th>
<th>Case Value</th>
<th>Type of Match Implied</th>
<th>Matching Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>number</td>
<td>same</td>
<td>numeric or referential equality</td>
<td>match if $s == $c; or ref</td>
</tr>
<tr>
<td>object</td>
<td>method</td>
<td>result of method call</td>
<td>match if $s-&gt;$c();</td>
</tr>
<tr>
<td>ref</td>
<td>name</td>
<td>match if defined $s-&gt;$c();</td>
<td></td>
</tr>
<tr>
<td>or ref</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>other</td>
<td>other</td>
<td>string equality</td>
<td>match if $s eq $c;</td>
</tr>
<tr>
<td>non-ref</td>
<td>non-ref</td>
<td>scalar</td>
<td></td>
</tr>
<tr>
<td>scalar</td>
<td>scalar</td>
<td>string</td>
<td></td>
</tr>
<tr>
<td>string</td>
<td>regexp</td>
<td>pattern match</td>
<td>match if $s =~ /$c/;</td>
</tr>
<tr>
<td>array</td>
<td>scalar</td>
<td>array entry existence</td>
<td>match if 0&lt;=$c &amp;&amp; $c&lt;@$s;</td>
</tr>
<tr>
<td>ref</td>
<td>array</td>
<td>array entry definition</td>
<td>match if defined $s-&gt;[c];</td>
</tr>
<tr>
<td></td>
<td>truth</td>
<td>match if $s-&gt;[c];</td>
<td></td>
</tr>
<tr>
<td>array</td>
<td>array</td>
<td>array intersection</td>
<td>match if intersects(@$s, @$c);</td>
</tr>
<tr>
<td>ref</td>
<td>ref</td>
<td>(apply this table to all pairs of elements $s-&gt;[i] and $c-&gt;[j])</td>
<td></td>
</tr>
</tbody>
</table>
array  regexp  array grep      match if grep /$c/, @$s;
ref

hash  scalar  hash entry existence match if exists $s->{$c};
ref    hash entry definition   match if defined $s->{$c};
      hash entry truth        match if $s->{$c};

hash  regexp  hash grep      match if grep /$c/, keys %$s;
ref

sub  scalar  return value defn   match if defined $s->($c);
ref    return value truth      match if $s->($c);

sub  array  return value defn   match if defined $s->(@$c);
ref    ref    return value truth match if $s->(@$c);

In reality, Table 1 covers 31 alternatives, because only the equality and intersection tests are commutative; in all other cases, the roles of the C<$s> and C<$c> variables could be reversed to produce a different test. For example, instead of testing a single hash for the existence of a series of keys (C<match if exists $s-E<gt>{$c}>), one could test for the existence of a single key in a series of hashes (C<match if exists $c-E<gt>{$s}>).

=head1 DESCRIPTION

The Switch.pm module implements a generalized case mechanism that covers most (but not all) of the numerous possible combinations of switch and case values described above.

The module augments the standard Perl syntax with two new control statements: C<switch> and C<case>. The C<switch> statement takes a single scalar argument of any type, specified in parentheses. C<switch> stores this value as the current switch value in a (localized) control variable. The value is followed by a block which may contain one or more Perl statements (including the C<case> statement described below). The block is unconditionally executed once the switch value has been cached.

A C<case> statement takes a single scalar argument (in mandatory parentheses if it's a variable; otherwise the parens are optional) and selects the appropriate type of matching between that argument and the current switch value. The type of matching used is determined by the respective types of the switch value and the C<case> argument, as specified in Table 1. If the match is successful, the mandatory block associated with the C<case> statement is executed.
In most other respects, the C<case> statement is semantically identical to an C<if> statement. For example, it can be followed by an C<else> clause, and can be used as a postfix statement qualifier.

However, when a C<case> block has been executed control is automatically transferred to the statement after the immediately enclosing C<switch> block, rather than to the next statement within the block. In other words, the success of any C<case> statement prevents other cases in the same scope from executing. But see L<"Allowing fall-through"> below.

Together these two new statements provide a fully generalized case mechanism:

```perl
use Switch;

# AND LATER...

%special = ( woohoo => 1, d'oh => 1 );

while (<>) {
    chomp;
    switch ($_) {
        case (%special) { print "homer\n"; }      # if $special{$_}
        case /[a-z]/i   { print "alpha\n"; }      # if $_ =~ /a-z/i
        case [1..9]     { print "small num\n"; }  # if $_ in [1..9]
        case { $_[0] >= 10 } { print "big num\n"; } # if $_ >= 10
        print "must be punctuation\n" case \W/;    # if $_ =~ \W/
    }
}
```

Note that C<switch>es can be nested within C<case> (or any other) blocks, and a series of C<case> statements can try different types of matches -- hash membership, pattern match, array intersection, simple equality, etc. -- against the same switch value.

The use of intersection tests against an array reference is particularly useful for aggregating integral cases:

```perl
sub classify_digit
{
    switch ($_[0]) { case 0            { return 'zero' }
        case [2,4,6,8]    { return 'even' }
        case [1,3,5,7,9]  { return 'odd' }
        case /[A-F]/i     { return 'hex' }
    }
}
```
=head2 Allowing fall-through

Fall-through (trying another case after one has already succeeded)
is usually a Bad Idea in a switch statement. However, this
is Perl, not a police state, so there is a way to do it, if you must.

If a C<case> block executes an untargeted C<next>, control is
immediately transferred to the statement after the C<case> statement
(i.e. usually another case), rather than out of the surrounding
C<switch> block.

For example:

    switch ($val) {
        case 1      { handle_num_1(); next }    # and try next case...
        case "1"    { handle_str_1(); next }    # and try next case...
        case [0..9] { handle_num_any(); }       # and we're done
        case /\d/   { handle_dig_any(); next }  # and try next case...
        case /.*/   { handle_str_any(); next }  # and try next case...
    }

If $val held the number C<1>, the above C<switch> block would call the
first three C<handle_...> subroutines, jumping to the next case test
each time it encountered a C<next>. After the third C<case> block
was executed, control would jump to the end of the enclosing
C<switch> block.

On the other hand, if $val held C<10>, then only the last two C<handle_...>
subroutines would be called.

Note that this mechanism allows the notion of conditional fall-through.
For example:

    switch ($val) {
        case [0..9] { handle_num_any(); next if $val < 7; }
        case /\d/   { handle_dig_any(); }
    }

If an untargeted C<last> statement is executed in a case block, this
immediately transfers control out of the enclosing C<switch> block
(in other words, there is an implicit C<last> at the end of each
normal C<case> block). Thus the previous example could also have been
written:

    switch ($val) {
        case [0..9] { handle_num_any(); last if $val >= 7; next; }
        case /\d/   { handle_dig_any(); }
    }
}

=head2 Automating fall-through
In situations where case fall-through should be the norm, rather than an
exception, an endless succession of terminal C<next>s is tedious and ugly.
Hence, it is possible to reverse the default behaviour by specifying
the string "fallthrough" when importing the module. For example, the
following code is equivalent to the first example in L<"Allowing fall-through">:
use Switch 'fallthrough';
switch ($val) {
case 1
{ handle_num_1(); }
case "1" { handle_str_1(); }
case [0..9] { handle_num_any(); last }
case /\d/ { handle_dig_any(); }
case /.*/ { handle_str_any(); }
}
Note the explicit use of a C<last> to preserve the non-fall-through
behaviour of the third case.

=head2 Alternative syntax
Perl 6 will provide a built-in switch statement with essentially the
same semantics as those offered by Switch.pm, but with a different
pair of keywords. In Perl 6 C<switch> will be spelled C<given>, and
C<case> will be pronounced C<when>. In addition, the C<when> statement
will not require switch or case values to be parenthesized.
This future syntax is also (largely) available via the Switch.pm module, by
importing it with the argument C<"Perl6">. For example:
use Switch 'Perl6';
given ($val) {
when 1
{ handle_num_1(); }
when ($str1) { handle_str_1(); }
when [0..9] { handle_num_any(); last }
when /\d/ { handle_dig_any(); }
when /.*/ { handle_str_any(); }
default
{ handle anything else; }
}

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Note that scalars still need to be parenthesized, since they would be ambiguous in Perl 5.

Note too that you can mix and match both syntaxes by importing the module with:

```
use Switch 'Perl5', 'Perl6';
```

=head2 Higher-order Operations

One situation in which `switch` and `case` do not provide a good substitute for a cascaded `if`, is where a switch value needs to be tested against a series of conditions. For example:

```
sub beverage {  
    switch (shift) {  
      case { $_[0] < 10 } { return 'milk' }  
      case { $_[0] < 20 } { return 'coke' }  
      case { $_[0] < 30 } { return 'beer' }  
      case { $_[0] < 40 } { return 'wine' }  
      case { $_[0] < 50 } { return 'malt' }  
      case { $_[0] < 60 } { return 'Moet' }  
      else { return 'milk' }  
    }  
  }
```

(This is equivalent to writing `case (sub { $_[0] < 10 })`, etc.; `$_[0]` is the argument to the anonymous subroutine.)

The need to specify each condition as a subroutine block is tiresome. To overcome this, when importing Switch.pm, a special "placeholder" subroutine named `__` [sic] may also be imported. This subroutine converts (almost) any expression in which it appears to a reference to a higher-order function. That is, the expression:

```
use Switch '__';

__ < 2
```

is equivalent to:

```
sub { $_[0] < 2 }
```

With `__`, the previous ugly case statements can be rewritten:

```
case __ < 10 { return 'milk' }  
case __ < 20 { return 'coke' }  
```
The C<__> subroutine makes extensive use of operator overloading to perform its magic. All operations involving __ are overloaded to produce an anonymous subroutine that implements a lazy version of the original operation.

The only problem is that operator overloading does not allow the boolean operators C<&&> and C<||> to be overloaded. So a case statement like this:

```perl
    case  0 <= __ && __ < 10  { return 'digit' }
```

doesn't act as expected, because when it is executed, it constructs two higher order subroutines and then treats the two resulting references as arguments to C<&&>:

```perl
    sub { 0 <= $_[0] } && sub { $_[0] < 10 }
```

This boolean expression is inevitably true, since both references are non-false. Fortunately, the overloaded C<'bool'> operator catches this situation and flags it as an error.

=head1 DEPENDENCIES

The module is implemented using Filter::Util::Call and Text::Balanced and requires both these modules to be installed.

=head1 AUTHOR

Damian Conway (damian@conway.org). This module is now maintained by Alexandr Ciornii (alexchorny@gmail.com). Previously was maintained by Rafael Garcia-Suarez and perl5 porters.

=head1 BUGS

There are undoubtedly serious bugs lurking somewhere in code this funky :-) Bug reports and other feedback are most welcome.

May create syntax errors in other parts of code.

On perl 5.10.x may cause syntax error if "case" is present inside heredoc.

In general, use given/when instead. It were introduced in perl 5.10.0.
Perl 5.10.0 was released in 2007.

=head1 LIMITATIONS

Due to the heuristic nature of Switch.pm's source parsing, the presence of
regexes with embedded newlines that are specified with raw C</.../>
delimiters and don't have a modifier C</x> are indistinguishable from
code chunks beginning with the division operator C/>. As a workaround
you must use C<m/.../> or C<m?...?> for such patterns. Also, the presence
of regexes specified with raw C<?...?> delimiters may cause mysterious
errors. The workaround is to use C<m?...?> instead.

Due to the way source filters work in Perl, you can't use Switch inside
an string C<eval>.

May not work if sub prototypes are used (RT#33988).

Regex captures in when are not available to code.

If your source file is longer then 1 million characters and you have a
switch statement that crosses the 1 million (or 2 million, etc.)
character boundary you will get mysterious errors. The workaround is to
use smaller source files.

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Found in path(s):
* /opt/cola/permits/1141297702_1614968786.4/0/libswitch-perl-2-17-orig-1-tar-gz/Switch-2.17/Switch.pm

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1.992 sphinxcontrib-serializinghtml 1.1.5

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1.993 @babel/helper-function-name 7.14.2

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 * Constructs a new {@link GeneratorAdapter}. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
 * version.
 *
 * @param methodVisitor 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 descriptor the method's descriptor (see {@link Type}).
 * @throws IllegalStateException if a subclass calls this constructor.
 */

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  jar/org/objectweb/asm/commons/TableSwitchGenerator.java
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  jar/org/objectweb/asm/commons/InstructionAdapter.java
* /opt/cola/permits/1202825994_1631639930.34/0/asm-commons-9-0-sources-2-
  jar/org/objectweb/asm/commons/ModuleHashesAttribute.java
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  jar/org/objectweb/asm/commons/CodeSizeEvaluator.java
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  jar/org/objectweb/asm/commons/SignatureRemapper.java
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  jar/org/objectweb/asm/commons/Method.java
* /opt/cola/permits/1202825994_1631639930.34/0/asm-commons-9-0-sources-2-
  jar/org/objectweb/asm/commons/RecordComponentRemapper.java
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/**
 * Constructs a new {@link LocalVariablesSorter}. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the {@link #LocalVariablesSorter(int, int, String, MethodVisitor)}
 * version.
 *
 * @param access access flags of the adapted method.
 * @param descriptor the method's descriptor (see {@link Type}).
 * @param methodVisitor the method visitor to which this adapter delegates calls.
 * @throws IllegalStateException if a subclass calls this constructor.
 */

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/**
 * Constructs a new {@link SerialVersionUIDAdder}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the {@link #SerialVersionUIDAdder(int, ClassVisitor)}
 * version.
 * 
 * @param classVisitor a {@link ClassVisitor} to which this visitor will delegate calls.
 * @throws IllegalStateException If a subclass calls this constructor.
 */

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1.995 spring-framework 5.3.5
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  jar/org/springframework/data/mongodb/core/messaging/DefaultMessageListenerContainer.java
* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-
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* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/messaging/SubscriptionRequest.java
* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/validation/JsonSchemaValidator.java
* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/messaging/MessageListenerContainer.java
* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/convert/MongoJsonSchemaMapper.java
* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/schema/TypedJsonSchemaObject.java

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* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/aggregation/NestedDelegatingExpressionAggregationOperationContext.java
* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/aggregation/ArithmeticOperators.java
* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/spel/NotOperatorNode.java
* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/index/PartialIndexFilter.java
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* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/config/MongoNamespaceHandler.java
* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/mapping/event/AbstractMongoEventListener.java
* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/MongoOperations.java
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* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/core/index/CompoundIndex.java
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* /opt/cola/permits/110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/repository/config/MongoRepositoryConfigNamespaceHandler.java
* /opt/cola/permits/110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-jar/org/springframework/data/mongodb/repository/config/MongoPersistentEntityIndexResolver.java
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/**
 * {@code QuerydslAnyEmbeddedBuilder} is a builder for constraints on embedded objects.
 * <p>
 * Original implementation source {@link com.querydsl.mongodb.AnyEmbeddedBuilder} by {literal The Querydsl Team}
 * (<a href="https://www.querydsl.com/team">https://www.querydsl.com/team</a>) licensed under the Apache License, Version
 * 2.0.
 * </p>
 * Modified for usage with {link QuerydslAbstractMongoDbQuery}.
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/**
* {@code QuerydslJoinBuilder} is a builder for join constraints.
* 
* Original implementation source {@link com.querydsl.mongodb.JoinBuilder} by {@literal The Querydsl Team}
* (<a href="https://www.querydsl.com/team">https://www.querydsl.com/team</a>) licensed under the Apache
* License, Version
* 2.0.
* </p>
* Modified for usage with {@link QuerydslAbstractMongodbQuery}.
* 
* @param <Q>
* @param <T>
* @author tiwe
* @author Mark Paluch
* @author Christoph Strobl
* @since 2.1
*/

Found in path(s):
* /opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-
jar/org/springframework/data/mongodb/repository/support/QuerydslJoinBuilder.java

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  jar/org/springframework/data/mongodb/core/query/UpdateDefinition.java

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  */opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-
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  */opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1-
  jar/org/springframework/data/mongodb/repository/query/ReactivePartTreeMongoQuery.java
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*/opt/cola/permits/1110923313_1606873591.26/0/spring-data-mongodb-2-1-10-release-sources-1.jar/org/springframework/data/mongodb/core/index/GeoSpatialIndexType.java
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jar/inet/ipaddr/format/util/AddressSegmentParams.java
* /opt/cola/permits/1112677574_1607139751.96/0/ipaddress-5-3-2-sources-
jar/inet/ipaddr/format/util/IPAddressPartStringCollectionBase.java
* /opt/cola/permits/1112677574_1607139751.96/0/ipaddress-5-3-2-sources-
jar/inet/ipaddr/format/IPAddressDivisionSeries.java
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jar/inet/ipaddr/AddressSegmentSeries.java
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1.1024 prosemirror-dropcursor 1.3.3
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1.1026 libsepol 2.8 1

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arch-tag: d4250e44-a0e0-4ee0-adb9-2bd74f6eeb27

1.1027 columnify 1.5.4

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---
abstract: 'Base class for SAX Drivers and Filters'
author:
  - 'Grant McLean <grantm@cpan.org>'
build_requires:
  Test::More: 0.88
configure_requires:
  ExtUtils::MakeMaker: 0
dynamic_config: 0
generated_by: 'Dist::Zilla version 5.022, CPAN::Meta::Converter version 2.142690'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: XML-SAX-Base
requires:
  perl: 5.008
resources:
  repository: git://github.com/grantm/XML-SAX-Base.git
  version: 1.09

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* /opt/cola/permits/1141297234_1614968601.35/0/libxml-sax-base-perl-1-09-orig-1-tar-gz/XML-SAX-Base-1.09/META.yml

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1.1030 google-api-go-client v0.20.0

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package api

import (
    "bytes"
    "io/ioutil"
    "os"
    "path/filepath"
    "regexp"
    "testing"
)
// Files in this package use a BSD-style license.
var sentinel = regexp.MustCompile(`(//|#) Copyright \d\d\d\d (Google LLC|The Go Authors)(\n\s)*)
(//|#) Use of this source code is governed by a BSD-style
(//|#) license that can be found in the LICENSE file.
```

const prefix = "// Copyright"

// A few files have to be skipped.
var skip = map[string]bool{
  "tools.go": true, // This file requires another comment above the license.
  "internal/third_party/uritemplates/uritemplates.go": true, // This file is licensed to an individual.
  "internal/third_party/uritemplates/uritemplates_test.go": true, // This file is licensed to an individual.
}

// This test validates that all go files in the repo start with an appropriate license.
func TestLicense(t *testing.T) {
  err := filepath.Walk(".", func(path string, fi os.FileInfo, err error) error {
    if skip[path] {
      return nil
    }
    if err != nil {
      return err
    }
    src, err := ioutil.ReadFile(path)
    if err != nil {
      return nil
    }
    if filepath.Ext(path) != ".go" && filepath.Ext(path) != ".sh" {
      return nil
    }
    src, err := iouutil.ReadFile(path)
    if err != nil {
      return nil
    }
    // Verify that the license is matched.
    if !sentinel.Match(src) {
      t.Errorf("%v: license header not present", path)
      return nil
    }
    // Also check it is at the top of .go files (but not .sh files, because they must have a shebang first).
    if filepath.Ext(path) == ".go" && !bytes.HasPrefix(src, []byte(prefix)) {
      t.Errorf("%v: license header not at the top", path)
    }
  return nil
})
if err != nil {
    t.Fatal(err)
}

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1.1032 urllib3 1.13.1
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# Contributions to the urllib3 project

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## Contributors

In chronological order:

* victor.vde <http://code.google.com/u/victor.vde/>
  * HTTPS patch (which inspired HTTPSCollectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSCollectionPool
  * Basic-authenticated HTTPSCollectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSCollectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
  * Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSRIBZDhBFXQB6/>
  * Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>
  * Bugfixes, suggestions, Requests integration

* georgemarshall <http://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
  * Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
* Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
  * IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
  * Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <http://lukasa.co.uk/about/>
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
* Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <http://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <http://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes
* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Jon Wayne Parrott <jonwayne@google.com>
  * App Engine environment tests.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from `HTTPResponse.stream()`.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance
* Andy Caldwell <andy.m.caldwell@googlemail.com>
  * Bugfix related to reusing connections in indeterminate states.

* [Your name or handle] <[email or website]>
  * [Brief summary of your changes]

1.1033 d3-shape 1.3.7

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1.1034 symbol-observable 1.2.0

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1.1035 checker-qual 2.5.2

1.1036 reactive-streams 1.0.3
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1.1037 spring-expression 4.3.25.RELEASE
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* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-jar/org/springframework/expression/ExpressionInvocationTargetException.java
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* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
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jar/org/springframework/expression/spel/ast/InlineMap.java
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* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
jar/org/springframework/expression/spel/ast/Selection.java
* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
jar/org/springframework/expression/spel/ast/OpModulus.java
* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
jar/org/springframework/expression/spel/ast/OpDivide.java
* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
jar/org/springframework/expression/spel/ast/OpMultiply.java
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  jar/org/springframework/expression/spel/ast/IntLiteral.java
* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
  jar/org/springframework/expression/spel/ast/LongLiteral.java
* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
  jar/org/springframework/expression/spel/ast/FloatLiteral.java
* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
  jar/org/springframework/expression/spel/ast/OpNE.java
* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
  jar/org/springframework/expression/spel/ast/ExpressionException.java
* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
  jar/org/springframework/expression/spel/SpelParseException.java
* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
  jar/org/springframework/expression/spel/standard/TokenKind.java
* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
  jar/org/springframework/expression/spel/EvaluationException.java
* /opt/cola/permits/1110759747_1606849430.43/0/spring-expression-4-3-25-release-sources-2-
  jar/org/springframework/expression/spel/ast/BooleanLiteral.java

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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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org.ow2.asm:asm-commons
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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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org.apache.tomcat:tomcat-jasper-el
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org.eclipse.jetty.toolchain:jetty-schemas

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 * Inspects an object.
 *
 * @see taken from node.js `util` module (copyright Joyent, MIT license)
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 */

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 * Asserts deep equality
 *
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 *
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1.1043 libxml-smart-perl 1.78-2

1.1044 string-prototype-trimend 1.0.4

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1.1046 docutils 0.15.2

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* /opt/cola/permits/1135884512_1613624512.38/0/tomcat-jsp-api-8-5-57-sources-2-jar/javax/servlet/jsp/el/ScopedAttributeELResolver.java
* /opt/cola/permits/1135884512_1613624512.38/0/tomcat-jsp-api-8-5-57-sources-2-jar/javax/servlet/jsp/tagext/TagLibraryInfo.java
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1.1050 @progress/jszip-esm 1.0.2

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* /opt/ws_local/PERMITS_SQL/1066238192_1593562101.93/0/akka-parsing-2-11-10-1-11-sources-jar/akka/shapeless/syntax/hlists.scala
* /opt/ws_local/PERMITS_SQL/1066238192_1593562101.93/0/akka-parsing-2-11-10-1-11-sources-jar/akka/shapeless/hlists.scala
* /opt/ws_local/PERMITS_SQL/1066238192_1593562101.93/0/akka-parsing-2-11-10-1-11-sources-jar/akka/shapeless/ops/hlists.scala

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* /opt/ws_local/PERMITS_SQL/1066238192_1593562101.93/0/akka-parsing-2-11-10-1-11-sources-jar/akka/parboiled2/ParseError.scala
* /opt/ws_local/PERMITS_SQL/1066238192_1593562101.93/0/akka-parsing-2-11-10-1-11-sources-jar/akka/parboiled2/RuleDSLCombinators.scala
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jar/akka/parboiled2/Rule.scala
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* /opt/ws_local/PERMITS_SQL/1066238192_1593562101.93/0/akka-parsing-2-11-10-1-11-sources-jar/akka/parboiled2/support/TailSwitch.scala
* /opt/ws_local/PERMITS_SQL/1066238192_1593562101.93/0/akka-parsing-2-11-10-1-11-sources-jar/akka/parboiled2/support/ActionOpsSupport.scala

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 * A very fast and memory efficient class to encode and decode to and from BASE64 in full accordance
 * with RFC 2045.<br>
 * On Windows XP sp1 with 1.4.2_04 and later ;), this encoder and decoder is about 10 times faster
 * on small arrays (10 - 1000 bytes) and 2-3 times as fast on larger arrays (10000 - 1000000 bytes)
 * compared to <code>sun.misc.Encoder()/Decoder()</code>.<br>
 * On byte arrays the encoder is about 20% faster than Jakarta Commons Base64 Codec for encode and
 * about 50% faster for decoding large arrays. This implementation is about twice as fast on very small
 * arrays (&Lt 30 bytes). If source/destination is a <code>String</code> this
 * version is about three times as fast due to the fact that the Commons Codec result has to be recoded
 * to a <code>String</code> from <code>byte[]</code>, which is very expensive.<br>
 * This encode/decode algorithm doesn't create any temporary arrays as many other codecs do, it only
 * allocates the resulting array. This produces less garbage and it is possible to handle arrays twice
 * as large as algorithms that create a temporary array. (E.g. Jakarta Commons Codec). It is unknown
 * whether Sun's <code>sun.misc.Encoder()/Decoder()</code> produce temporary arrays but since performance
 * is quite low it probably does.<br>
 * The encoder produces the same output as the Sun one except that the Sun's encoder appends
 * a trailing line separator if the last character isn't a pad. Unclear why but it only adds to the
 * length and is probably a side effect. Both are in conformance with RFC 2045 though.<br>
 * Commons codec seem to always att a trailing line separator.<br>
 * <b>Note!</b><br>
 * The encode/decode method pairs (types) come in three versions with the <b>exact</b> same algorithm and
 * thus a lot of code redundancy. This is to not create any temporary arrays for transcoding to/from different
 * format types. The methods not used can simply be commented out.<br>
 * There is also a "fast" version of all decode methods that works the same way as the normal ones, but
 * has a few demands on the decoded input. Normally though, these fast verions should be used if the source if
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* @version 2.2
* @author Mikael Grev
* Date: 2004-aug-02
* Time: 11:31:11
*
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*
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* /opt/ws_local/PERMITS_SQL/1066238192_1593562101.93/0/akka-parsing-2-11-10-1-11-sources-
jar/akka/parboiled2/util/Base64.java
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8.1.3

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1.1066 javax-ws-rs-api 2.1

1.1067 babel 2.5.3
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/* These are commands which may contain nested commands and/or which
 * require the closing semicolon to sent to the DB engine.
 * The BEGIN and DECLARE needed for PL/SQL probably do not need to
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 * too liberal with proprietary SQL like this, because it's easy to
 * envision other proprietary or non-proprietary commands beginning with
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*/
/**
* Comprehensive information about the database as a whole.
* <p>
* This interface is implemented by driver vendors to let users know the capabilities
* of a Database Management System (DBMS) in combination with
* the driver based on JDBC<sup><font size=-2>TM</font></sup> technology
* ("JDBC driver") that is used with it. Different relational DBMSs often support
* different features, implement features in different ways, and use different
* data types. In addition, a driver may implement a feature on top of what the
* DBMS offers. Information returned by methods in this interface applies
* to the capabilities of a particular driver and a particular DBMS working
* together. Note that as used in this documentation, the term "database" is
* used generically to refer to both the driver and DBMS.
* <p>
* A user for this interface is commonly a tool that needs to discover how to
* deal with the underlying DBMS. This is especially true for applications
* that are intended to be used with more than one DBMS. For example, a tool might use the method
* <code>getTypeInfo</code> to find out what data types can be used in a
* <code>CREATE TABLE</code> statement. Or a user might call the method
* <code>supportsCorrelatedSubqueries</code> to see if it is possible to use
* a correlated subquery or <code>supportsBatchUpdates</code> to see if it is
* possible to use batch updates.
* <p>
* Some <code>DatabaseMetaData</code> methods return lists of information
* in the form of <code>ResultSet</code> objects.
* Regular <code>ResultSet</code> methods, such as
* `<code>getString</code>` and `<code>getInt</code>`, can be used to retrieve the data from these `<code>ResultSet</code>` objects. If a given form of metadata is not available, an empty `<code>ResultSet</code>` will be returned. Additional columns beyond the columns defined to be returned by the `<code>ResultSet</code>` object for a given method can be defined by the JDBC driver vendor and must be accessed by their `<B>` column label</B>.

* `<P>`

* Some `<code>DatabaseMetaData</code>` methods take arguments that are String patterns. These arguments all have names such as fooPattern. Within a pattern String, `"%"` means match any substring of 0 or more characters, and `"_"` means match any one character. Only metadata entries matching the search pattern are returned. If a search pattern argument is set to `<code>null</code>`, that argument's criterion will be dropped from the search.

* `<P>`

* A method that gets information about a feature that the driver does not support will throw an `<code>SQLException</code>`.

* In the case of methods that return a `<code>ResultSet</code>` object, either a `<code>ResultSet</code>` object (which may be empty) is returned or an `<code>SQLException</code>` is thrown.

* ![-- start release-specific documentation -->

* `<div class="ReleaseSpecificDocumentation">`

* `<h3>`HSQLDB-Specific Information:`</h3>` `<p>`

* `<h4>`Metadata Table Production</h4>`

* Starting with HSQLDB 1.7.2, the metadata table (a.k.a system table) production implementation provided in the default build filters metadata based on each SQL session user's access rights which in turn lifts the pre-HSQLDB 1.7.2 restriction that only users with the DBA role ('admin' users in older HSQLDB parlance) could expect trouble-free access to all metadata.<p>

* Also starting with HSQLDB 1.7.2, the metadata table production implementation classes are loaded dynamically, using a precedence policy to find and load the richest producer available at runtime. In the event that no better alternative is found, the default minimal (completely restricted) provider is selected. Under this scheme, it is possible for third party packagers to create custom distributions targeted at supporting full (design-time), custom-written (proprietary / micro environment), minimal (production-time) or completely-restricted (space-constrained | device embedded | real-time | hostile environment) metadata table production scenarios. To learn more about this option, interested parties can review the documentation and source code for the `<code>org.hsqldb.dbinfo.DatabaseInformation class</code>`.<p>

* Please also note that in addition to the metadata tables produced to
* directly support this class, starting with HSQLDB 1.7.2, the default build
* provides many additional tables covering all or most HSQLDB features, such
* as descriptions of the triggers and aliases defined in the database. <p>
* 
* For instance, in the default build, a fairly comprehensive description of
* each INFORMATION_SCHEMA table and each INFORMATION_SCHEMA table
* column is included in the REMARKS column of the { @link #getTables(
* java.lang.String, java.lang.String, java.lang.String, java.lang.String[])
* getTables(...) } and { @link #getColumns(java.lang.String, java.lang.String,
* java.lang.String, java.lang.String) getColumns(...) } results, which derive
* from INFORMATION_SCHEMA.SYSTEM_TABLES and INFORMATION_SCHEMA.SYSTEM_COLUMNS,
* respectively.<p>
* 
* </h4>Schema Metadata</h4>
* 
* The SQL SCHEMA concept became fully supported in the HSQLDB 1.8.x series and
* this fact is reflected in the all subsequent versions of this class.
* 
* </h4>Catalog Metadata</h4>
* 
* Starting with HSQLDB 2.0, SQL standards compliance up to SQL:2008 and beyond
* is a major theme which is reflected in the provision of the majority of the
* standard-defined full-name INFORMATION_SCHEMA views. <p>
* 
* However, just as CATALOG semantics and handling are still considered to be
* implementation defined by the most recent SQL standard (SQL:2008), so is the
* HSQLDB CATALOG concept still in the process of being defined and refined in
* HSQLDB 2.x. and beyond.<p>
* 
* Previous to HSQLDB 2.x, there were, at various points in time, experimental
* features provided to turn on pseudo catalog (and before that, pseudo-schema)
* reporting in the system tables, using the database properties
* 'hsqldb.catalogs' and 'hsqldb.schemas', respectively.<p>
* 
* However, once the engine fully supported the SQL SCHEMA concept, the
* experimental 'hsqldb.schemas' * database property was retired. <p>
* 
* Similarly, starting with HSQLDB 2.x, the 'hsqldb.catalogs' database property
* has been retired and replaced with the convention that, from the perspective
* of SQL identification, an HSQLDB JDBC URL connects to a single HSQLDB
* database instance which consists of a single, default CATALOG
* named PUBLIC in which each SCHEMA instance of the database resides. The name of
* this catalog can be changed with the ALTER CATALOG <name> RENAME TO statement.
* As of version 2.1.0, HSQLDB supports qualification by the containing CATALOG of
* database objects at the syntactic level, but does not yet support operations
* such as opening, manipulating or querying against multiple database
* catalogs within a single session, not even in a one-at-a-time fashion.<p>
*
* It must still be noted that as of the most recent release, HSQLDB continues
to ignore the <code>approximate</code> argument of {@link #getIndexInfo
getIndexInfo()} which continues to be simply indicative of absence of a fully
statistics-driven cost-based SQL plan optimization facility. When,
such a facility is implemented, corresponding improvements to
<code>getIndexInfo</code> will be provided. <p>

* <h4>Notes for developers extending metadata table production</h4>

* Note that in the absence of an ORDER BY clause, queries against the metadata
tables that directly support this class are expected to return rows in JDBC
contract order. The reason for this is that results typically come
back much faster when no &quot;ORDER BY&quot; clause is used. <p>

* As such, when adding, extending or replacing a JDBC database metadata table
production routine, developers need to be aware of this fact and either add the
contract &quot;ORDER BY&quot; clause to the driving SQL or, when possible,
preferably maintain rows in the contract order by correctly coding the
primary index definition in the table producer class.<p>

* <hr>

* <b>JRE 1.1.x Notes:</b> <p>

* In general, JDBC 2 support requires Java 1.2 and above, and JDBC3 requires
Java 1.4 and above. In HSQLDB, support for methods introduced in different
versions of JDBC depends on the JDK version used for compiling and building
HSQLDB.<p>

* Since 1.7.0, it is possible to build the product so that
all JDBC 2 methods can be called while executing under the version 1.1.x
<em>Java Runtime Environment</em><sup>TM</sup>. However, some of these method calls require <code>int</code> values that
are defined only in the JDBC 2 or greater version of the
{@link java.sql.ResultSet ResultSet} interface. For this reason, when the
product is compiled under JDK 1.1.x, these values are defined in
{@link JDBCResultSet JDBCResultSet}.<p>

* In a JRE 1.1.x environment, calling JDBC 2 methods that take or return the
JDBC2-only <code>ResultSet</code> values can be achieved by referring
to them in parameter specifications and return value comparisons,
respectively, as follows: <p>

* <pre class="JavaCodeExample">
JDBCResultSet.FETCH_FORWARD
JDBCResultSet.TYPE_FORWARD_ONLY
* JDBCResultSet.TYPE_SCROLL_INSENSITIVE
* JDBCResultSet.CONCUR_READ_ONLY
* // etc
* </pre>
* 
* However, please note that code written in such a manner will not be
* compatible for use with other JDBC 2 drivers, since they expect and use
* <code>ResultSet</code>, rather than <code>JDBCResultSet</code>. Also
* note, this feature is offered solely as a convenience to developers
* who must work under JDK 1.1.x due to operating constraints, yet wish to
* use some of the more advanced features available under the JDBC 2
* specification.<p>
* (fredt@users)<br>
* (boucherb@users)
* </div>
* <!-- end release-specific documentation -->
* 
* @author Campbell Boucher-Burnet (boucherb@users dot sourceforge.net)
* @author Fred Toussi (fredt@users dot sourceforge.net)
* @version 2.3.2
* @revised JDK 1.6, HSQLDB 2.0
* @revised JDK 1.7, HSQLDB 2.0.1
* @see org.hsqldb.dbinfo.DatabaseInformation
* @see org.hsqldb.dbinfo.DatabaseInformationMain
* @see org.hsqldb.dbinfo.DatabaseInformationFull
* /

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* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-
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?: lists Edit-Buffer/History commands.
*? lists PL commands.
/? displays help on how to set and use macros (incl. functions).

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EDIT-BUFFER / HISTORY Commands begin with ':' and execute when you hit ENTER.
PROCEDURAL LANGUAGE commands begin with '*' and end when you hit ENTER.
MACRO executions and definitions begin with '/' and end when you hit ENTER.
All other lines comprise SQL Statements (or comments).
SQL Statements are terminated by either unquoted '; (which executes the statement), or a blank line (which moves the statement into the edit buffer without executing).
After turning on variable expansion with command "*" (or any other PL command), PL variables may be used in most commands like so: *{PLVARNAME}.
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* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/test/TestHSQLDB.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/map/BaseHashMap.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/test/TestScriptRunner.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/server/WebServerConnection.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/util/GridSwing.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/test/TestObjectSize.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/auth/DenyException.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/server/HsqlServerFactory.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/persist/LobStoreInJar.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/rights/GrantConstants.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/jdbc/JDBCArrayBasic.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/lib/HsqlThreadFactory.java
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-jar/org/hsqldb/lib/tar/TarMalformatException.java
*/

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*/
/**
 * provides cross-package access to the proprietary (i.e. non-JDBC)
 * HSQLDB session interface. <P>
 *
 * @return the underlying sessionProxy for this connection
 */

Found in path(s):
* /opt/cola/permits/1139588978_1614664699.03/0/hsqldb-2-3-2-sources-1-
jar/org/hsqldb/jdbc/JDBCConnection.java

1.1074 google-auth 1.24.0
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1.1077 batik-bridge 1.12

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* /opt/ws_local/PERMITS_SQL/1069269954_1594600970.4/0/spring-security-web-4-2-13-release-sources-1.jar/org/springframework/security/web/access/expression/AbstractVariableEvaluationContextPostProcessor.java
* /opt/ws_local/PERMITS_SQL/1069269954_1594600970.4/0/spring-security-web-4-2-13-release-sources-1.jar/org/springframework/security/web/authentication/DelegatingAuthenticationFailureHandler.java
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  jar/org/springframework/security/web/header/HeaderWriterFilter.java
* /opt/ws_local/PERMITS_SQL/1069269954_1594600970.4/0/spring-security-web-4-2-13-release-sources-1-
  jar/org/springframework/security/web/authentication/rememberme/JdbcTokenRepositoryImpl.java
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  jar/org/springframework/security/web/jackson2/SavedCookieMixin.java
* /opt/ws_local/PERMITS_SQL/1069269954_1594600970.4/0/spring-security-web-4-2-13-release-sources-1-
  jar/org/springframework/security/web/session/SessionInformationExpiredStrategy.java
* /opt/ws_local/PERMITS_SQL/1069269954_1594600970.4/0/spring-security-web-4-2-13-release-sources-1-
  jar/org/springframework/security/web/jackson2/DefaultCsrfTokenMixin.java
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  jar/org/springframework/security/web/jackson2/DefaultSavedRequestMixin.java
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  jar/org/springframework/security/web/jackson2/WebAuthenticationDetailsMixin.java
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  jar/org/springframework/security/web/jackson2/PreAuthenticatedAuthenticationTokenMixin.java
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  jar/org/springframework/security/web/jackson2/PreAuthenticatedAuthenticationTokenDeserializer.java
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  jar/org/springframework/security/web/jackson2/CookieDeserializer.java
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1.1084 geo-ip 2.12.0

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```java
public DomainResponse domain(InetAddress ipAddress) throws IOException,
```

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* /opt/cola/permits/1137306262_1614052208.93/0/geoip2-2-12-0-sources-2-
  jar/com/maxmind/geoip2/DatabaseReader.java

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```java
public DomainResponse()
```

Found in path(s):
* /opt/cola/permits/1137306262_1614052208.93/0/geoip2-2-12-0-sources-2-
  jar/com/maxmind/geoip2/model/DomainResponse.java

1.1085 spring-retry 1.3.1

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```

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  jar/org/springframework/retry/support/RetryTemplate.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-
  jar/org/springframework/retry/backoff/ExponentialBackOffPolicy.java
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 * /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-
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  jar/org/springframework/retry/interceptor/Retryable.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-
  jar/org/springframework/retry/interceptor/RetryInterceptorBuilder.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-
  jar/org/springframework/retry/annotation/RetryConfiguration.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-
  jar/org/springframework/retry/backoff/ThreadWaitSleeper.java

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  jar/org/springframework/retry/interceptor/FixedKeyGenerator.java
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  jar/org/springframework/classify/util/SimpleMethodInvoker.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-
  jar/org/springframework/retry/backoff/ThreadWaitSleeper.java

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  jar/org/springframework/retry/backoff/UniformRandomBackOffPolicy.java
* /opt/cola/permits/1178665217_1625717806.640/spring-retry-1.3.1-sources-1-
  jar/org/springframework/retry/context/RetryContextSupport.java
* /opt/cola/permits/1178665217_1625717806.640/spring-retry-1.3.1-sources-1-
  jar/org/springframework/retry/stats/DefaultRetryStatistics.java
* /opt/cola/permits/1178665217_1625717806.640/spring-retry-1.3.1-sources-1-
  jar/org/springframework/retry/stats/MutableRetryStatistics.java
* /opt/cola/permits/1178665217_1625717806.640/spring-retry-1.3.1-sources-1-
  jar/org/springframework/retry/statistics/StatisticsListener.java
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  jar/org/springframework/retry/stats/DefaultRetryStatistics.java
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  jar/org/springframework/retry/stats/MutableRetryStatistics.java
* /opt/cola/permits/1178665217_1625717806.640/spring-retry-1.3.1-sources-1-
  jar/org/springframework/retry/stats/StatisticsListener.java
jar/org/springframework/retry/stats/DefaultStatisticsRepository.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-
jar/org/springframework/retry/stats/ExponentialAverageRetryStatistics.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-
jar/org/springframework/retry/stats/StatisticsRepository.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-
jar/org/springframework/retry/stats/RetryStatisticsFactory.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-
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jar/org/springframework/retry/annotation/Backoff.java
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* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-jar/org/springframework/retry/interceptor/MethodInvocationRetryCallback.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-jar/org/springframework/retry/interceptor/StatefulRetryOperationsInterceptor.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-jar/org/springframework/retry/policy/MaxAttemptsRetryPolicy.java
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* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-jar/org/springframework/retry/policy/StatefulSimpleRetryPolicy.java
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* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-jar/org/springframework/classify/BinaryExceptionClassifier.java
* /opt/cola/permits/1178665217_1625717806.64/0/spring-retry-1-3-1-sources-1-jar/org/springframework/retry/policy/StatefulSimpleRetryPolicy.java

1.1086 python-dateutil 2.8.2

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Changes:
* added Debian GNU/Linux package maintenance system files
* at times, bug fixes awaiting inclusion in the upstream source

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1.1098 hikaricp-java7 2.4.13

1.1099 adal 1.2.6

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This library, ADAL for Python, will no longer receive new feature improvements. Instead, use the new library [MSAL for Python](https://github.com/AzureAD/microsoft-authentication-library-for-python).

* If you are starting a new project, you can get started with the [MSAL Python docs](https://github.com/AzureAD/microsoft-authentication-library-for-python/wiki) for details about the scenarios, usage, and relevant concepts.
* If your application is using the previous ADAL Python library, you can follow this [migration guide](https://docs.microsoft.com/en-us/azure/active-directory/develop/migrate-python-adal-msal) to update to MSAL Python.
* Existing applications relying on ADAL Python will continue to work.

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# Microsoft Azure Active Directory Authentication Library (ADAL) for Python

`master` branch | `dev` branch | Reference Docs
-----------------|-------------|---------------

<table>
<thead>
<tr>
<th><a href="https://github.com/AzureAD/azure-activedirectory-library-for-python/wiki">Getting Started</a></th>
<th><a href="https://aka.ms/aaddev">Docs</a></th>
<th><a href="https://github.com/Azure-Samples?q=active-directory&amp;language=python">Python Samples</a></th>
<th><a href="README.md#community-help-and-support">Support</a></th>
</tr>
</thead>
</table>

The ADAL for Python library enables python applications to authenticate with Azure AD and get tokens to access Azure AD protected web resources.

You can learn in detail about ADAL Python functionality and usage documented in the
## Installation and Usage

You can find the steps to install and basic usage of the library under [ADAL Basics](https://github.com/AzureAD/azure-activedirectory-library-for-python/wiki/ADAL-basics) page in the Wiki.

## Samples and Documentation

We provide a full suite of [Python sample applications on GitHub](https://github.com/Azure-Samples?q=active-directory&language=python) to help you get started with learning the Azure Identity system. This will include tutorials for native clients and web applications. We also provide full walkthroughs for authentication flows such as OAuth2, OpenID Connect and for calling APIs such as the Graph API.

There are also some [lightweight samples existing inside this repo](https://github.com/AzureAD/azure-activedirectory-library-for-python/tree/dev/sample).

You can find the relevant samples by scenarios listed in this [wiki page for acquiring tokens using ADAL Python](https://github.com/AzureAD/azure-activedirectory-library-for-python/wiki/Adal-python-apis-for-corresponding-flows).

The documents on [Auth Scenarios](https://docs.microsoft.com/en-us/azure/active-directory/develop/active-directory-authentication-scenarios#application-types-and-scenarios) and [Auth protocols](https://docs.microsoft.com/en-us/azure/active-directory/develop/active-directory-protocols-openid-connect-code) are recommended reading.

## Versions

This library follows [Semantic Versioning](https://semver.org/).

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Metadata-Version: 2.1
Name: adal
Version: 1.2.6
Summary: Note: This library is already replaced by MSAL Python, available here: https://pypi.org/project/msal/. ADAL Python remains available here as a legacy. The ADAL for Python library makes it easy for python application to authenticate to Azure Active Directory (AAD) in order to access AAD protected web resources.
Home-page: https://github.com/AzureAD/azure-activedirectory-library-for-python
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Description: ---

This library, ADAL for Python, will no longer receive new feature improvements. Instead, use the new library [MSAL for Python](https://github.com/AzureAD/microsoft-authentication-library-for-python).

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`master` branch | `dev` branch | Reference Docs

-----------------|-----------------|-----------------
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Platform: UNKNOWN
Classifier: Development Status :: 6 - Mature
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.3
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1.1101 jetty-server 9.4.19.v20190610

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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

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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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  jar/org/springframework/web/servlet/mvc/method/annotation/ResponseEntityExceptionHandler.java
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* /opt/cola/permits/1110759718_1606849476.58/0/spring-webmvc-4-3-25-release-sources-3-
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* /opt/cola/permits/1110759718_1606849476.58/0/spring-webmvc-4-3-25-release-sources-3-
  jar/org/springframework/web/servlet/mvc/method/annotation/SessionAttributeMethodArgumentResolver.java
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  jar/org/springframework/web/servlet/mvc/method/RequestMappingInfoHandlerMethodMappingNamingStrategy.java

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* /opt/cola/permits/1110759718_1606849476.58/0/spring-webmvc-4-3-25-release-sources-3-jar/org/springframework/web/servlet/view/tiles3/TilesConfigurer.java
* /opt/cola/permits/1110759718_1606849476.58/0/spring-webmvc-4-3-25-release-sources-3-jar/org/springframework/web/servlet/AsyncHandlerInterceptor.java
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 */
/**
**
** XSLT-driven View that allows for response context to be rendered as the
** result of an XSLT transformation.
 *
* <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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* /opt/cola/permits/1110759718_1606849476.58/0/spring-webmvc-4-3-25-release-sources-3.jar/org/springframework/web/servlet/mvc/condition/HeadersRequestCondition.java
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* /opt/cola/permits/1110759718_1606849476.58/0/spring-webmvc-4-3-25-release-sources-3.jar/org/springframework/web/servlet/view/document/AbstractXlsView.java
* /opt/cola/permits/1110759718_1606849476.58/0/spring-webmvc-4-3-25-release-sources-3.jar/org/springframework/web/servlet/mvc/condition/NameValueExpression.java

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  jar/org/springframework/web/servlet/view/tiles2/SpringLocaleResolver.java
* /opt/cola/permits/1110759718_1606849476.58/0/spring-webmvc-4-3-25-release-sources-3-
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  * view or before a redirect.
  *
  * <p>Implementations may use this contract for example as part of a solution
  * 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.
  *
  * <p>View technologies that support this contract can obtain an instance to
  * delegate to via [@link RequestContext#getRequestDataValueProcessor()].
  *
  * @author Rossen Stoyanchev
  * @since 3.1
  */
Found in path(s):
* /opt/cola/permits/1110759718_1606849476.58/0/spring-webmvc-4-3-25-release-sources-3-jar/org/springframework/web/servlet/support/RequestDataValueProcessor.java
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* /opt/cola/permits/1110759718_1606849476.58/0/spring-webmvc-4-3-25-release-sources-3-jar/org/springframework/web/servlet/view/AbstractTemplateViewResolver.java

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## -*-makefile-*-
## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files
GEN_DEPS.c=$CC -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$CXX -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 6310
## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<

%:o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<

%:o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%:d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec "$(GEN_DEPS.c) $< \n | sed 's/\(\$*\)\(.o\) : /\1.o $@ : /g' > $@; \n [ -s $@ ] || rm -f $@"

%:d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec "$(GEN_DEPS.cc) $< \n | sed 's/\(\$*\)\(.o\) : /\1.o $@ : /g' > $@; \n [ -s $@ ] || rm -f $@"

## Versioned libraries rules
%.$(SO).$(SO_TARGET_VERSION): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${<F} $@

%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}.${SO}.$(SO_TARGET_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=
## Remove shared library 's'

STATIC_PREFIX_WHEN_USED =

STATIC_PREFIX =

## End BSD-specific setup

### 1.1106 python-requests 2.26.0

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Requests

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1.1108 init-system-helpers 1.48

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*/

/opt/cola/permits/1110923387_1606872733.68/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/proxy/Socks4ProxySocketConnection.java
*/

/opt/cola/permits/1110923387_1606872733.68/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/provider/ProviderFileLoader.java
*/

/opt/cola/permits/1110923387_1606872733.68/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/provider/ConsoleDebugger.java
*/

/opt/cola/permits/1110923387_1606872733.68/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/provider/ProxyInfo.java
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/opt/cola/permits/1110923387_1606872733.68/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/provider/IQProviderInfo.java
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/opt/cola/permits/1110923387_1606872733.68/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/provider/ProviderLoader.java
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/opt/cola/permits/1110923387_1606872733.68/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/provider/ServiceProvider.java
*/

/opt/cola/permits/1110923387_1606872733.68/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/provider/ExtensionProviderInfo.java
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/opt/cola/permits/1110923387_1606872733.68/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/provider/AbstractDebugger.java
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/opt/cola/permits/1110923387_1606872733.68/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/provider/ReconnectionManager.java
*/

/opt/cola/permits/1110923387_1606872733.68/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/provider/ProxyException.java
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* /opt/cola/permits/1110923387_1606872733.68/0/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/util/SuccessCallback.java
* /opt/cola/permits/1110923387_1606872733.68/0/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/filter/MessageWithThreadFilter.java

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* /opt/cola/permits/1110923387_1606872733.68/0/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/filter/jidtype/FromJidTypeFilter.java
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* /opt/cola/permits/1110923387_1606872733.68/0/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/sasl/core/SCRAMSHA1Mechanism.java
* /opt/cola/permits/1110923387_1606872733.68/0/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/sasl/core/ScramMechanism.java
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* /opt/cola/permits/1110923387_1606872733.68/0/smack-core-4-3-0-sources-
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* /opt/cola/permits/1110923387_1606872733.68/0/smack-core-4-3-0-sources-
jar/org/jivesoftware/smack/StanzaCollector.java
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  jar/org/jivesoftware/smack/util/Async.java
* /opt/cola/permits/1110923387_1606872733.68/0/smack-core-4-3-0-sources-
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* /opt/cola/permits/1110923387_1606872733.68/0/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/sasl/core/SASLXOAuth2Mechanism.java
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* /opt/cola/permits/1110923387_1606872733.68/0/smack-core-4-3-0-sources-jar/org/jivesoftware/smack/util/dns/SmackDaneVerifier.java

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1.1124 snake-yaml 1.26

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1.1126 spring-jcl 5.3.6

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* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-
  jar/javax/validation/executable/package-info.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-
  jar/javax/validation/ConstraintTarget.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-
  jar/javax/validation/constraintvalidation/package-info.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-
  jar/javax/validation/package-info.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/metadata/CascadableDescriptor.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/metadata/CrossParameterDescriptor.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-
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  jar/javax/validation/metadata/ConstructorDescriptor.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-
  jar/javax/validation/ParameterNameProvider.java
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  jar/javax/validation/groups/ConvertGroup.java
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  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/constraints/DecimalMax.java
  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/metadata/BeanDescriptor.java
  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/Path.java
  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/ReportAsSingleViolation.java
  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/ConstraintValidatorContext.java
  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/ConstraintViolation.java
  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/MessageInterpolator.java
  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/constraints/DecimalMin.java
  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/Validator.java
  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/groups/package-info.java

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  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/metadata/ElementDescriptor.java
  * /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1-1-0-final-sources-3-jar/javax/validation/TraversableResolver.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/Future.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/metadata/PropertyDescriptor.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/ValidationProviderResolver.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/Null.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/metadata/ConstraintDescriptor.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/Max.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/Valid.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/NotNull.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/ConstraintDefinitionException.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/AssertTrue.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/GroupDefinitionException.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/AssertFalse.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/Pattern.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/Constraint.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/ValidationException.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/spi/ValidationProvider.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/metadata/Scope.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/Past.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/groups/Default.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/Payload.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/constraints/UnprocessableEntityException.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/Validation.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/bootstrap/GenericBootstrap.java
* /opt/cola/permits/1110631072_1606841294.0/0/validation-api-1.1.0-final-sources-3.jar/javax/validation/OverridesAttribute.java
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1.1129 jinja2 2.11.1
1.1129.1 Available under license :
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    import io
    import re

    from setuptools import find_packages
    from setuptools import setup
with io.open("README.rst", "rt", encoding="utf8") as f:
    readme = f.read()

with io.open("src/jinja2/__init__.py", "rt", encoding="utf8") as f:
    version = re.search(r'__version__ = "(.*)"', f.read(), re.M).group(1)

setup(
    name="Jinja2",
    version=version,
    url="https://palletsprojects.com/p/jinja/",
    project_urls={
        "Documentation": "https://jinja.palletsprojects.com/",
        "Code": "https://github.com/pallets/jinja",
        "Issue tracker": "https://github.com/pallets/jinja/issues",
    },
    license="BSD-3-Clause",
    author="Armin Ronacher",
    author_email="armin.ronacher@active-4.com",
    maintainer="Pallets",
    maintainer_email="contact@palletsprojects.com",
    description="A very fast and expressive template engine.",
    long_description=readme,
    classifiers=
        ["Development Status :: 5 - Production/Stable",
        "Environment :: Web Environment",
        "Intended Audience :: Developers",
        "License :: OSI Approved :: BSD License",
        "Operating System :: OS Independent",
        "Programming Language :: Python",
        "Programming Language :: Python :: 2",
        "Programming Language :: Python :: 2.7",
        "Programming Language :: Python :: 3",
        "Programming Language :: Python :: 3.5",
        "Programming Language :: Python :: 3.6",
        "Programming Language :: Python :: 3.7",
        "Programming Language :: Python :: 3.8",
        "Programming Language :: Python :: Implementation :: CPython",
        "Programming Language :: Python :: Implementation :: PyPy",
        "Topic :: Internet :: WWW/HTTP :: Dynamic Content",
        "Topic :: Software Development :: Libraries :: Python Modules",
        "Topic :: Text Processing :: Markup :: HTML",
    ],
    packages=find_packages("src"),
    package_dir={"": "src"},
    include_package_data=True,
    python_requires=">=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*, !=3.4.*",
    install_requires=["MarkupSafe>=0.23"].
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 6405

extras_require={"i18n": ["Babel>=0.8"]},
entry_points={"babel.extractors": ["jinja2 = jinja2.ext:babel_extract[i18n]"]},

Found in path(s):
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Metadata-Version: 2.1
Name: Jinja2
Version: 2.11.1
Summary: A very fast and expressive template engine.
Home-page: https://palletsprojects.com/p/jinja/
Author: Armin Ronacher
Author-email: armin.ronacher@active-4.com
Jinja is a fast, expressive, extensible templating engine. Special placeholders in the template allow writing code similar to Python syntax. Then the template is passed data to render the final document.

It includes:

- Template inheritance and inclusion.
- Define and import macros within templates.
- HTML templates can use autoescaping to prevent XSS from untrusted user input.
- A sandboxed environment can safely render untrusted templates.
- AsyncIO support for generating templates and calling async functions.
- I18N support with Babel.
- Templates are compiled to optimized Python code just-in-time and cached, or can be compiled ahead-of-time.
- Exceptions point to the correct line in templates to make debugging easier.
- Extensible filters, tests, functions, and even syntax.

Jinja's philosophy is that while application logic belongs in Python if possible, it shouldn't make the template designer's job difficult by restricting functionality too much.

Installing
---------

Install and update using `pip`:

```text
$ pip install -U Jinja2
```

In A Nutshell
--------------

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 6406
.. code-block:: jinja

{% extends "base.html" %}
{% block title %}Members{% endblock %}
{% block content %}
<ul>
{% for user in users %}
<li><a href="{{ user.url }}">{{ user.username }}</a></li>
{% endfor %}
</ul>
{% endblock %}

Links
-----

- Website: https://palletsprojects.com/p/jinja/
- Documentation: https://jinja.palletsprojects.com/
- Releases: https://pypi.org/project/Jinja2/
- Code: https://github.com/pallets/jinja
- Issue tracker: https://github.com/pallets/jinja/issues
- Test status: https://dev.azure.com/pallets/jinja/_build
- Official chat: https://discord.gg/t6rrQZH

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Environment :: Web Environment
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: BSD License
Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: Programming Language :: Python :: 3.8
Classifier: Programming Language :: Python :: Implementation :: CPython
Classifier: Programming Language :: Python :: Implementation :: PyPy
Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content
Classifier: Topic :: Software Development :: Libraries :: Python Modules
Classifier: Topic :: Text Processing :: Markup :: HTML
Requires-Python: >=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*, !=3.4.*
Description-Content-Type: text/x-rst
Provides-Extra: i18n
Found in path(s):
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* /opt/ws_local/PERMITS_SQL/1072419655_1594999666.02/0/jinja2-2-11-1-1-tar-gz/Jinja2-2.11.1/PKG-INFO

1.1130 jnr-posix 3.0.55
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1.1132 mongodb-driver-async 3.7.0

1.1133 cldr-dates-full 39.0.0
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1.1134 assertj-core 2.4.1

1.1135 apache-log4j 2.11.2
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    Dumbster SMTP test server
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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
 */
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>` 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]. By default, `{@code arg0}, {@code arg1} etc. will be used as parameter names.

The following listing shows an example using the JavaScript engine which comes with the JDK:

```java
@ParameterScriptAssert(script = "arg0.before(arg1)", lang = "javascript")
public void createEvent(Date start, Date end) { ... }
```

Can be specified on any method or constructor.

@author Gunnar Morling

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 */

/**
 * Retrieves constraint related meta data for the parameters of the given
 * executable.
 *
 * @param executable The executable of interest.
 *
 * @return A list with parameter meta data for the given executable.
 */

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* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/cfg/defs/NullDef.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/cfg/defs/pl/package-info.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/PastValidatorForLocalTime.java
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jar/org/hibernate/validator/internal/metadata/core/MetaConstraints.java
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jar/org/hibernate/validator/internal/metadata/descriptor/ConstraintDescriptorImpl.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/internal/metadata/descriptor/ConstraintDescriptorImpl.java
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jar/org/hibernate/validator/path/package-info.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/internal/engine/constraintvalidation/ClassBasedValidatorDescriptor.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/internal/engine/constraintvalidators/bv/time/pastorpresent/AbstractPastOrPresentInstantBasedVa-
lidator.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/internal/engine/constraintvalidators/bv/ScriptAssertContext.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/internal/engine/groups/ValidationOrderGenerator.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/internal/engine/path/PathImpl.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/internal/engine/groups/Group.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/publ/package-info.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/Incubating.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/internal/engine/valueextraction/ReadOnlySetPropertyValueExtractor.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/internal/util/logging/formatter/ExecutableFormatter.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/internal/util/logging/formatter/CollectionOfClassesObjectFormatter.java
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-
jar/org/hibernate/validator/spi/cfg/ConstraintMappingContributor.java
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jar/org/hibernate/validator/internal/constraintvalidators/AbstractEmailValidator.java
* /opt/cola/permits/110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-jar/org/hibernate/validator/cfg/context/ConstructorConstraintMappingContext.java
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* /opt/cola/permits/110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-jar/org/hibernate/validator/internal/constraintvalidators/bv/DigitsValidatorForNumber.java
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* /opt/cola/permits/110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-jar/org/hibernate/validator/internal/engine/valueextraction/MapKeyExtractor.java
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* /opt/cola/permits/110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-jar/org/hibernate/validator/internal/constraintvalidators/bv/notempty/NotEmptyValidatorForArraysOfShort.java
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* /opt/cola/permits/110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-jar/org/hibernate/validator/internal/metadata/aggregated/ParameterMetaData.java
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* /opt/cola/permits/110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-jar/org/hibernate/validator/internal/util/TypeVariables.java
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* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-jar/org/hibernate/validator/internal/constraintvalidators/hv/NotBlankValidator.java
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* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-jar/org/hibernate/validation/overview.html
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-jar/META-INF/validation-configuration-2.0.xsd
* /opt/cola/permits/1110675267_1606843789.2/0/hibernate-validator-6-0-17-final-sources-4-jar/META-INF/maven/org.hibernate.validator/hibernate-validator/pom.xml
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1.1137 spring-rabbit 2.1.6.RELEASE

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* /opt/cola/permits/1110923543_1606873100.48/0/spring-rabbit-2-1-6-release-sources-1-jar/org/springframework/amqp/rabbit/config/QueueParser.java
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**1.1139 ansible-base 2.10.13**

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This package was debianized by Henry Graham (hzgraham) <Henry.Graham@mail.wvu.edu> on Tue, 17 Apr 2012 12:19:47 -0400.

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1.1154 slf4j-log4j 1.7.24

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<br/>
Version: 1.1
<br/>
Status: Maintenance Review
<br/>
Release: May 31, 2013
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<br/>
Version: 1.1
<br/>
Status: Final Release
<br/>
Specification Lead: Oracle America, Inc. ("Specification Lead")
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Release: May 31, 2013
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* /opt/cola/permits/1141297363_1614968782.46/0/spring-web-4.3.22-release-sources-3-jar/org/springframework/web/context/request/async/NoSupportAsyncWebRequest.java
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* /opt/cola/permits/1141297363_1614968782.46/0/spring-web-4-3-22-release-sources-3.jar/org/springframework/remoting/jaxws/AbstractJaxWsServiceExporter.java
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Open-vm-tools v10.3.0

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$OpenLDAP: pkg/ldap/libraries/liblutil/base64.c,v 1.15 2006/01/03 22:12:11 kurt Exp $ /
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1.1180 npm-registry-fetch 11.0.0

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1.1181 azure-mgmt-compute 14.0.0

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Found in path(s):
* /opt/cola/permits/1178190557_1625603867.38/0/azure-mgmt-compute-14-0-0-azure-mgmt-compute-14.0.0/azure/mgmt/compute/__init__.py
* /opt/cola/permits/1178190557_1625603867.38/0/azure-mgmt-compute-14-0-0-azure-mgmt-compute-14.0.0/azure/mgmt/compute/v2020_06_01/operations/virtual_machine_scale_set_vm_extensions_operations.py
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* /opt/cola/permits/1178190557_1625603867.38/0/azure-mgmt-compute-14.0.0/azure/mgmt/compute/v2019_07_01/operations/virtual_machine_extensions_operations.py
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* /opt/cola/permits/1178190557_1625603867.38/0/azure-mgmt-compute-14.0.0/azure/mgmt/compute/v2018_06_01/operations/_disk_encryption_sets_operations.py
* /opt/cola/permits/1178190557_1625603867.38/0/azure-mgmt-compute-14.0.0/azure/mgmt/compute/v2020_06_30/models/_models.py
* /opt/cola/permits/1178190557_1625603867.38/0/azure-mgmt-compute-14.0.0/azure/mgmt/compute/v2017_09_01/models/_paged_models.py
* /opt/cola/permits/1178190557_1625603867.38/0/azure-mgmt-compute-14.0.0/azure/mgmt/compute/v2019_11_01/models/_compute_management_client_enums.py
* /opt/cola/permits/1178190557_1625603867.38/0/azure-mgmt-compute-14.0.0/azure/mgmt/compute/v2020_06_30/models/_paged_models.py
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Metadata-Version: 2.1
Name: azure-mgmt-compute
Version: 14.0.0
Summary: Microsoft Azure Compute Management Client Library for Python
Home-page: https://github.com/Azure/azure-sdk-for-python
Author: Microsoft Corporation
Author-email: azpysdkhelp@microsoft.com
License: MIT License
Description: # Microsoft Azure SDK for Python

This is the Microsoft Azure Compute Management Client Library.
This package has been tested with Python 2.7, 3.5, 3.6, 3.7 and 3.8.
For a more complete view of Azure libraries, see the [azure sdk python release](https://aka.ms/azsdk/python/all).

# Usage

For code examples, see [Compute Management](https://docs.microsoft.com/python/api/overview/azure/virtualmachines) on docs.microsoft.com.

# Provide Feedback
If you encounter any bugs or have suggestions, please file an issue in the [Issues](https://github.com/Azure/azure-sdk-for-python/issues) section of the project.

![Impressions](https://azure-sdk-impressions.azurewebsites.net/api/impressions/azure-sdk-for-python%2Fazure-mgmt-compute%2FREADME.png)

# Release History

## 14.0.0 (2020-10-15)

**Features**

- Model GalleryImageUpdate has a new parameter features
- Model GalleryArtifactVersionSource has a new parameter uri
- Model GalleryUpdate has a new parameter sharing_profile
- Model GalleryImage has a new parameter features
- Model Gallery has a new parameter sharing_profile
- Added operation group GallerySharingProfileOperations
- Added operation group SharedGalleryImageVersionsOperations
- Added operation group SharedGalleryImagesOperations
- Added operation group SharedGalleriesOperations

**Breaking changes**

- Operation GalleriesOperations.get has a new signature
- Operation VirtualMachinesOperations.delete has a new signature

## 13.1.1 (2020-09-22)

**Bugfixes**

- Remove maximum condition in platform_fault_domain and platform_fault_domain_count

## 13.1.0 (2020-09-08)

**Features**

- Model Snapshot has a new parameter disk_state
- Model VirtualMachineScaleSetExtensionUpdate has a new parameter enable_automatic_upgrade
- Model VirtualMachineInstanceView has a new parameter patch_status
- Model VirtualMachineInstanceView has a new parameter vm_health
- Model VirtualMachineExtensionUpdate has a new parameter enable_automatic_upgrade
- Model CreationData has a new parameter logical_sector_size
- Model Disk has a new parameter tier
- Model DiskUpdate has a new parameter tier
- Model VirtualMachineScaleSetExtension has a new parameter enable_automatic_upgrade
- Model VirtualMachineExtension has a new parameter enable_automatic_upgrade
- Added operation DiskEncryptionSetsOperations.list_associated_resources

## 13.0.0 (2020-07-06)

**Features**

- Model VirtualMachineScaleSet has a new parameter host_group
- Model DiskEncryptionSetUpdate has a new parameter encryption_type
- Model SnapshotUpdate has a new parameter network_access_policy
- Model SnapshotUpdate has a new parameter disk_access_id
- Model VirtualMachineScaleSetVMInstanceView has a new parameter assigned_host
- Model WindowsConfiguration has a new parameter patch_settings
- Model VirtualMachineScaleSetUpdateVMProfile has a new parameter security_profile
- Model DedicatedHostGroup has a new parameter support_automatic_placement
- Model DedicatedHostGroup has a new parameter instance_view
- Model VirtualMachineScaleSetVM has a new parameter security_profile
- Model DedicatedHostGroupUpdate has a new parameter support_automatic_placement
- Model DedicatedHostGroupUpdate has a new parameter instance_view
- Model DiskUpdate has a new parameter network_access_policy
- Model DiskUpdate has a new parameter disk_access_id
- Model Snapshot has a new parameter network_access_policy
- Model Snapshot has a new parameter disk_access_id
- Model VirtualMachine has a new parameter extensions_time_budget
- Model VirtualMachine has a new parameter security_profile
- Model VirtualMachine has a new parameter host_group
- Model VirtualMachineInstanceView has a new parameter assigned_host
- Model DiskEncryptionSet has a new parameter encryption_type
- Model VirtualMachineUpdate has a new parameter extensions_time_budget
- Model VirtualMachineUpdate has a new parameter security_profile
- Model VirtualMachineUpdate has a new parameter host_group
- Model VirtualMachineImage has a new parameter disallowed
- Model VirtualMachineScaleSetExtensionProfile has a new parameter extensions_time_budget
- Model VirtualMachineScaleSetVMProfile has a new parameter security_profile
- Model Disk has a new parameter network_access_policy
- Model Disk has a new parameter disk_access_id
- Added operation VirtualMachinesOperations.assess_patches
- Added operation VirtualMachinesOperations.retrieve_boot_diagnostics_data
- Added operation VirtualMachineScaleSetVMsOperations.retrieve_boot_diagnostics_data
- Added operation group DiskAccessesOperations

**Breaking changes**

- Operation DedicatedHostGroupsOperations.get has a new signature
- Operation DiskEncryptionSetsOperations.update has a new signature
## 12.1.0 (2020-06-17)

**Features**

- Model DiffDiskSettings has a new parameter placement
- Added operation VirtualMachinesOperations.simulate_eviction
- Added operation VirtualMachineScaleSetVMsOperations.simulate_eviction

## 12.0.0 (2020-03-23)

**Features**

- Model VirtualMachineScaleSetInstanceView has a new parameter orchestration_services
- Added operation VirtualMachineScaleSetsOperations.set_orchestration_service_state
- Added operation group SshPublicKeysOperations

**Breaking changes**

- Model AvailabilitySetUpdate no longer has parameter id
- Model AvailabilitySetUpdate no longer has parameter name
- Model AvailabilitySetUpdate no longer has parameter type
- Model VirtualMachineScaleSetUpdate no longer has parameter id
- Model VirtualMachineScaleSetUpdate no longer has parameter name
- Model VirtualMachineScaleSetUpdate no longer has parameter type
- Model DedicatedHostGroupUpdate no longer has parameter id
- Model DedicatedHostGroupUpdate no longer has parameter name
- Model DedicatedHostGroupUpdate no longer has parameter type
- Model VirtualMachineUpdate no longer has parameter id
- Model VirtualMachineUpdate no longer has parameter name
- Model VirtualMachineUpdate no longer has parameter type
- Model DedicatedHostUpdate no longer has parameter id
- Model DedicatedHostUpdate no longer has parameter name
- Model DedicatedHostUpdate no longer has parameter type
- Model ImageUpdate no longer has parameter id
- Model ImageUpdate no longer has parameter name
- Model ImageUpdate no longer has parameter type
- Model VirtualMachineExtensionUpdate no longer has parameter virtual_machine_extension_update_type
- Model VirtualMachineExtensionUpdate no longer has parameter id
- Model VirtualMachineExtensionUpdate no longer has parameter name
- Model ProximityPlacementGroupUpdate has a new signature
- Model UpdateResource has a new signature

## 11.1.0 (2020-03-09)

**Features**

- Operation VirtualMachineImagesOperations.list has a new parameter $expand
**Bugfixes**

- remove not-working $filter in Operation VirtualMachineImagesOperations.list

**Features**

- Model AvailabilitySetUpdate has a new parameter name
- Model AvailabilitySetUpdate has a new parameter id
- Model AvailabilitySetUpdate has a new parameter type
- Model DedicatedHostGroupUpdate has a new parameter name
- Model DedicatedHostGroupUpdate has a new parameter id
- Model DedicatedHostGroupUpdate has a new parameter type
- Model ImageReference has a new parameter exact_version
- Model SnapshotUpdate has a new parameter encryption
- Model ProximityPlacementGroup has a new parameter colocation_status
- Model ImageUpdate has a new parameter name
- Model ImageUpdate has a new parameter id
- Model ImageUpdate has a new parameter type
- Model VirtualMachineExtensionUpdate has a new parameter name
- Model VirtualMachineExtensionUpdate has a new parameter id
- Model VirtualMachineExtensionUpdate has a new parameter virtual_machine_extension_update_type
- Model Disk has a new parameter share_info
- Model Disk has a new parameter disk_mbps_read_only
- Model Disk has a new parameter managed_by_extended
- Model Disk has a new parameter max_shares
- Model Disk has a new parameter disk_iops_read_only
- Model CreationData has a new parameter gallery_image_reference
- Model DiskUpdate has a new parameter max_shares
- Model DiskUpdate has a new parameter encryption
- Model DiskUpdate has a new parameter disk_mbps_read_only
- Model DiskUpdate has a new parameter disk_iops_read_only
- Model VirtualMachineScaleSetUpdate has a new parameter name
- Model VirtualMachineScaleSetUpdate has a new parameter id
- Model VirtualMachineScaleSetUpdate has a new parameter type
- Model DedicatedHostUpdate has a new parameter name
- Model DedicatedHostUpdate has a new parameter id
- Model DedicatedHostUpdate has a new parameter type
- Model TargetRegion has a new parameter encryption
- Model VirtualMachineUpdate has a new parameter name
- Model VirtualMachineUpdate has a new parameter id
- Model VirtualMachineUpdate has a new parameter type
- Model VirtualMachineScaleSetExtension has a new parameter type1
- Added operation GalleriesOperations.update
- Added operation GalleryImagesOperations.update
- Added operation GalleryImageVersionsOperations.update
- Added operation VirtualMachineScaleSetExtensionsOperations.update
- Added operation GalleryApplicationVersionsOperations.update
- Added operation GalleryApplicationsOperations.update

**Breaking changes**

- Model AutomaticRepairsPolicy no longer has parameter max_instance_repairs_percent
- Model ProximityPlacementGroupUpdate has a new signature
- Model UpdateResource has a new signature

## 10.0.0 (2019-11-18)

**Features**

- Model VirtualMachineScaleSetUpdate has a new parameter
  proximity_placement_group
- Enum VirtualMachinePriorityTypes has new value Spot

**Breaking changes**

- Operation ProximityPlacementGroupsOperations.get has a new signature

## 9.0.0 (2019-10-22)

**Features**

- Model VirtualMachineScaleSetUpdateNetworkProfile has a new parameter
  health_probe
- Model VirtualMachineScaleSetUpdate has a new parameter
  do_not_run_extensions_on_overprovisioned_vms
- Model VirtualMachineScaleSetUpdate has a new parameter
  automatic_repairs_policy
- Model VirtualMachineScaleSetUpdateManagedDiskParameters has a new
  parameter disk_encryption_set
- Model ImageDataDisk has a new parameter disk_encryption_set
- Model VirtualMachineDisk has a new parameter
  automatic_repairs_policy
- Model ImageOSDisk has a new parameter disk_encryption_set
- Model ManagedDiskParameters has a new parameter
  disk_encryption_set
- Model Snapshot has a new parameter encryption
- Model VirtualMachineScaleSetDataDisk has a new parameter
  disk_mbps_read_write
- Model VirtualMachineScaleSetDataDisk has a new parameter
  disk_iops_read_write
- Model Disk has a new parameter encryption
- Model VirtualMachineScaleSetPublicIPAddressConfiguration has a new
  parameter public_ip_address_version
- Model DataDisk has a new parameter disk_mbps_read_write
- Model DataDisk has a new parameter disk_iops_read_write
- Model OSProfile has a new parameter require_guest_provision_signal
- Added operation VirtualMachinesOperations.reapply
- Added operation group DiskEncryptionSetsOperations
- Added operation group VirtualMachineScaleSetVMExtensionsOperations

**Breaking changes**

- Operation VirtualMachinesOperations.list_all has a new signature
- Operation ResourceSkusOperations.list has a new signature

# 8.0.0 (2019-09-12)

**Note**

- Compute API version default is now 2019-07-01
- New disks version 2019-03-01
- New galleries version 2019-07-01

**Features**

- Model GalleryImageVersionStorageProfile has a new parameter source
- Model GalleryDiskImage has a new parameter source
- Model Snapshot has new parameters: disk_size_bytes, unique_id, incremental
- Model EncryptionSettingsCollection has a new parameter encryption_settings_version
- Model CreationData has new parameters: source_unique_id, upload_size_bytes

**Breaking Changes**

- Model GalleryImageVersionPublishingProfile no longer has parameter source

# 7.0.0 (2019-08-27)

**Features**

- Model VirtualMachineScaleSetUpdateVMProfile has a new parameter scheduled_events_profile
- Model VirtualMachineScaleSetUpdateVMProfile has a new parameter billing_profile
- Model VirtualMachine has a new parameter virtual_machine_scale_set
- Model VirtualMachine has a new parameter priority
- Model VirtualMachine has a new parameter billing_profile
- Model VirtualMachine has a new parameter eviction_policy
- Model VirtualMachineScaleSetVMProfile has a new parameter scheduled_events_profile
- Model VirtualMachineScaleSetVMProfile has a new parameter billing_profile
- Model VirtualMachineImage has a new parameter hyper_vgeneration
- Model VirtualMachineUpdate has a new parameter virtual_machine_scale_set
- Model VirtualMachineUpdate has a new parameter priority
- Model VirtualMachineUpdate has a new parameter billing_profile
- Model VirtualMachineUpdate has a new parameter eviction_policy

**Breaking changes**

- Operation VirtualMachineScaleSetVMsOperations.get has a new signature

## 6.0.0 (2019-07-20)

**Features**

- Model VirtualMachine has a new parameter host
- Model VirtualMachineUpdate has a new parameter host
- Model VirtualMachineInstanceView has a new parameter hyper_vgeneration
- Added operation group GalleryApplicationVersionsOperations
- Added operation group GalleryApplicationsOperations
- Added operation group DedicatedHostsOperations
- Added operation group DedicatedHostGroupsOperations

**Breaking changes**

- Model GalleryArtifactPublishingProfileBase has a new signature

**General Breaking changes**

This version uses a next-generation code generator that *might* introduce breaking changes if you were importing from the v20xx_yy_zz API folders. In summary, some modules were incorrectly visible/importable and have been renamed. This fixed several issues caused by usage of classes that were not supposed to be used in the first place.

- ComputeManagementClient cannot be imported from `azure.mgmt.compute.v20xx_yy_zz.compute_management_client` anymore (import from `azure.mgmt.compute.v20xx_yy_zz` works like before)
- ComputeManagementClientConfiguration import has been moved from
- `azure.mgmt.compute.v20xx_yy_zz.compute_management_client` to `azure.mgmt.compute.v20xx_yy_zz`

- A model `MyClass` from a "models" sub-module cannot be imported anymore using `azure.mgmt.compute.v20xx_yy_zz.models.my_class` (import from `azure.mgmt.compute.v20xx_yy_zz.models` works like before)

- An operation class `MyClassOperations` from an `operations` sub-module cannot be imported anymore using `azure.mgmt.compute.v20xx_yy_zz.operations.my_class_operations` (import from `azure.mgmt.compute.v20xx_yy_zz.operations` works like before)

Last but not least, HTTP connection pooling is now enabled by default. You should always use a client as a context manager, or call close(), or use no more than one client per process.

## 5.0.0 (2019-04-26)

**Features**

- Model ImageUpdate has a new parameter `hyper_vgeneration`
- Model Image has a new parameter `hyper_vgeneration`
- Model AvailabilitySet has a new parameter `proximity_placement_group`
- Model VirtualMachine has a new parameter `proximity_placement_group`
- Model VirtualMachineUpdate has a new parameter `proximity_placement_group`
- Model VirtualMachineScaleSet has a new parameter `proximity_placement_group`
- Model VirtualMachineScaleSet has a new parameter `additional_capabilities`
- Model VirtualMachineScaleSetUpdate has a new parameter `additional_capabilities`
- Model AvailabilitySetUpdate has a new parameter `proximity_placement_group`
- Added operation group ProximityPlacementGroupsOperations
- Model DataDisk has a new parameter `to_be_detached`
- Model ResourceSkuLocationInfo has a new output `zone_details`

**Breaking changes**

- Model VirtualMachineScaleSetVMProfile no longer has parameter `additional_capabilities`
- Latest version of disks/snapshot renamed the enum `StorageAccountTypes` to `DiskStorageAccountTypes`
- `images.create_or_update` requires `hyper_vgeneration` parameter if disk is OS type
## 4.6.2 (2019-04-22)

**Bugfix**

- Revert "images" API version introduced in 4.6.0 from 2019-03-01 to 2018-10-01 for backward compatibility #4891

## 4.6.1 (2019-04-18)

**Bugfixes**

- Make enum declarations in Compute package consistent, for the sake of code inspection.

## 4.6.0 (2019-04-12)

**Features**

- Model VirtualMachineScaleSet has a new parameter do_not_run_extensions_on_overprovisioned_vms
- Model VirtualMachineScaleSetVM has a new parameter network_profile_configuration
- Model VirtualMachineScaleSetVM has a new parameter protection_policy
- Model VirtualMachineScaleSetVM has a new parameter model_definition_applied
- Added operation VirtualMachineScaleSetsOperations.convert_to_single_placement_group
- Operation VirtualMachineScaleSetVMsOperations.power_off has a new signature and can now skip_shutdown
- Operation VirtualMachinesOperations.power_off has a new signature and can now skip_shutdown
- Operation VirtualMachineScaleSetsOperations.power_off has a new signature and can now skip_shutdown

## 4.5.1 (2019-03-29)

**Bugfixes**

- Fix regression in direct import from models

## 4.5.0 (2019-03-28)

**New version of Managed Disks**

- Disks/Snapshots have a new optional property HyperVGeneration which may be set to V1 or V2.
- EncryptionSettings on a disk are now a collection instead of a
single value. This allows multiple volumes on an encrypted disk.
- There is a new CreateOption (Upload) for disks. To upload disks
  customers

  > - PUT a disk with CreateOption.Upload.
  > - Use GrantAccess API with AccessLevel.Write to get a write SAS to
    the disk. This is a new access level and it can only be used when
    uploading to a new disk. Customers can then use storage API to
    upload the bits for the disk.
  > - There are new DiskStates (DiskState.ReadyToUpload and
    DiskState.ActiveUpload) that are associated with the upload
    process.

## 4.4.0 (2018-01-04)

**Features**

- Model VirtualMachineScaleSetExtension has a new parameter
  provision_after_extensions
- Operation VirtualMachineScaleSetVMsOperations.reimage has a new
  parameter temp_disk
- Operation VirtualMachineScaleSetsOperations.reimage has a new
  parameter temp_disk
- Added operation VirtualMachinesOperations.reimage

## 4.3.1 (2018-10-15)

**Bugfix**

- Fix sdist broken in 4.3.0. No code change.

## 4.3.0 (2018-10-02)

**Note**

- Compute API version default is now 2018-10-01

**Features/BreakingChanges**

- This version updates the access to properties related to automatic
  OS upgrade introduced in 4.0.0

## 4.2.0 (2018-09-25)

**Features**

- Model OSDisk has a new parameter diff_disk_settings
- Model BootDiagnosticsInstanceView has a new parameter status
- Model VirtualMachineScaleSetOSDisk has a new parameter `diff_disk_settings`
- Added operation `VirtualMachinesOperations.list_by_location`

**Note**

- `azure-mgmt-nspkg` is not installed anymore on Python 3 (PEP420-based namespace package)

## 4.1.0 (2018-09-12)

2018-06-01 for ‘disks’ and ‘snapshots’ (new default)

**Features**

- Model `DiskUpdate` has a new parameter `disk_iops_read_write`
- Model `DiskUpdate` has a new parameter `disk_mbps_read_write`
- Model `VirtualMachineUpdate` has a new parameter `additional_capabilities` (ultraSSDEnabled attribute)
- Model `VirtualMachineScaleSetVM` has a new parameter `additional_capabilities` (ultraSSDEnabled attribute)
- Model `VirtualMachineScaleSetPublicIPAddressConfiguration` has a new parameter `public_ip_prefix`
- Model `Disk` has a new parameter `disk_iops_read_write`
- Model `Disk` has a new parameter `disk_mbps_read_write`
- Model `VirtualMachineScaleSetVMProfile` has a new parameter `additional_capabilities` (ultraSSDEnabled attribute)
- Model `VirtualMachine` has a new parameter `additional_capabilities` (ultraSSDEnabled attribute)
- Added operation `VirtualMachineScaleSetRollingUpgradesOperations.start_extension_upgrade`
- New enum value `UltraSSD_LRS` for `StorageAccountTypes`

## 4.0.1 (2018-07-23)

**Bugfix**

- Fix incorrect import from `azure.mgmt.compute.models`

## 4.0.0 (2018-07-20)

**Features**

- Model `VirtualMachineScaleSetIdentity` has a new parameter `user_assigned_identities`
- Model `VirtualMachineScaleSetIPConfiguration` has a new parameter `application_security_groups`
- Model `VirtualMachineScaleSetUpdateIPConfiguration` has a new parameter `additional_capabilities`
- Model VirtualMachineIdentity has a new parameter user_assigned_identities
- Model LinuxConfiguration has a new parameter provision_vm_agent
- Model OSProfile has a new parameter allow_extension_operations
- Added operation group GalleryImagesOperations
- Added operation group GalleryImageVersionsOperations
- Added operation group GalleriesOperations
- Model UpgradeOperationHistoricalStatusInfoProperties has a new parameter rollback_info
- Model UpgradePolicy has a new parameter auto_os_upgrade_policy
- Added operation AvailabilitySetsOperations.list_by_subscription

**Breaking changes**

- Model VirtualMachineScaleSetIdentity no longer has parameter identity_ids
- Model VirtualMachineScaleSetOSDisk no longer has parameter disk_size_gb
- Model VirtualMachineScaleSetVM no longer has parameter zones
- Model VirtualMachineScaleSetUpdateOSDisk no longer has parameter disk_size_gb
- Model VirtualMachineIdentity no longer has parameter identity_ids

New default API Version is now 2018-06-01

## 4.0.0rc2 (2018-04-17)

**Features**

- All clients now support Azure profiles.
- Add update operation to VirtualMachineExtension operations (all ApiVersions)
- Add get_extensions operation to VirtualMachine operations (all ApiVersions)
- Support eviction policy for virtual machines inside a low priority scale set (2017-12-01)
- Add get_os_upgrade_history to VMSS operations (2017-12-01)

**Bugfixes**

- Compatibility of the sdist with wheel 0.31.0
- Fix some invalid models in Python 3 (introduced in 4.0.0rc1)

## 4.0.0rc1 (2018-03-21)

**General Breaking changes**
This version uses a next-generation code generator that *might* introduce breaking changes.

- Model signatures now use only keyword-argument syntax. All positional arguments must be re-written as keyword-arguments. To keep auto-completion in most cases, models are now generated for Python 2 and Python 3. Python 3 uses the "*" syntax for keyword-only arguments.
- Enum types now use the "str" mixin (class AzureEnum(str, Enum)) to improve the behavior when unrecognized enum values are encountered. While this is not a breaking change, the distinctions are important, and are documented here: <https://docs.python.org/3/library/enum.html#others> At a glance:
  - "is" should not be used at all.
  - "format" will return the string value, where "%s" string formatting will return `NameOfEnum.stringvalue`. Format syntax should be prefered.
- New Long Running Operation:
  - Return type changes from `msrestazure.azure_operation.AzureOperationPoller` to `msrest.polling.LROPoller`. External API is the same.
  - Return type is now **always** a `msrest.polling.LROPoller`, regardless of the optional parameters used.
  - The behavior has changed when using `raw=True`. Instead of returning the initial call result as `ClientRawResponse`, without polling, now this returns an LROPoller. After polling, the final resource will be returned as a `ClientRawResponse`.
  - New `polling` parameter. The default behavior is `Polling=True` which will poll using ARM algorithm. When `Polling=False`, the response of the initial call will be returned without polling.
  - `polling` parameter accepts instances of subclasses of `msrest.polling.PollingMethod`.
  - `add_done_callback` will no longer raise if called after polling is finished, but will instead execute the callback right away.

**Compute features**

- Support zone resilient for image/snapshots (new ApiVersion 2018-04-01)
- Add "operations" operation group
- Add availability_set.update
- Add images.update
- Add virtual_machine.update

## 3.1.0rc3 (2018-11-01)
**Features**

- Add VirtualMachineScaleSetNetworkConfiguration -> enable_ip_forwarding
- Add VirtualMachineScaleSetUpdateNetworkConfiguration -> enable_ip_forwarding
- Add VirtualMachineScaleSetVMProfile -> priority
- Add ApiVersion 2017-12-01 of virtual_machine_run_commands (new default)

## 3.1.0rc2 (2017-12-14)

**Features**

- Add User Assigned Identity parameters to VM/VMSS creation

**Bugfixes**

- Add RestrictionInfo to SKUs list (2017-09-01)
- Restore virtual_machines.run_commands (broken in rc1)

## 3.1.0rc1 (2017-11-27)

**Disclaimer**

This version supports Azure Profile. Meaning, you can specify specific API versions to support for each operation groups.

The default API versions of this package are now:
- 2017-03-30 for 'disks', 'virtual_machine_run_commands' and 'snapshots'
- 2017-09-01 for 'resource_skus'
- 2017-12-01 for everything else

**Python features**

- ComputeManagementClient has now a "profile" parameter, which is a dict from operation groups name to API version
- Operation groups now have access to their own models. For instance, assuming you have variable called "client", you can access the models for this operations groups (according to your loaded profiles) using `client.virtual_machines.models`
- azure.mgmt.compute.models is deprecated. See <https://aka.ms/pysdkmodels> for details.

**Azure features**

- 'resource_skus' has improved 'location_info' field

## 3.0.1 (2017-09-26)
**Bugfix**

- Add missing virtual_machine_scale_set_rolling_upgrades  
  operation group alias

## 3.0.0 (2017-09-26)

**Features**

- Availability Zones  
- VMSS Rolling upgrade / patch / health status  
- VM instance view APIs

**Breaking changes**

- "azure.mgmt.compute.compute" namespace is now simply  
  "azure.mgmt.compute". If you were already using "azure.mgmt.compute"  
  before, your code should still work exactly the same.  
- ContainerService has now be removed and exported in  
  azure-mgmt-containerservice

## 2.1.0 (2017-07-19)

**Features in 2017-03-30**

- Expose 'enableAcceleratedNetworking' for virtual machine and virtual  
  machine SS. Windows GA, Linux in preview.  
- Expose 'forceUpdateTag' to ensure extension gets reinstalled even  
  there are no configuration change.

## 2.0.0 (2017-06-29)

**Features**

Compute default Api Version is now 2017-03-30.

New operation groups:

- resources_skus  
- virtual_machine_scale_set_extensions  
  - virtual_machine_run_commands

New methods in VM:

- perform_maintenance  
- run_command
Several improvements and modifications in Managed Disks.

**Breaking changes**

- ContainerService: fixed typo in class name
  (ContainerServiceOrchestratorTypes is now ContainerServiceOrchestratorTypes)
- Compute: breaking changes in Managed Disk API:
  - Managed field removed from Create AV Set API
  - Account Type replaced with SKU in PUT and GET Managed Disk Create API
  - OwnerId replaced by ManagedBy in GET Managed Disk API

Note that you can get the behavior of v1.0.0 by forcing the Api Version to "2016-04-30-preview" to update your package but not the code:

```bash
> ComputeManagementClient(credentials, subscription_id,
> api_version="2016-04-30-preview")
```

## 1.0.0 (2017-05-15)

- Tag 1.0.0rc2 as stable (same content)

## 1.0.0rc2 (2017-05-12)

**Features**

- Add Compute ApiVersion 2016-03-30 (AzureStack default)

## 1.0.0rc1 (2017-04-11)

**Breaking Changes**

- Container service is now in it's own client ContainerServiceClient

**Features**

To help customers with sovereign clouds (not general Azure), this version has official multi ApiVersion support for the following resource type:

- Compute: 2015-06-15 and 2016-04-30-preview

The following resource types support one ApiVersion:

- ContainerService: 2017-01-31

## 0.33.0 (2017-02-03)
**Features**

This release adds Managed Disk to compute. This changes the default disk creation behavior to use the new Managed Disk feature instead of Storage.

## 0.32.1 (2016-11-14)

- Add "Kubernetes" on Containers
- Improve technical documentation

## 0.32.0 (2016-11-02)

**Breaking change**

New APIVersion for "container" 2016-09-30.

- several parameters (e.g. "username") now dynamically check before REST calls validity against a regexp. Exception will be TypeError and not CloudError anymore.

## 0.31.0 (2016-11-01)

**Breaking change**

We renamed some "container" methods to follow Azure SDK conventions

- "container" attribute on the client is now "containers"
- "list" changed behavior, now listing containers in subscription and lost its parameter
- "list_by_resource_group" new method with the old "list" behavior

## 0.30.0 (2016-10-17)

- Initial preview release. Based on API version 2016-03-30.

## 0.20.0 (2015-08-31)

1.1182 jboss-logging 3.1.0.CR2

1.1182.1 Available under license:

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GIMP Palette

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Columns: 4
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NotoSans-Regular.ttf, from https://www.google.com/get/noto/
NotoColorEmoji.ttf, from https://github.com/googlefonts/noto-emoji
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TINY5x3GX.ttf, from http://velvetyne.fr/fonts/tiny
ArefRuqaa-Regular.ttf, from https://github.com/google/fonts/tree/master/ofl/arefruqaa
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10x20-ISO8859-1.pcf, from https://packages.ubuntu.com/xenial/xfonts-base

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GIMP Palette
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208 127 100     Index 9
151 144 142     Index 10
221 207 199     Index 11

1.1184 netbase 6.1~bpo10+1
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*/

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jar/org/springframework/amqp/rabbit/connection/ConnectionFactoryUtils.java
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jar/org/springframework/amqp/rabbit/connection/AbstractConnectionFactory.java
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* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/jmx/access/NotificationListenerRegistrar.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/jmx/support/ObjectNameManager.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/jmx/support/RegistrationPolicy.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/jndi/JndiCallback.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/jndi/JndiObjectLocator.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/instrument/classloading/ResourceOverridingShadowingClassLoader.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/context/config/MBeanExportBeanDefinitionParser.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/jee/config/JeeNamespaceHandler.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/ui/context/support/UiApplicationContextUtils.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/context/event/ContextRefreshedEvent.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/jmx/MBeanServerNotFoundException.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/context/access/DefaultLocatorFactory.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/validation/beanvalidation/BeanValidationPostProcessor.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/jmx/export/notification/ModelMBeanNotificationPublisher.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/jmx/export/assembler/SimpleReflectiveMBeanInfoAssembler.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/context/support/DelegatingThemeSource.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3.jar/org/springframework/context/MessageSourceResolvable.java
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 */
/**
 * Abstract the invocation of a cache operation.
 *
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 * Callers are expected to handle this issue type specifically.
 *
 * @author Stephane Nicoll
 * @since 4.1
 */

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  jar/org/springframework/cache/interceptor/CacheOperationInvoker.java
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* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/context/expression/MapAccessor.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/stereotype/Service.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/cache/support/NoOpCache.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/context/support/ApplicationListenerDetector.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/jmx/export/metadata/JmxMetadataUtils.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/format/datetime/standard/DateTimeFormatterFactoryBean.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/context/annotation/ContextAnnotationAutowireCandidateResolver.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/context/support/PostProcessorRegistrationDelegate.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/scripting/jruby/JRubyScriptFactory.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/scripting/jruby/JRubyScriptUtils.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/instrument/classloading/websphere/WebSphereLoadTimeWeaver.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/format/datetime/standard/DateTimeFormatterFactoryBean.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/scripting/jruby/JRubyScriptFactory.java
jar/org/springframework/remoting/rmi/RemoteInvocationSerializingExporter.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/context/annotation/MBeanExportConfiguration.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/context/support/MessageSourceSupport.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/context/event/ApplicationEventMulticaster.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/cache/config/CacheNamespaceHandler.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/instrument/classloading/weblogic/WebLogicClassLoaderAdapter.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/instrument/classloading/websphere/WebSphereClassPreDefinePlugin.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/instrument/classloading/glassfish/GlassFishLoadTimeWeaver.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/scheduling/concurrent/ThreadPoolTaskScheduler.java

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* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/ejb/config/AbstractJndiLocatingBeanDefinitionParser.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/jmx/export/metadata/ManagedAttribute.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/jndi/JndiAccessor.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/remoting/support/RemoteInvocationExecutor.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/jmx/export/SpringModelMBean.java

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* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/remoting/support/RemoteInvocationBasedExporter.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/context/event/SmartApplicationListener.java
* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/context/annotation/PropertySource.java
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* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/cache/interceptor/AbstractFallbackCacheOperationSource.java
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* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/scheduling/annotation/Scheduled.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.
 * This FactoryBean is a direct alternative to {@link MBeanServerFactoryBean},
 * which uses standard JMX 1.2 API to access the platform's MBeanServer.
 *
 * <p>See the javadocs for WebSphere's
 *
 * @author Juergen Hoeller
 * @author Rob Harrop
 * @since 2.0.3
 * @see javax.management.MBeanServer
 * @see MBeanServerFactoryBean
 */

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* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/context/annotation/ConflictingBeanDefinitionException.java
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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 programatically
* before the bean definition is due to be registered (see { @link Condition } for details).

---

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The `@Conditional` annotation may be used in any of the following ways:

- as a type-level annotation on any class directly or indirectly annotated with `@Component`, including `@Configuration` classes
- as a meta-annotation, for the purpose of composing custom stereotype annotations
- as a method-level annotation on any `@Bean` method

If a `@Configuration` class is marked with `@Conditional`, all of the `@Bean` methods, `@Import` annotations, and `@ComponentScan` annotations associated with that class will be subject to the conditions.

**NOTE**: Inheritance of `@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 `@Inherited`; furthermore, any custom composed annotation that is meta-annotated with `@code @Conditional` must not be declared as `@code @Inherited`.

@since 4.0

@see Condition

@author Phillip Webb
@since 4.0
@see Condition
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* /opt/cola/permits/1139421556_1614585216.69/0/spring-context-4-3-25-release-sources-3-jar/org/springframework/context/support/GenericGroovyApplicationContext.java
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## Source Code

The project maintains the following source code repositories:

* https://github.com/eclipse-ee4j/common-annotations-api

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1.1194 jackson-core 2.12.3

1.1194.1 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.

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1.1196 lua-bitop 1.0.2-5
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README for Lua BitOp 1.0.2
--------------------------

Lua BitOp is a C extension module for Lua 5.1/5.2 which adds bitwise operations on numbers.

Homepage: http://bitop.luajit.org/

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

Full documentation for Lua BitOp is available in HTML format.
Please point your favourite browser to:

doc/index.html

Detailed installation instructions are here:

doc/install.html

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** http://bitop.luajit.org/
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jar/org/springframework/expression/spel/ast/TypeCode.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
jar/org/springframework/expression/spel/ast/PropertyOrFieldReference.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
jar/org/springframework/expression/spel/ast/LongLiteral.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
jar/org/springframework/expression/spel/ast/InlineMap.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
jar/org/springframework/expression/spel/ast/FloatLiteral.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
jar/org/springframework/expression/spel/ast/OpGT.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
jar/org/springframework/expression/spel/ast/BooleanLiteral.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
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* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
jar/org/springframework/expression/spel/ast/VariableReference.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
jar/org/springframework/expression/spel/ast/Operator.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
jar/org/springframework/expression/spel/ast/OpPlus.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
jar/org/springframework/expression/spel/support/ReflectiveConstructorResolver.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
jar/org/springframework/expression/spel/ast/ConstructorReference.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-
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* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-jar/org/springframework/expression/spel/standard/TokenKind.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-jar/org/springframework/expression/ConstructorResolver.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-jar/org/springframework/expression/TypeLocator.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-jar/org/springframework/expression/spel/support/ReflectiveConstructorExecutor.java

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* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-jar/org/springframework/expression/TypeConverter.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-jar/org/springframework/expression/spel/support/ReflectiveConstructorExecutor.java
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* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-jar/org/springframework/expression/spel/CompilablePropertyAccessor.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-jar/org/springframework/expression/spel/SpelCompilerMode.java
* /opt/cola/permits/1154208347_1618820193.79/0/spring-expression-5-3-6-sources-jar/org/springframework/expression/spel/standard/SpelExpressionParser.java

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1.1219 string.prototype.trimStart 1.0.4

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1.1220 future 0.17.1

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1.1221 slf4j-nop 1.7.24
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* /opt/cola/permits/1141560885_1615013670.03/0/slf4j-nop-1-7-24-sources-1-jar/org/slf4j/impl/StaticLoggerBinder.java
* /opt/cola/permits/1141560885_1615013670.03/0/slf4j-nop-1-7-24-sources-1-jar/org/slf4j/impl/StaticMDCBinder.java
* /opt/cola/permits/1141560885_1615013670.03/0/slf4j-nop-1-7-24-sources-1-jar/org/slf4j/impl/StaticMarkerBinder.java

1.1222 spring-boot-starter-log4j2
1.5.22.RELEASE
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gevent/libuv/_coreffi_source.c
gevent/libuv/_coreffi_cdef.c

Originally based on code from https://github.com/veegee/guv

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# SFC64

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Adapted from a C++ implementation of Chris Doty-Humphrey's SFC PRNG.

https://gist.github.com/imneme/f1f7821f07cf76504a97f6537c818083

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Original algorithm for the implementation of `rk_interval` function from Richard J. Wagner's implementation of the Mersenne Twister RNG, optimised by
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Constants used in the rk_double implementation by Isaku Wada.

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The actual classes of The Simple API for CSS (SAC) came from:
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Last revised by Reagle $Date: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) $
1.1234 ssl-config-core 0.4.1

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Manifest-Version: 1.0
Automatic-Module-Name: ssl.config.core
Bnd-LastModified: 1573771448097
Bundle-Description: ssl-config-core
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.txt;description=Apache-2.0
Bundle-ManifestVersion: 2
Bundle-Name: ssl-config-core
Bundle-SymbolicName: com.typesafe.sslconfig
Bundle-Vendor: Lightbend
Bundle-Version: 0.4.1
Created-By: 1.8.0_222 (Oracle Corporation)
Implementation-Title: ssl-config-core
Implementation-Vendor: Lightbend
Implementation-Vendor-Id: com.typesafe
Implementation-Version: 0.4.1
Import-Package: com.typesafe.config;version="[1.3.0,1.4.0)",com.typesafe.sslconfig.ssl;version="[0.4,1)",com.typesafe.sslconfig.ssl.debug;version="[0.4,1)",com.typesafe.sslconfig.ssl.tracing;version="[0.4,1)",java.crypto.interfaces,java.crypto.spec,java.security.auth.x500,scala;version="[2.12,3)"}
ala.util.control;version="[2.12,3)".scala.util.matching;version="[2.1,2.3)".scala.util.parsing.combinator;version="[1.1,2)".scala.util.parsing.input;version="[1.1,2)"
Private-Package: com.typesafe.sslconfig.*
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version>=1.8))"

Specification-Title: ssl-config-core
Specification-Vendor: Lightbend
Specification-Version: 0.4.1
Tool: Bnd-4.2.0.201903051501

Found in path(s):
* /opt/cola/permits/1112635628_1607122769.12/0/ssl-config-core-2-12-0-4-1-jar/META-INF/MANIFEST.MF

1.1235 cachecontrol 0.11.7
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1.1237 value-equal 0.4.0

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1.1238 libyaml 0.1.7

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1.1239 resolve-pathname 2.2.0

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1.1242 jquery-ui-timepicker-addon 1.6.3

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 *
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Found in path(s):
* /opt/cola/permits/1129445229_1612270944.09/0/jul-to-slf4j-1-8-0-beta4-sources-jar/org/slf4j/bridge/SLF4JBridgeHandler.java

1.1263 babel 2.9.1

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1.1264 spring-boot-starter-web

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1.1274 tiny-warning 1.0.3
1.1274.1 Available under license :

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1.1275 gunicorn 20.1.0
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gunicorn.logging_config

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util/unlink.py

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backport frop python3 Lib/test/support.py

1.1276 open-ldap 2.4.44+dfsg-5+deb9u7

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1.1277 base-passwd 3.5.43

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Maintainer: Colin Watson <cjwatson@debian.org>

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Eclipse

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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

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

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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

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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* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
  jar/org/springframework/aop/config/AbstractInterceptorDrivenBeanDefinitionDecorator.java

No license file was found, but licenses were detected in source scan.
jar/org/springframework/aop/framework/ProxyFactoryBean.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/aspectj/AspectJAdviceParameterNameDiscoverer.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/interceptor/AbstractTraceInterceptor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/support/annotation/AnnotationMatchingPointcut.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/interceptor/PerformanceMonitorInterceptor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/AopProxyUtils.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/aspectj/AspectJPointcutAdvisor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/interceptor/SimpleTraceInterceptor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/aspectj/TypePatternClassFilter.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/config/SimpleBeanFactoryAwareAspectInstanceFactory.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/aspectj/AbstractTraceInterceptor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/aspectj/AspectJPointcutAdvisor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/interceptor/SimpleTraceInterceptor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/support/ComposablePointcut.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/interceptor/AsyncExecutionAspectSupport.java

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jar/org/springframework/aop/throwsAdvice.java
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jar/org/springframework/aop/aspectj/DeclareParentsAdvisor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/ProxyProcessorSupport.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/adapter/AdvisorAdapterRegistry.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/adapter/ThrowsAdviceInterceptor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/adapter/AbstractPrototypeBasedTargetSource.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/aspectj/SimpleAspectInstanceFactory.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/aop/support/IntroductionInfoSupport.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/aspectj/annotation/AbstractAspectJAdvisorFactory.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/CglibAopProxy.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/config/AopNamespaceUtils.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/autoproxy/target/AbstractBeanFactoryBasedTargetSourceCreator.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/adapter/AfterReturningAdviceInterceptor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/adapter/RootClassFilter.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/aop/support/AbstractRegexpMethodPointcut.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/aop/support/StaticMethodMatcherPointcutAdvisor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/aop/support/AbstractAdvisingBeanPostProcessor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/aop/support/StaticMethodMatcher.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
jar/org/springframework/aop/framework/aop/framework/DefaultAdvisorChainFactory.java

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  jar/org/springframework/aop/framework/support/ExpressionPointcut.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
  jar/org/springframework/aop/aspectj/InstantiationModelAwarePointcutAdvisor.java
* /opt/cola/permits/1110759739_1606849437.13/0/spring-aop-4-3-25-release-sources-4-
  jar/org/springframework/aop/aspectj/AspectJPrecedenceInformation.java

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1.1293 init-system-helpers 1.56+nmu1

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1.1294 jquery-sparkline 2.4.0
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/**
 * jquery.sparkline.js
 * v@VERSION@
 * (c) Splunk, Inc
 * Contact: Gareth Watts (gareth@splunk.com)
 * http://omnipotent.net/jquery.sparkline/
 * Generates inline sparkline charts from data supplied either to the method
 * or inline in HTML
 * Compatible with Internet Explorer 6.0+ and modern browsers equipped with the canvas tag
 * (Firefox 2.0+, Safari, Opera, etc)
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LIABILITY,
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*
* Usage:
* $(selector).sparkline(values, options)
*
* If values is undefined or set to 'html' then the data values are read from the specified tag:
* <p>Sparkline: <span class="sparkline">1,4,6,6,8,5,3,5</span></p>
* $(
  '.sparkline').sparkline();
* There must be no spaces in the enclosed data set
*
* Otherwise values must be an array of numbers or null values
* <p>Sparkline: <span id="sparkline1">This text replaced if the browser is compatible</span></p>
* $(
  '#sparkline1').sparkline([1,4,6,6,8,5,3,5])
* $(
  '#sparkline2').sparkline([1,4,6,null,null,5,3,5])
*
* Values can also be specified in an HTML comment, or as a values attribute:
* <p>Sparkline: <span class="sparkline">/*1,4,6,6,8,5,3,5*/</span></p>
* $(
  '.sparkline').sparkline();
*
* For line charts, x values can also be specified:
* <p>Sparkline: <span class="sparkline">1:1,2.7:4,3:6,5:6,6:8,7:5,9:3,10:5</span></p>
* $(
  '#sparkline1').sparkline([ [1,1], [2.7,4], [3,6], [5,6], [6,8], [7,5], [9,3], [10,5] ])
*
* By default, options should be passed in as the second argument to the sparkline function:
* $(
  '.sparkline').sparkline([1,2,3,4], {type: 'bar'})
*
* Options can also be set by passing them on the tag itself. This feature is disabled by default though
* as there's a slight performance overhead:
* $(
  '.sparkline').sparkline([1,2,3,4], {enableTagOptions: true})
* <p>Sparkline: <span class="sparkline" sparkType="bar" sparkBarColor="red">loading</span></p>
* Prefix all options supplied as tag attribute with "spark" (configurable by setting tagOptionsPrefix)
*
* Supported options:
* lineColor - Color of the line used for the chart
* fillColor - Color used to fill in the chart - Set to 'false' or false for a transparent chart
* width - Width of the chart - Defaults to 3 times the number of values in pixels
* height - Height of the chart - Defaults to the height of the containing element
* chartRangeMin - Specify the minimum value to use for the Y range of the chart - Defaults to the minimum value supplied
* chartRangeMax - Specify the maximum value to use for the Y range of the chart - Defaults to the maximum value supplied
* chartRangeClip - Clip out of range values to the max/min specified by chartRangeMin and chartRangeMax
* chartRangeMinX - Specify the minimum value to use for the X range of the chart - Defaults to the minimum
value supplied
* chartRangeMaxX - Specify the maximum value to use for the X range of the chart - Defaults to the maximum value supplied
* composite - If true then don't erase any existing chart attached to the tag, but draw another chart over the top - Note that width and height are ignored if an existing chart is detected.
* tagValuesAttribute - Name of tag attribute to check for data values - Defaults to 'values'
* enableTagOptions - Whether to check tags for sparkline options
* tagOptionsPrefix - Prefix used for options supplied as tag attributes - Defaults to 'spark'
* disableHiddenCheck - If set to true, then the plugin will assume that charts will never be drawn into a hidden dom element, avoiding a browser reflow
* disableInteraction - If set to true then all mouseover/click interaction behaviour will be disabled, making the plugin perform much like it did in 1.x
* disableTooltips - If set to true then tooltips will be disabled - Defaults to false (tooltips enabled)
* disableHighlight - If set to true then highlighting of selected chart elements on mouseover will be disabled defaults to false (highlights enabled)
* highlightLighten - Factor to lighten/darken highlighted chart values by - Defaults to 1.4 for a 40% increase
* tooltipContainer - Specify which DOM element the tooltip should be rendered into - defaults to document.body
* tooltipClassname - Optional CSS classname to apply to tooltips - If not specified then a default style will be applied
* tooltipOffsetX - How many pixels away from the mouse pointer to render the tooltip on the X axis
* tooltipOffsetY - How many pixels away from the mouse pointer to render the tooltip on the r axis
* tooltipFormatter - Optional callback that allows you to override the HTML displayed in the tooltip callback is given arguments of (sparkline, options, fields)
* tooltipChartTitle - If specified then the tooltip uses the string specified by this setting as a title
* tooltipFormat - A format string or SPFormat object (or an array thereof for multiple entries) to control the format of the tooltip
* tooltipPrefix - A string to prepend to each field displayed in a tooltip
* tooltipSuffix - A string to append to each field displayed in a tooltip
* tooltipValueLookups - An object or range map to map field values to tooltip strings (eg. to map -1 to "Lost", 0 to "Draw", and 1 to "Win")
* numberFormatter - Optional callback for formatting numbers in tooltips
* numberDigitGroupSep - Character to use for group separator in numbers "1,234" - Defaults to ",,"
* numberDecimalMark - Character to use for the decimal point when formatting numbers - Defaults to ",,"
* numberDigitGroupCount - Number of digits between group separator - Defaults to 3

* There are 7 types of sparkline, selected by supplying a "type" option of 'line' (default), 'bar', 'tristate', 'bullet', 'discrete', 'pie' or 'box'
* line - Line chart. Options:
  * spotColor - Set to " to not end each line in a circular spot
  * minSpotColor - If set, color of spot at minimum value
  * maxSpotColor - If set, color of spot at maximum value
  * spotRadius - Radius in pixels
  * lineWidth - Width of line in pixels
  * normalRangeMin
  * normalRangeMax - If set draws a filled horizontal bar between these two values marking the "normal" or expected range of values
* normalRangeColor - Color to use for the above bar
* drawNormalOnTop - Draw the normal range above the chart fill color if true
* defaultPixelsPerValue - Defaults to 3 pixels of width for each value in the chart
* highlightSpotColor - The color to use for drawing a highlight spot on mouseover - Set to null to disable
* highlightLineColor - The color to use for drawing a highlight line on mouseover - Set to null to disable
* valueSpots - Specify which points to draw spots on, and in which color. Accepts a range map

* bar - Bar chart. Options:
  * barColor - Color of bars for positive values
  * negBarColor - Color of bars for negative values
  * zeroColor - Color of bars with zero values
  * nullColor - Color of bars with null values - Defaults to omitting the bar entirely
  * barWidth - Width of bars in pixels
  * colorMap - Optional mapping of values to colors to override the *BarColor values above
  * can be an Array of values to control the color of individual bars or a range map
  * to specify colors for individual ranges of values
  * barSpacing - Gap between bars in pixels
  * zeroAxis - Centers the y-axis around zero if true

* tristate - Charts values of win (>0), lose (<0) or draw (=0)
  * posBarColor - Color of win values
  * negBarColor - Color of lose values
  * zeroBarColor - Color of draw values
  * barWidth - Width of bars in pixels
  * barSpacing - Gap between bars in pixels
  * colorMap - Optional mapping of values to colors to override the *BarColor values above
  * can be an Array of values to control the color of individual bars or a range map
  * to specify colors for individual ranges of values

* discrete - Options:
  * lineHeight - Height of each line in pixels - Defaults to 30% of the graph height
  * thresholdValue - Values less than this value will be drawn using thresholdColor instead of lineColor
  * thresholdColor

* bullet - Values for bullet graphs must be in the order: target, performance, range1, range2, range3, ...
  * options:
    * targetColor - The color of the vertical target marker
    * targetWidth - The width of the target marker in pixels
    * performanceColor - The color of the performance measure horizontal bar
    * rangeColors - Colors to use for each qualitative range background color

* pie - Pie chart. Options:
  * sliceColors - An array of colors to use for pie slices
  * offset - Angle in degrees to offset the first slice - Try -90 or +90
  * borderWidth - Width of border to draw around the pie chart, in pixels - Defaults to 0 (no border)
  * borderColor - Color to use for the pie chart border - Defaults to #000

* box - Box plot. Options:
* raw - Set to true to supply pre-computed plot points as values
*       values should be: low_outlier, low_whisker, q1, median, q3, high_whisker, high_outlier
*       When set to false you can supply any number of values and the box plot will
*       be computed for you. Default is false.
* showOutliers - Set to true (default) to display outliers as circles
* outlierIQR - Interquartile range used to determine outliers. Default 1.5
* boxLineColor - Outline color of the box
* boxFillColor - Fill color for the box
* whiskerColor - Line color used for whiskers
* outlierLineColor - Outline color of outlier circles
* outlierFillColor - Fill color of the outlier circles
* spotRadius - Radius of outlier circles
* medianColor - Line color of the median line
* target - Draw a target cross hair at the supplied value (default undefined)
*
*
* Examples:
* $('#sparkline1').sparkline(myvalues, { lineColor: '#f00', fillColor: false });
* $('.barsparks').sparkline('html', { type:'bar', height:'40px', barWidth:5 });
* $('#tristate').sparkline([1,1,0,0,-1], { type:'tristate' });
* $('#discrete').sparkline([1,3,4,5,3,4,5], { type:'discrete' });
* $('#bullet').sparkline([10,12,12,9,7], { type:'bullet' });
* $('#pie').sparkline([1,1,2], { type:'pie' });
*/

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jQuery Sparklines
=================

This jQuery plugin makes it easy to generate a number of different types
of sparklines directly in the browser, using online a line of two of HTML
and Javascript.

The plugin has no dependencies other than jQuery and works with all modern
browsers and also Internet Explorer 6 and later (excanvas is not required
for IE support).

See the [jQuery Sparkline project page](http://omnipotent.net/jquery.sparkline/)
for live examples and documentation.

## License

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 *
 * v2.4.1
 * (c) Splunk, Inc
 * Contact: Gareth Watts (gareth@splunk.com)
 * http://omnipotent.net/jquery.sparkline/
 *
 * Generates inline sparkline charts from data supplied either to the method
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 *
 * Compatible with Internet Explorer 6.0+ and modern browsers equipped with the canvas tag
 * (Firefox 2.0+, Safari, Opera, etc)
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Usage:
* $(selector).sparkline(values, options)

* If values is undefined or set to 'html' then the data values are read from the specified tag:
  * <p>Sparkline: <span class="sparkline">1,4,6,6,8,5,3,5</span></p>
  * $(.sparkline').sparkline();
* There must be no spaces in the enclosed data set

* Otherwise values must be an array of numbers or null values
  * <p>Sparkline: <span id="sparkline1">This text replaced if the browser is compatible</span></p>
  * $('#sparkline1').sparkline([1,4,6,6,8,5,3,5])
  * $('#sparkline2').sparkline([1,4,6,null,6,5,3,5])

* Values can also be specified in an HTML comment, or as a values attribute:
  * <p>Sparkline: <span class="sparkline"<!--1,4,6,6,8,5,3,5 --></span></p>
  * <p>Sparkline: <span class="sparkline" values="1,4,6,6,8,5,3,5"></span></p>
  * $(.sparkline').sparkline();

* For line charts, x values can also be specified:
  * <p>Sparkline: <span class="sparkline">1:1,2.7:4,3:4,6,5:6,6:8,8.7:5,9:3,10:5</span></p>
  * $('#sparkline1').sparkline([ [1,1], [2.7,4], [3.4,6], [5.6], [6.8], [8.7,5], [9,3], [10,5] ])

* By default, options should be passed in as the second argument to the sparkline function:
  * $(.sparkline').sparkline([1,2,3,4], {type: 'bar'})

* Options can also be set by passing them on the tag itself. This feature is disabled by default though as there's a slight performance overhead:
  * $(.sparkline').sparkline([1,2,3,4], {enableTagOptions: true})

* Prefix all options supplied as tag attribute with "spark" (configurable by setting tagOptionsPrefix)

* Supported options:
  * lineColor - Color of the line used for the chart
  * fillColor - Color used to fill in the chart - Set to '' or false for a transparent chart
  * width - Width of the chart - Defaults to 3 times the number of values in pixels
  * height - Height of the chart - Defaults to the height of the containing element
  * chartRangeMin - Specify the minimum value to use for the Y range of the chart - Defaults to the minimum value supplied
  * chartRangeMax - Specify the maximum value to use for the Y range of the chart - Defaults to the maximum
value supplied
* chartRangeClip - Clip out of range values to the max/min specified by chartRangeMin and chartRangeMax
* chartRangeMinX - Specify the minimum value to use for the X range of the chart - Defaults to the minimum value supplied
* chartRangeMaxX - Specify the maximum value to use for the X range of the chart - Defaults to the maximum value supplied
* composite - If true then don't erase any existing chart attached to the tag, but draw another chart over the top - Note that width and height are ignored if an existing chart is detected.
* tagValuesAttribute - Name of tag attribute to check for data values - Defaults to 'values'
* enableTagOptions - Whether to check tags for sparkline options
* tagOptionsPrefix - Prefix used for options supplied as tag attributes - Defaults to 'spark'
* disableHiddenCheck - If set to true, then the plugin will assume that charts will never be drawn into a hidden dom element, avoiding a browser reflow
* disableInteraction - If set to true then all mouseover/click interaction behaviour will be disabled,
* making the plugin perform much like it did in 1.x
* disableTooltips - If set to true then tooltips will be disabled - Defaults to false (tooltips enabled)
* disableHighlight - If set to true then highlighting of selected chart elements on mouseover will be disabled
* defaults to false (highlights enabled)
* highlightLighten - Factor to lighten/darken highlighted chart values by - Defaults to 1.4 for a 40% increase
* tooltipContainer - Specify which DOM element the tooltip should be rendered into - defaults to document.body
* tooltipClassname - Optional CSS classname to apply to tooltips - If not specified then a default style will be applied
* tooltipOffsetX - How many pixels away from the mouse pointer to render the tooltip on the X axis
* tooltipOffsetY - How many pixels away from the mouse pointer to render the tooltip on the r axis
* tooltipFormatter - Optional callback that allows you to override the HTML displayed in the tooltip
* callback is given arguments of (sparkline, options, fields)
* tooltipChartTitle - If specified then the tooltip uses the string specified by this setting as a title
* tooltipFormat - A format string or SPFormat object (or an array thereof for multiple entries)
* to control the format of the tooltip
* tooltipPrefix - A string to prepend to each field displayed in a tooltip
* tooltipSuffix - A string to append to each field displayed in a tooltip
* tooltipSkipNull - If true then null values will not have a tooltip displayed (defaults to true)
* tooltipValueLookups - An object or range map to map field values to tooltip strings
  * (eg. to map -1 to "Lost", 0 to "Draw", and 1 to "Win")
* numberFormatter - Optional callback for formatting numbers in tooltips
* numberDigitGroupSep - Character to use for group separator in numbers "1,234" - Defaults to ".
* numberDecimalMark - Character to use for the decimal point when formatting numbers - Defaults to ".
* numberDigitGroupCount - Number of digits between group separator - Defaults to 3
* There are 7 types of sparkline, selected by supplying a "type" option of 'line' (default), 'bar', 'tristate', 'bullet', 'discrete', 'pie' or 'box'
  * line - Line chart. Options:
  * spotColor - Set to " to not end each line in a circular spot
  * minSpotColor - If set, color of spot at minimum value
  * maxSpotColor - If set, color of spot at maximum value
  * spotRadius - Radius in pixels
  * lineWidth - Width of line in pixels
* normalRangeMin
* normalRangeMax - If set draws a filled horizontal bar between these two values marking the "normal"
  or expected range of values
* normalRangeColor - Color to use for the above bar
* drawNormalOnTop - Draw the normal range above the chart fill color if true
* defaultPixelsPerValue - Defaults to 3 pixels of width for each value in the chart
* highlightSpotColor - The color to use for drawing a highlight spot on mouseover - Set to null to disable
* highlightLineColor - The color to use for drawing a highlight line on mouseover - Set to null to disable
* valueSpots - Specify which points to draw spots on, and in which color. Accepts a range map

* bar - Bar chart. Options:
  * barColor - Color of bars for positive values
  * negBarColor - Color of bars for negative values
  * zeroColor - Color of bars with zero values
  * nullColor - Color of bars with null values - Defaults to omitting the bar entirely
  * barWidth - Width of bars in pixels
  * colorMap - Optional mapping of values to colors to override the *BarColor values above
    * can be an Array of values to control the color of individual bars or a range map
    * to specify colors for individual ranges of values
* barSpacing - Gap between bars in pixels
* zeroAxis - Centers the y-axis around zero if true

* tristate - Charts values of win (>0), lose (<0) or draw (=0)
  * posBarColor - Color of win values
  * negBarColor - Color of lose values
  * zeroBarColor - Color of draw values
  * barWidth - Width of bars in pixels
  * barSpacing - Gap between bars in pixels
  * colorMap - Optional mapping of values to colors to override the *BarColor values above
    * can be an Array of values to control the color of individual bars or a range map
    * to specify colors for individual ranges of values

* discrete - Options:
  * lineHeight - Height of each line in pixels - Defaults to 30% of the graph height
  * thresholdValue - Values less than this value will be drawn using thresholdColor instead of lineColor
  * thresholdColor

* bullet - Values for bullet graphs must be in the order: target, performance, range1, range2, range3, ...
  * options:
    * targetColor - The color of the vertical target marker
    * targetWidth - The width of the target marker in pixels
    * performanceColor - The color of the performance measure horizontal bar
    * rangeColors - Colors to use for each qualitative range background color

* pie - Pie chart. Options:
  * sliceColors - An array of colors to use for pie slices
  * offset - Angle in degrees to offset the first slice - Try -90 or +90
  *.borderWidth - Width of border to draw around the pie chart, in pixels - Defaults to 0 (no border)
* borderColor - Color to use for the pie chart border - Defaults to #000

* box - Box plot. Options:
  * raw - Set to true to supply pre-computed plot points as values
  * values should be: low_outlier, low_whisker, q1, median, q3, high_whisker, high_outlier
  * When set to false you can supply any number of values and the box plot will
  * be computed for you. Default is false.
  * showOutliers - Set to true (default) to display outliers as circles
  * outlierIQR - Interquartile range used to determine outliers. Default 1.5
  * boxLineColor - Outline color of the box
  * boxFillColor - Fill color for the box
  * whiskerColor - Line color used for whiskers
  * outlierLineColor - Outline color of outlier circles
  * outlierFillColor - Fill color of the outlier circles
  * spotRadius - Radius of outlier circles
  * medianColor - Line color of the median line
  * target - Draw a target cross hair at the supplied value (default undefined)

* Examples:
  * $('#sparkline1').sparkline(myvalues, { lineColor: '#f00', fillColor: false });
  * $('.barsparks').sparkline('html', { type:'bar', height:'40px', barWidth:5 });
  * $('#tristate').sparkline([1,1,-1,1,0,0,-1], { type:'tristate' });
  * $('#discrete').sparkline([1,3,4,5,3,4,5], { type:'discrete' });
  * $('#bullet').sparkline([10,12,12,9,7], { type:'bullet' });
  * $('#pie').sparkline([1,1,2], { type:'pie' });

* */

Found in path(s):

* /opt/cola/permits/1111328549_1606919117.35/0/jquery-sparkline-2-4-0-tgz/package/jquery.sparkline.js

1.1295 jwt-json-common_2.12 4.3.0

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The End

1.1303 jetty-start 9.4.12.v20180830

1.1304 error_prone_annotations 2.1.3

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1.1308 log4j-slf4j-impl 2.11.2

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1.1325 diff 5.0.0

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jloup@gzip.org          madler@alumni.caltech.edu

The following list of people, sorted by last name, have contributed code or patches to this implementation of sudo since I began maintaining it in 1993. This list is known to be incomplete--if you believe you should be listed, please send a note to sudo@sudo.ws.

Ackeret, Matt
Adler, Mark
Allbery, Russ
Anderson, Jamie
Andrew, Nick
Andric, Dimitry
Barron, Danny
Bates, Tom
Behan, Zdenk
Bellis, Ray
Benali, Elias
Beverly, Jamie
Boardman, Spider
Bostley, P.J.
Bowes, Keith
Boyce, Keith Garry
Brantley, Michael
Braun, Rob
Bezina, Pavel
Brooks, Piete
Brown, Jerry
Burr, Michael E
Burton, Ross
Bussjaeger, Andreas
Calvin, Gary
Wood, David
Zacarias, Gustavo
Zolnowsky, John

The following people have worked to translate sudo into other languages as part of the Translation Project, see https://translationproject.org for more details.

Albuquerque, Pedro
Blittermann, Mario
Bogusz, Jakub
Buo-ren, Lin
Casagrande, Milo
Castro, Felipe
Cho, Seong-ho
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Diguez, Francisco
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Hamming, Peter
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Hufthammer, Karl Ove
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* /opt/ws_local/PERMITS_SQL/1052412217_1591996270.33/0/slf4j-api-1-7-30-sources-1-jar/org/slf4j/helpers/SubstituteLogger.java
* /opt/ws_local/PERMITS_SQL/1052412217_1591996270.33/0/slf4j-api-1-7-30-sources-1-jar/org/slf4j/helpers/MessageFormatter.java
* /opt/ws_local/PERMITS_SQL/1052412217_1591996270.33/0/slf4j-api-1-7-30-sources-1-jar/org/slf4j/helpers/NOPLogger.java
* /opt/ws_local/PERMITS_SQL/1052412217_1591996270.33/0/slf4j-api-1-7-30-sources-1-jar/org/slf4j/impl/StaticMarkerFactory.java
* /opt/ws_local/PERMITS_SQL/1052412217_1591996270.33/0/slf4j-api-1-7-30-sources-1-jar/org/slf4j/MarkerFactory.java
* /opt/ws_local/PERMITS_SQL/1052412217_1591996270.33/0/slf4j-api-1-7-30-sources-1-jar/org/slf4j/LoggerFactory.java
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* /opt/ws_local/PERMITS_SQL/1052412217_1591996270.33/0/slf4j-api-1-7-30-sources-1-jar/org/slf4j/Marker.java
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* /opt/ws_local/PERMITS_SQL/1052412217_1591996270.33/0/slf4j-api-1-7-30-sources-1-jar/org/slf4j/spi/MarkerFactoryBinder.java
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* /opt/ws_local/PERMITS_SQL/1052412217_1591996270.33/0/slf4j-api-1-7-30-sources-1-jar/org/slf4j/Marker.java
* /opt/ws_local/PERMITS_SQL/1052412217_1591996270.33/0/slf4j-api-1-7-30-sources-1-jar/org/slf4j/spi/MDCAdapter.java
* /opt/ws_local/PERMITS_SQL/1052412217_1591996270.33/0/slf4j-api-1-7-30-sources-1-jar/org/slf4j/IMarkerFactory.java
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1.1332 libfile-sharedir-perl 1.116-2

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1.1348 scala-java8-compat_2.12 0.7.0

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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.

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1.1376 stax 3.1.4
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* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-jar/org/codehaus/stax2/ri/typed/CharArrayBase64Decoder.java
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* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-jar/org/codehaus/stax2/ri/typed/AsciiValueEncoder.java

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1.1377 sensible-utils 0.0.12

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1.1379 threadpoolctl 2.1.0

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1.1386 json-stringify-nice 1.1.4

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1.1388 finalhandler 1.1.2
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* /opt/cola/permits/1177285135_1625096818.12/0/hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/ConcurrentBag.java
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1.1401 dns-python 1.15.0
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1.1402 core 10.0.10

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["version":3,"file":"core.js","sources":[]]
const annotationInstance = new (DecoratorFactory as any)(...args); return function TypeDecorator(cls: Type<T>) { if (typeFn) typeFn(cls, ...args); // Use of Object.defineProperty is important since it creates non-enumerable property which
// prevents the property is copied during subclassing.
const annotations = cls.hasOwnProperty(ANNOTATIONS) ? (cls as any)[ANNOTATIONS] : Object.defineProperty(cls, ANNOTATIONS, { value: [] })[ANNOTATIONS];
annotations.push(annotationInstance); return function TypeDecorator(cls: Type<T>) {
  if (parentClass) { DecoratorFactory.prototype = Object.create(parentClass.prototype); }
  DecoratorFactory.prototype.ngMetadataName = name; (DecoratorFactory as any).annotationCls = DecoratorFactory; return DecoratorFactory as any; }
}();

if (additionalProcessing) additionalProcessing(cl); return cl;
}();

DecorotorFactory.prototype.ngMetadataName = name; (DecoratorFactory as any).annotationCls = DecoratorFactory; return DecoratorFactory as any;
}

function makeMetadataCtor(props?: (...args: any[]) => any): any {
  return function ctor(this: any, ...args: any[]) {
    if (props) {
      const values = props(...args);
      for (const propName in values) {
        this[propName] = values[propName];
      }
    }
  };
}

export function makeParamDecorator(name: string, props?: (...args: any[]) => any, parentClass?: any): any {
  return noSideEffects(() => {
    const metaCtor = makeMetadataCtor(props);
    function ParamDecoratorFactory(this: unknown|typeof ParamDecoratorFactory, ...args: any[]) {
      if (this instanceof ParamDecoratorFactory) {
        metaCtor.apply(this, args);
        return this;
      }
      const decoratorInstance = new (<any>ParamDecoratorFactory)(...args);
      (<any>ParamDecorator).annotation = annotationInstance; return ParamDecoratorFactory; return ParamDecoratorFactory;
    }
    if (parentClass) {
      ParamDecoratorFactory.prototype = Object.create(parentClass.prototype);
    }
    ParamDecoratorFactory.prototype.ngMetadataName = name;
    (<any>ParamDecoratorFactory).annotationCls = ParamDecoratorFactory;
    return ParamDecoratorFactory;
  });
}

export function makePropDecorator(name: string, props?: (...args: any[]) => any, parentClass?: any, additionalProcessing?: (target: any, name: string, ...args: any[]) => void): any {
  return noSideEffects(() => {
    const metaCtor = makeMetadataCtor(props);
    function PropDecoratorFactory(this: unknown|typeof PropDecoratorFactory, ...args: any[]) {
      if (this instanceof PropDecoratorFactory) {
        metaCtor.apply(this, args);
        return this;
      }
      const decoratorInstance = new (<any>PropDecoratorFactory)(...args);
      function PropDecorator(target: any, name: string) {
        const constructor = target.constructor;
        // Use of Object.defineProperty is important because it creates a non-enumerable property
        // which prevents the property from being copied during subclassing.
        // This constructor hasOwnProperty is because it is a
        const meta = constructor.hasOwnProperty(PROP_METADATA) ? (constructor as any)[PROP_METADATA] : Object.defineProperty(constructor, PROP_METADATA, { value: {} })[PROP_METADATA];
        meta[name] = meta.hasOwnProperty(name) && meta[name] || [];
        meta[name].unshift(decoratorInstance);
        if (additionalProcessing) additionalProcessing(target, name, ...args);
      }
      return PropDecoratorFactory;
    }
    if (parentClass) {
      PropDecoratorFactory.prototype = Object.create(parentClass.prototype);
    }
    PropDecoratorFactory.prototype.ngMetadataName = name;
    (<any>PropDecoratorFactory).annotationCls = PropDecoratorFactory;
    return PropDecoratorFactory;
  });
}

/**
 * Type of the Inject decorator / constructor function.
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 */

import {makeParamDecorator} from '../util/decorators';

/**
 * Type of the Inject decorator / constructor function.
 * @usageNotes
 * The following example shows a class constructor that specifies a custom provider of a dependency using the parameter decorator.
 * @param {**} * Parameter decorator on a dependency parameter of a class constructor. * that specifies a custom provider of the dependency.
 */

const annotationInstance = new (DecoratorFactory as any)(...args); return function TypeDecorator(cls: Type<T>) { if (typeFn) typeFn(cls, ...args); // Use of Object.defineProperty is important since it creates non-enumerable property which
// prevents the property is copied during subclassing.
const annotations = cls.hasOwnProperty(ANNOTATIONS) ? (cls as any)[ANNOTATIONS] : Object.defineProperty(cls, ANNOTATIONS, { value: [] })[ANNOTATIONS];
annotations.push(annotationInstance); return function TypeDecorator(cls: Type<T>) {
  if (parentClass) { DecoratorFactory.prototype = Object.create(parentClass.prototype); }
  DecoratorFactory.prototype.ngMetadataName = name; (DecoratorFactory as any).annotationCls = DecoratorFactory; return DecoratorFactory as any; }
}();

if (additionalProcessing) additionalProcessing(cl); return cl;
}();

DecorotorFactory.prototype.ngMetadataName = name; (DecoratorFactory as any).annotationCls = DecoratorFactory; return DecoratorFactory as any;
}

function makeMetadataCtor(props?: (...args: any[]) => any): any {
  return function ctor(this: any, ...args: any[]) {
    if (props) {
      const values = props(...args);
      for (const propName in values) {
        this[propName] = values[propName];
      }
    }
  };
}

export function makeParamDecorator(name: string, props?: (...args: any[]) => any, parentClass?: any): any {
  return noSideEffects(() => {
    const metaCtor = makeMetadataCtor(props);
    function ParamDecoratorFactory(this: unknown|typeof ParamDecoratorFactory, ...args: any[]) {
      if (this instanceof ParamDecoratorFactory) {
        metaCtor.apply(this, args);
        return this;
      }
      const decoratorInstance = new (<any>ParamDecoratorFactory)(...args);
      (<any>ParamDecorator).annotation = annotationInstance; return ParamDecoratorFactory; return ParamDecoratorFactory;
    }
    if (parentClass) {
      ParamDecoratorFactory.prototype = Object.create(parentClass.prototype);
    }
    ParamDecoratorFactory.prototype.ngMetadataName = name;
    (<any>ParamDecoratorFactory).annotationCls = ParamDecoratorFactory;
    return ParamDecoratorFactory;
  });
}

export function makePropDecorator(name: string, props?: (...args: any[]) => any, parentClass?: any, additionalProcessing?: (target: any, name: string, ...args: any[]) => void): any {
  return noSideEffects(() => {
    const metaCtor = makeMetadataCtor(props);
    function PropDecoratorFactory(this: unknown|typeof PropDecoratorFactory, ...args: any[]) {
      if (this instanceof PropDecoratorFactory) {
        metaCtor.apply(this, args);
        return this;
      }
      const decoratorInstance = new (<any>PropDecoratorFactory)(...args); return function PropDecorator(target: any, name: string) {
        const constructor = target.constructor;
        // Use of Object.defineProperty is important because it creates a non-enumerable property
        // which prevents the property from being copied during subclassing.
        // This constructor hasOwnProperty is because it is a
        const meta = constructor.hasOwnProperty(PROP_METADATA) ? (constructor as any)[PROP_METADATA] : Object.defineProperty(constructor, PROP_METADATA, { value: {} })[PROP_METADATA];
        meta[name] = meta.hasOwnProperty(name) && meta[name] || [];
        meta[name].unshift(decoratorInstance);
        if (additionalProcessing) additionalProcessing(target, name, ...args);
      }
      return PropDecoratorFactory;
    }
    if (parentClass) {
      PropDecoratorFactory.prototype = Object.create(parentClass.prototype);
    }
    PropDecoratorFactory.prototype.ngMetadataName = name;
    (<any>PropDecoratorFactory).annotationCls = PropDecoratorFactory;
    return PropDecoratorFactory;
  });
}

/**
 * Type of the Inject decorator / constructor function.
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 */

import {makeParamDecorator} from '../util/decorators';

/**
 * Type of the Inject decorator / constructor function.
 * @usageNotes
 * The following example shows a class constructor that specifies a custom provider of a dependency using the parameter decorator.
 * @param {**} * Parameter decorator on a dependency parameter of a class constructor. * that specifies a custom provider of the dependency.
 */
the provider.

```typescript
* <code-example path="core/di/ts/metadata_spec.ts" region="InjectWithoutDecorator">*  
</code-example>* @see [\'Dependency Injection Guide\'][guide/dependency-injection]* * Type of the Inject metadata. * @publicApi *
*foreach interface Inject { A [DI token](guide/glossary#di-token) that maps to the dependency to be injected.* * An* token: any; any* new(token: any): Inject; void* ** * Type of the Optional metadata. * @publicApi *
*foreach interface OptionalDecoraror { * Parameter decorator to be used on constructor parameters, * which marks the parameter as being an optional dependency.* * The DI framework provides null if the dependency is not found.* Can be used together with other decorators that modify how dependency injection operates.* * @usageNotes *
* @publicApi *
* The following code allows the possibility of a null result:* * <code-example path="core/di/ts/metadata_spec.ts" region="Optional">
* </code-example>* @see [\'Dependency Injection Guide\'][guide/dependency-injection].* * Type of the `SkipSelf` decorator / constructor function.* * The `SkipSelf` decorator / constructor function is used to start dependency resolution from the local injector.* * which tells the DI framework to start dependency resolution from the local injector.* * Resolution works upward through the injector hierarchy, so the children of this class must configure their own providers or be prepared for a null result.* * In the following example, the dependency can be resolved* * by the local injector when instantiating the class itself, but not when instantiating a child.* * The following example shows how resolution works upward through the injector hierarchy, so the local injector is not checked for a provider.* * In the following example, the dependency can be resolved when instantiating a child, but not when instantiating the class itself.* * For an extended example, see [\'Dependency Injection Guide\'][guide/dependency-injection-in-action#skip].* * Type of the `Host` decorator / constructor function.* * Parameter decorator to be used on constructor parameters, * which tells the DI framework to start dependency resolution from the parent injector.* * Resolution works upward through the injector hierarchy, so the local injector is not checked for a provider.* * The following shows use with the `Optional` decorator, and allows for a null result.* * For an extended example, see [\'Dependency Injection Guide\'][guide/dependency-injection-in-action#optional].* * For a directive that designates a host-element attribute whose value is injected as a constant string literal.* * Suppose we have an `input` element and want to know its `type`.* * The following example uses
the decorator to inject the string literal `text` in a directive.

```typescript
@Attribute
new(name: string): any;
```

```typescript
AttributeDecorator
makeParamDecorator('Attribute', (attributeName?: string) => (
  (attributeName));

```

```typescript
getClosureSafeProperty<T>(objWithPropertyToExtract: T): string {
  for (let key in objWithPropertyToExtract)
  if (objWithPropertyToExtract[key] == getClosureSafeProperty as any) {
    return key;
  }
  throw Error('Could not find renamed property on target object.');
}
```

```typescript
fillProperties(target: {
  [key: string]: string
}, source: {
  [key: string]: string
}) {
  for (const key in source) {
    if (source.hasOwnProperty(key) && !target.hasOwnProperty(key)) {
      target[key] = source[key];
    }
  }
}
```

```typescript
class InjectableDef<T> {
  @ProvidedIn
  providedIn:InjectorType<any>|'root'|'platform'|'any'|null;

  @Token
  token: unknown;

  @Factory
  factory: (t?: Type<any>) => T;

  @Value
  value: T|undefined;
}
```

```typescript
class InjectableDef<T> {
  @Factory
  factory: () => T;

  // TODO(alxhub): Narrow down the type here once decorators properly change the return type of the
  // class they
are decorating (to add the prov property for example).

  providers: (Type<any>|ValueProvider|ExistingProvider|FactoryProvider|ConstructorProvider

  StaticClassProvider|ClassProvider|any[]])

  imports:

  (InjectorType<any>|InjectorTypeWithProviders<any>[]):

  A `Type` which has an `InjectableDef`

  field.in * `InjectableDefType`s contain their own Dependency Injection metadata and are usable in an

  `InjectorDef`-based `StaticInjector`. in * publicApi

  /nexport interface InjectableType<T extends Type<T>

  in */**in * Opaque type whose structure is highly version dependent. Do not rely on any properties.in * prov:

  never

  A type which has an `InjectorDef` static field.in * `InjectorDefTypes` can be used to configure a `StaticInjector`. in * publicApi

  /nexport interface InjectableType<T extends Type<T>

  in */**in * Opaque type whose structure is highly version dependent. Do not rely on any properties.in *

  in inj:

  never

  * Describes the `InjectorDef` equivalent of a `ModuleWithProviders`, an `InjectorDefType` with

  * associated array of providers.in *

  * Objects of this type can be listed in the imports section of an

  `InjectorDef`. in *

  * NOTE: This is a private type and should not be exported

  /nexport interface InjectableTypeWithProviders<T>

  in ngModule: InjectableType<T>

  providers:

  (Type<any>|ValueProvider|ExistingProvider|FactoryProvider|ConstructorProvider

  StaticClassProvider|ClassProvider|any[]])

  in */**in * Construct an `InjectableDef` which defines how a token

  will be constructed by the DI system, and in * in which injectors (if any) it will be available.in *

  * This should be assigned to a static `prov` field on a type, which will then be an

  * `InjectableType`. in *

  * Options

  * `providedIn` determines which injectors will include the injectable, by either associating it

  * with an

  `@NgModule` or other `InjectorType`, or by specifying that this injectable should be

  * provided in the `root` injector, which will be the application-level injector in most apps.in *

  * `factory` gives the zero argument function which will create an instance of the injectable.in *

  The factory can call `inject` to access the `Injector` and request

  injection of dependencies.in *

  * @codeGenApi

  * @publicApi

  */

  export const defineInjectable = defineInjectable;

 /**
   * Construct an `InjectorDef` which configures an

   * injector.

   * This should be assigned to a static injector def (`inj`) field on a type, which will then be an

   * `InjectorType`. in *

   * Options

   * `providedIn` determines which injectors must

   * create the type must be provided. If that factory function needs to inject arguments, it can

   * use the `inject` function.in *

   * `providers`: an optional array of providers to add to the injector. Each

   * provider mustn

   * either have a factory or point to a type which has a `prov` static property (the

   * type must be an

   * `InjectableType`). in *

   * `imports`: an optional array of imports of other `InjectorType`s or

   * `InjectorTypeWithModule` s in *

   * whose providers will also be added to the injector. Locally provided types will

   * override

   * providers from imports.in *

   * @codeGenApi

   * @publicApi

   */

   export function defineInjector(options: {factory:

   (any[]) =>

   never})

   never

   * `options`: an object of the form:

   * `factory:

   (any[]) =>

   never

   * `providers`:

   * any[]

   * `imports`:

   * any[]

   never

   * `options`

   * never

   * `providers`:

   * Never

   * `imports`:

   * Never

   * `factory:

   never

   Read the injectable def (`prov`) for `type` in a way which is immune to accidentally reading an

   inherited value.in *

   * @param type A type which may have its own (non-inherited) `prov`. in *

   * return InjectableDef<T>(type: any):

   InjectableDef<T>null [in return getOwnDefinition(type, type[NG_PROV_DEF])]

   getOwnDefinition(type, type[NG_INJECTABLE_DEF])

   never

   * `Return 'def' only if it is defined

   directly on `type` and is not inherited from a base

   * class of `type`. in *

   * The function `Object.hasOwnProperty` is not sufficient to distinguish this case because in older

   * browsers (e.g. IE10) static property inheritance is implemented by copying the properties.in *

   * Instead, the definition's `token` is compared to the `type`, and if they

   * don't match then the

   * property was not defined directly on the type itself, and was likely inherited. The

   * definition

   * is only returned if the `type` matches the `def.token`. in *

   */

   export function getOwnDefinition<T>(type: any,
def: InjectableDef<T>|null { return def && def.token === type ? def : null; }

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

export class InjectableDef<T> { def: InjectableDef<T>|null { return def && def.token === type ? def : null; }

 Read the injectable def (prov) for type or read the `prov` from one of its ancestors. A type which may have `prov`, via inheritance. Will be removed in a future version of Angular, where an error will occur in the scenario if we find the `prov` on an ancestor only.

 */

export function getInheritedInjectableDef<T>(type: any): InjectableDef<T>|null {
  // See `jit/injectable.ts#compileInjectable` for context on NG_PROV_DEF_FALLBACK.
  const def = type &&
      (type[NG_PROV_DEF] ||
       type[NG_INJECTABLE_DEF] ||
       (type[NG_PROV_DEF_FALLBACK] && type[NG_PROV_DEF_FALLBACK]()));

  if (def) {
    const typeName = getTypeName(type);

    // TODO(FW-1307): Re-add ngDevMode when closure can handle it or ngDevMode &&
    // console.warn(`DEPRECATED: DI is instantiating a token \$\{typeName\}`);
    return def;
  } else {
    return null;
  }
}

/**
 * Gets the name of a type, accounting for some cross-browser differences. *\n * @license
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 * found in the LICENSE file at https://angular.io/license
 */

function toTypeDef(type: any): InjectableDef<any>|null {
  // See `jit/injectable.ts#compileInjectable` for context on NG_PROV_DEF_FALLBACK.
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/**
 * Concatenates two strings with separator, allocating new strings only when necessary.
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       (type[NG_PROV_DEF_FALLBACK] && type[NG_PROV_DEF_FALLBACK]()));

  if (def) {
    const typeName = getTypeName(type);

    // TODO(FW-1307): Re-add ngDevMode when closure can handle it or ngDevMode &&
    // console.warn(`DEPRECATED: DI is instantiating a token \$\{typeName\}`);
    return def;
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    return null;
  }
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       (type[NG_PROV_DEF_FALLBACK] && type[NG_PROV_DEF_FALLBACK]()));

  if (def) {
    const typeName = getTypeName(type);

    // TODO(FW-1307): Re-add ngDevMode when closure can handle it or ngDevMode &&
    // console.warn(`DEPRECATED: DI is instantiating a token \$\{typeName\}`);
    return def;
  } else {
    return null;
  }
}

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 */

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  // See `jit/injectable.ts#compileInjectable` for context on NG_PROV_DEF_FALLBACK.
  const def = type &&
      (type[NG_PROV_DEF] ||
       type[NG_INJECTABLE_DEF] ||
       (type[NG_PROV_DEF_FALLBACK] && type[NG_PROV_DEF_FALLBACK]()));

  if (def) {
    const typeName = getTypeName(type);

    // TODO(FW-1307): Re-add ngDevMode when closure can handle it or ngDevMode &&
    // console.warn(`DEPRECATED: DI is instantiating a token \$\{typeName\}`);
    return def;
  } else {
    return null;
  }
}
An interface that a function passed into `@link forwardRef` has to implement.

Example

```typescript
Example

```
getClosureSafeProperty});

export const NG_MOD_DEF = getClosureSafeProperty({
  mod: getClosureSafeProperty});

export const NG_LOC_ID_DEF = getClosureSafeProperty({
  loc: getClosureSafeProperty});

export const NG_FACTORY_DEF = getClosureSafeProperty({
  fac: getClosureSafeProperty});

/**
 * If a directive is diPublic, bloomAdd sets a property on the type with this constant $asv * the key and the directive's unique ID as the value. This allows us to map directives to their $n * bloom filter bit for DL
 */

// TODO(misko): This is wrong. The NG_ELEMENT_ID should never be minified.

export const NG_ELEMENT_ID = getClosureSafeProperty({
  __NG_ELEMENT_ID__: getClosureSafeProperty});

export function ngDevModeResetPerfCounters(): NgDevModePerfCounters {
  const locationString = typeof location !== 'undefined' ? location.toString() : '';
  const newCounters: NgDevModePerfCounters = {
    namedConstructors: locationString.indexOf('ngDevMode=namedConstructors') != -1,
    firstCreatePass: 0,
    tNode: 0,
    tView: 0,
    rendererCreateTextNode: 0,
    rendererSetText: 0,
    rendererCreateElement: 0,
    rendererAddEventListener: 0,
    rendererSetAttribute: 0,
    rendererRemoveAttribute: 0,
    rendererSetClassName: 0,
    rendererAddClass: 0,
    rendererRemoveClass: 0,
    rendererSetStyle: 0,
    rendererRemoveStyle: 0,
    rendererDestroy: 0,
    rendererAppendChild: 0,
    rendererMoveNode: 0,
    rendererRemoveNode: 0,
    rendererGetWidth: 0,
    rendererGetHeight: 0,
    rendererCreateComment: 0,
    rendererInsertBefore: 0,
    rendererCreateTextNode: 0,
    rendererSetText: 0,
    rendererCreateComment: 0
  };

  // Make sure to refer to ngDevMode as `['ngDevMode']` for closure.
  // If the `ngDevMode` is not an object, then it means we have not created the perf counters.
  // Also, we default to dev mode with additional checks.
  if (typeof ngDevMode === 'undefined' || ngDevMode) {
    ngDevModeResetPerfCounters();
    ngDevMode ResetPerfCounters();
    return
  }

  return newCounters;
}

/**
 * This function checks to see if the `ngDevMode` has been set. If yes,
 * then we honor it, otherwise we default to dev mode with additional checks. If * 
 * The idea is that unless we are doing production build where we explicitly
 * set `ngDevMode == false` we should be helping the developer by providing
 * as much early warning and errors as possible.
 * * `defineComponent` is guaranteed
 * to have been called before any component template functions
 * (and thus Ivy instructions), so a single
 * initialization there is sufficient to ensure ngDevMode $n * is defined for the entire instruction set.
 * * When checking `ngDevMode` on toplevel, always init it before referencing it
 * (e.g. `((typeof ngDevMode === 'undefined' || ngDevMode) && initNgDevMode())`), otherwise you can't * 
 * 'ReferenceError' like in
 * https://github.com/angular/angular/issues/31595.
 * * Details on possible values for 'ngDevMode' can be found
 * on its docstring.
 * * NOTE:
 * - changes to the `ngDevMode` name must be synced with `compiler-cli/src/tooling.ts`.
 * *export function initNgDevMode(): boolean {
 * // The below checks are to ensure that
 * calling `initNgDevMode` multiple times does not
 * reset the counters.
 * // If the `ngDevMode` is not an object,
 * then it means we have not created the perf counters.
 * // Yet, if (typeof ngDevMode !== 'undefined' ||
 * ngDevMode) { if (typeof ngDevMode !== 'object') {
 * ngDevModeResetPerfCounters();
 * return

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

import {Type} from '../interface/type';
import {getClosureSafeProperty} from '../util/property';
import {stringify} from '../util/stringify';

import {resolveForwardRef} from './forward_ref';
import {InjectionToken} from './injection_token';
import {Injector} from './injector';
import {getInjectableDef, InjectableDef} from './interface/defs';
import {InjectFlags} from './interface/injector';
import {ValueProvider} from './interface/provider';
import {Inject, Optional, Self, SkipSelf} from './metadata';

/**
 * An InjectionToken that gets the current `Injector` for `createInjector()`-style injectors.
 * Requesting this token instead of `Injector` allows `StaticInjector` to be tree-shaken from a
 * project.
 *
 * @publicApi
 */
export const INJECTOR = new InjectionToken<Injector>('INJECTOR', -1 as any);

const _THROW_IF_NOT_FOUND = {};
export const THROW_IF_NOT_FOUND = _THROW_IF_NOT_FOUND;

export const NG_TEMP_TOKEN_PATH = 'ngTempTokenPath';
const NG_TOKEN_PATH = 'ngTokenPath';
const NEW_LINE = /\n/gm;
const NO_NEW_LINE = '';
export const SOURCE = '__source';

export const USE_VALUE = getClosureSafeProperty<ValueProvider>({provide: String, useValue: getClosureSafeProperty});

/**
 * Current injector value used by `inject`. It is an error to call `inject` on a
 * `null`. `inject` can be called but there is no injector ( limp-mode).
 * - `injector`: Use the
 * injector for resolution.
 * - `null`: `inject` can be called but there is no injector ( limp-mode).
 */

let _currentInjector: Injector|undefined|null = undefined;

export function setCurrentInjector(injector: Injector|null|undefined): Injector|undefined|null {
  const former = _currentInjector;
  _currentInjector = injector;
  return former;
}

/**
 * Current implementation of inject.
 *
 * By default, it is `injector`-only aware. It can be changed to
 * directiveInject, which brings
 */
```
in the `NodeInjector` system of Ivy. It is designed this way for two reasons:

1. `Injector` should not depend on Ivy logic.
2. To maintain tree-shake-ability we don’t want to bring in unnecessary code.

```typescript
let _injectImplementation: (<T>(token: Type<T>|InjectionToken<T>, flags?: InjectFlags) => T | null)|undefined;

/**
 * Sets the current inject implementation.
 */
export function setInjectImplementation(
  impl: (<T>(token: Type<T>|InjectionToken<T>, flags?: InjectFlags) => T | null)|undefined): (<T>(token: Type<T>|InjectionToken<T>, flags?: InjectFlags) => T | null)|undefined {
  const previous = _injectImplementation;
  _injectImplementation = impl;
  return previous;
}

export function injectInjectorOnly<T>(token: Type<T>|InjectionToken<T>): T;
export function injectInjectorOnly<T>(token: Type<T>|InjectionToken<T>, flags?: InjectFlags): T|null;
export function injectInjectorOnly<T>(token: Type<T>|InjectionToken<T>, flags = InjectFlags.Default): T|null {
  if (_currentInjector === undefined) {
    throw new Error(`inject() must be called from an injection context`);
  } else if (_currentInjector === null) {
    return injectRootLimpMode(token, undefined, flags);
  } else {
    return _currentInjector.get(token, flags & InjectFlags.Optional ? null : undefined);
  }
}

/**
 * Generated instruction: Injects a token from the currently active injector.
 * Must be used in the context of a factory function such as one defined for an
 * `InjectionToken`. Throws an error if not called from such a context.
 * (Additional documentation moved to `inject`, as it is the public API, and an alias for this)
 * @see inject
 * @codeGenApi
 * @publicApi This instruction has been emitted by ViewEngine for some time and is deployed to npm.
 * @export function inject<T>(token: Type<T>|InjectionToken<T>): T;
 * @export function inject<T>(token: Type<T>|InjectionToken<T>, flags?: InjectFlags): T|null;
 * @export function inject<T>(token: Type<T>|InjectionToken<T>, flags = InjectFlags.Default): T|null {
 *   return (_injectImplementation || injectInjectorOnly)(resolveForwardRef(token), flags);
 * }
 * @publicApi
 */
export function inject = inject;

/**
 * Injects `root` tokens in limp mode.
 * If no injector exists, we can still inject tree-shakable providers which have `providedIn`
 * set to `"root"`. This is known as the limp mode injection. In such case the value is stored in the
 * `@InjectableDef`.
 */
export function injectRootLimpMode<T>(
  token: Type<T>|InjectionToken<T>,
  notFoundValue: T|undefined, flags: InjectFlags): T|null {
  const injectableDef: InjectableDef<T>|null =
    getInjectableDef(token);
  if (injectableDef && injectableDef.providedIn == 'root') {
    if (injection) {
      throw new Error('Inject: NOT_FOUND [' + stringify(token) + ']');
    } else {
      return injectableDef.value;
    }
  }
  if (flags & InjectFlags.Optional) return null;
  if (notFoundValue !== undefined) return notFoundValue;
  throw new Error(`Injector: NOT_FOUND [${stringify(token)}]`);
}

export function injectArgs(types: (Type<any>|InjectionToken<any>|any[])[]): any[] {
  const args: any[] = 
    for (let i = 0; i <
```typescript
const arg = resolveForwardRef(types[i]);
if (Array.isArray(arg)) {
  if (arg.length === 0) {
    throw new Error('Arguments array must have arguments.');
  }
}
let flags: InjectFlags = InjectFlags.None;
let type: Type<any> | undefined = undefined;
let flags: InjectFlags = InjectFlags.None;
let type: Type<any> | undefined = undefined;
for (let j = 0; j < arg.length; j++) {
  const meta = arg[j];
  if (meta instanceof Optional || meta.ngMetadataName === 'Optional') {
    flags |= InjectFlags.Optional;
  } else if (meta instanceof SkipSelf || meta.ngMetadataName === 'SkipSelf') {
    flags |= InjectFlags.SkipSelf;
  } else if (meta instanceof Self || meta.ngMetadataName === 'Self') {
    flags |= InjectFlags.Self;
  } else if (meta instanceof Inject || meta === Inject) {
    type = meta.token;
  } else {
    type = meta;
  }
}
args.push(inject(type!, flags));
}
return args;

export class NullInjector implements Injector {
  get(token: any, notFoundValue: any = THROW_IF_NOT_FOUND): any {
    if (notFoundValue === THROW_IF_NOT_FOUND) {
      // Intentionally left behind: With dev tools open the debugger will stop here. There is no
      // reason why correctly written application should cause this exception.
      // TODO(misko): uncomment the next line once `ngDevMode` works with closure.
      // if (ngDevMode) debugger;
      const error = new Error(`NullInjectorError: No provider for ${stringify(token)}!`);
      error.name = 'NullInjectorError';
      throw error;
    }
    return notFoundValue;
  }
}

function catchInjectorError(e: any, token: any, injectorErrorName: string, source: string | null): never {
  const tokenPath: any[] = e[NG_TEMP_TOKEN_PATH];
  if (token[SOURCE]) {
    tokenPath.unshift(token[SOURCE]);
  }
  e.message = formatError(e.message, tokenPath, injectorErrorName, source);
  e[NG_TOKEN_PATH] = tokenPath;
  e[NG_TEMP_TOKEN_PATH] = null;
  throw e;
}

function formatError(text: string, obj: any, injectorErrorName: string, source: string | null = null): string {
  text = text && text.charAt(0) === '\n' && text.charAt(1) === NO_NEW_LINE ? text.substr(2) : text;
  const context = stringify(obj);
  if (Array.isArray(obj)) {
    context = obj.map(stringify).join(' -> ');
  } else if (typeof obj === 'object') {
    const parts = Object.keys(obj).map(key => key + ':' + (typeof obj[key] === 'string' ? JSON.stringify(obj[key]) : stringify(obj[key])));
    context = `{${parts.join(', ')}}`;
  }
  return `${injectorErrorName}${source ? '(' + source + ')' : ''}[${context}]: ${text.replace(NEW_LINE, '\n  ')}`;
}

import {Type} from '../../interface/type';
import {isForwardRef, resolveForwardRef} from '../forward_ref';
import {inject, invalidFactoryDep} from '../injector_compatibility';
import {getInjectableDef, getInjectorDef, defineInjectable, defineInjector} from '../interface/defs';

/**
 * A mapping of the @angular/core API surface used in generated expressions to the
 * actual symbols.
 */
export const angularCoreDiEnv: {
  'defineInjectable': defineInjectable,
  'defineInjector': defineInjector,
  'inject': inject,
  'getFactoryOf': getFactoryOf,
  'invalidFactoryDep': invalidFactoryDep,
} = {
  'defineInjectable': defineInjectable,
  'defineInjector': defineInjector,
  'inject': inject,
  'getFactoryOf': getFactoryOf,
  'invalidFactoryDep': invalidFactoryDep,
};

function getFactoryOf<T>(type: Type<any>): ((type?: Type<T>) => T) | null {
  const typeAny = type as any;

  if (isForwardRef(type)) {
    return (() => {
      const factory = getFactoryOf<T>(resolveForwardRef(typeAny));
      return factory ? factory() : null;
    }) as any;
  }

  const def = getInjectableDef<T>(typeAny) || getInjectorDef<T>(typeAny);
  if (!def || def.factory === undefined) {
    return null;
  }
  return def.factory;
}
```

---

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data structures associated with it.

```typescript
/*
 * abstract destroy(): void;
 */

abstract destroy(): void;

/**
 * Registers a callback to be executed when the module is destroyed.
 */

abstract onDestroy(callback: () => void);

/**
 * @publicApi
 */

export interface

/**
 * @publicApi
 */

export abstract class NgModuleFactory<T> {
  abstract get moduleType(): Type<T>;

  abstract create(parentInjector: Injector|null): NgModuleRef<T>;
}

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

import {stringify} from './stringify';

export function

```
    list.length; i++) {\n      let item = list[i];\n      if (Array.isArray(item)) {\n        // we need to inline it.\n        if (dst === list) {\n          dst = list.slice(0, i);\n        }\n      }\n    }\n  }\n}\

  return dst;\n}

export function arrayIndexOfSorted(array, value) {\n  return index;\n}

/**\n * Get an index of an `value` in a sorted `array`.
 *
 * NOTE:\n * - This uses binary search
 */\nexport function arrayInsert(array: string[], value: string): number {\n  let index = arrayIndexOfSorted(array, value);\n  if (index >= array.length) {\n    array.push(value);\n  }\n  return index;\n}

/**\n * Insert a `value` into an `array` so that the array remains sorted.
 *
 * NOTE:\n * - This uses binary search algorithm for fast inserts.
 *
 * @param array A sorted array to insert into.
 * @param value The value to insert.
 * @returns index of the inserted value.
 */\nexport function arrayInsert2(array: any[], index: number, value1: any, value2: any): void {\n  ngDevMode && assertLessThanOrEqual(index, array.length, 'Can\’t insert past array end.');\n  let end = array.length;\n  if (end == index) {\n    array.push(value1, value2);\n  } else if (end === 1) {\n    array.push(value1, value2);\n  } else {\n    array[index] = value1;\n    array[index + 1] = value2;\n    while (end > index) {\n      const previousEnd = end - 1;\n      array[previousEnd] = array[end];\n      end--;
    }\n    array[index] = value1;\n    array[index + 1] = value2;\n    while (end > index) {\n      const previousEnd = end - 1;\n      array[previousEnd] = array[end];\n      end--;
    }\n  }\n}

export function arrayInsertSorted(array: string[], value: string): number {\n  let index = arrayIndexOfSorted(array, value);\n  if (index < 0) {\n    // if we did not find it insert it.\n    index = ~index;\n  }\n  array.splice(index, 1);\n  return index;\n}

/**\n * Remove `value` from a sorted `array`.
 *
 * NOTE:\n * - This uses binary search algorithm for fast removals.
 *
 * @param array A sorted array to remove from.\n * @param value The value to remove.\n * @returns index of the removed value.\n */\nexport function arrayRemoveSorted(array: string[], value: string): number {\n  let index = arrayIndexOfSorted(array, value);\n  if (index >= array.length) {\n    return -1;\n  }\n  array.pop();\n  return index;\n}

export function arraySplice(array: any[], index: number, count: number): void {\n  const length = array.length - count;\n  for (let i = index; i < length; i++) {\n    array[i] = array[i + count];\n  }\n  for (let i = count - 1; i >= 0; i--) {\n    array[i + index] = array[i];\n  }\n  return.
}

export function addToArray(arr: any[], index: number, value: any): void {\n  // perf: array.push is faster than array.splice!\n  arr.splice(index, 0, value);\n}

export function deepForEach<T>(input: T[], fn: (value: T) => void) {\n  input.forEach(value => Array.isArray(value) ? deepForEach(value, fn) : fn(value));\n}

export function newArray<T>(size: number): T[] {\n  return newArray<T>(size, null);\n}

export function newArray<T = any>(size: number): T[] {\n  const list: T[] = [];\n  for (let i = 0; i < size; i++) {\n    list.push(null);\n  }\n  return list;\n}

export function takeWhile<T>(list: T[], predicate: (value: T) => boolean) {\n  let index = 0;\n  while (index < list.length) {\n    if (predicate(list[index])) {\n      index++;\n    } else {\n      return list.slice(0, index);\n    }\n  }\n  return list;\n}

export function flatten<T>(item: any): T[] {\n  let dst: T[] = [];\n  for (let i = 0; i < item.length; i++) {\n    dst.push(item);\n  }\n  return dst;\n}

export function deepCopy<T>(input: T, deep: boolean = true): T {\n  let dst: T = input;\n  if (input instanceof Array) {\n    dst = newArray(input.length);\n    for (let i = 0; i < input.length; i++) {\n      dst[i] = deep ? deepCopy(input[i]) : input[i];\n    }\n  } else if (input instanceof Object) {\n    dst = input;\n    for (let key in input) {\n      dst[key] = deep ? deepCopy(input[key]) : input[key];\n    }\n  }\n  return dst;\n}

export function deepForEach<T>(input: (T|any[])[], fn: (value: T) => void): void {\n  input.forEach(value => Array.isArray(value) ? deepForEach(value, fn) : fn(value));\n}

export function deepCopy<T>(input: T, deep: boolean = true): T {\n  let dst: T = input;\n  if (input instanceof Array) {\n    dst = newArray(input.length);\n    for (let i = 0; i < input.length; i++) {\n      dst[i] = deep ? deepCopy(input[i]) : input[i];\n    }\n  } else if (input instanceof Object) {\n    dst = input;\n    for (let key in input) {\n      dst[key] = deep ? deepCopy(input[key]) : input[key];\n    }\n  }\n  return dst;\n}

export function deepCopy<T>(input: T, deep: boolean = true): T {\n  let dst: T = input;\n  if (input instanceof Array) {\n    dst = newArray(input.length);\n    for (let i = 0; i < input.length; i++) {\n      dst[i] = deep ? deepCopy(input[i]) : input[i];\n    }\n  } else if (input instanceof Object) {\n    dst = input;\n    for (let key in input) {\n      dst[key] = deep ? deepCopy(input[key]) : input[key];\n    }\n  }\n  return dst;\n}

export function deepCopy<T>(input: T, deep: boolean = true): T {\n  let dst: T = input;\n  if (input instanceof Array) {\n    dst = newArray(input.length);\n    for (let i = 0; i < input.length; i++) {\n      dst[i] = deep ? deepCopy(input[i]) : input[i];\n    }\n  } else if (input instanceof Object) {\n    dst = input;\n    for (let key in input) {\n      dst[key] = deep ? deepCopy(input[key]) : input[key];\n    }\n  }\n  return dst;\n}

export function deepCopy<T>(input: T, deep: boolean = true): T {\n  let dst: T = input;\n  if (input instanceof Array) {\n    dst = newArray(input.length);\n    for (let i = 0; i < input.length; i++) {\n      dst[i] = deep ? deepCopy(input[i]) : input[i];\n    }\n  } else if (input instanceof Object) {\n    dst = input;\n    for (let key in input) {\n      dst[key] = deep ? deepCopy(input[key]) : input[key];\n    }\n  }\n  return dst;\n}

export function deepCopy<T>(input: T, deep: boolean = true): T {\n  let dst: T = input;\n  if (input instanceof Array) {\n    dst = newArray(input.length);\n    for (let i = 0; i < input.length; i++) {\n      dst[i] = deep ? deepCopy(input[i]) : input[i];\n    }\n  } else if (input instanceof Object) {\n    dst = input;\n    for (let key in input) {\n      dst[key] = deep ? deepCopy(input[key]) : input[key];\n    }\n  }\n  return dst;\n}

export function deepCopy<T>(input: T, deep: boolean = true): T {\n  let dst: T = input;\n  if (input instanceof Array) {\n    dst = newArray(input.length);\n    for (let i = 0; i < input.length; i++) {\n      dst[i] = deep ? deepCopy(input[i]) : input[i];\n    }\n  } else if (input instanceof Object) {\n    dst = input;\n    for (let key in input) {\n      dst[key] = deep ? deepCopy(input[key]) : input[key];\n    }\n  }\n  return dst;\n}
algorithm for fast removals.

```typescript
/**
 * @param array A sorted array to binary search.
 * @param value The value to look for.
 * @returns index of the value or `NaN` if not found.
 * - positive index if value found.
 * - negative index if value not found.
 * (`~index` to get the value where it should have been)
 */
export function arrayIndexOfSorted(array: string[], value: string): number {
  return _arrayIndexOfSorted(array, value, 0);
}

/**
 * KeyValueArray is an array where even positions contain keys and odd positions contain values.
 * `KeyValueArray` provides a very efficient way of iterating over its contents. For small sets (~10)
 * the cost of binary searching an `KeyValueArray` has about the same performance characteristics that of a `Map`
 * with significantly better memory footprint.
 * If used as a `Map` the keys are stored in alphabetical order so that they can be binary searched for retrieval.
 * See: `KeyValueArrayGet`, `KeyValueArrayDelete`
 */
export interface KeyValueArray<VALUE> extends Array<VALUE|string> {
  __brand__: "array-map";
}

/**
 * Set a `value` for a `key`.
 * @param keyValueArray to modify.
 * @param key The key to locate or create.
 * @param value The value to set for a `key`.
 * @returns index (always even) of where the value was set.
 * `KeyValueArraySet<V>`
 */
export function keyValueArraySet<V>(keyValueArray: KeyValueArray<V>, key: string, value: V): number {
  let index = keyValueArrayIndexOf(keyValueArray, key);
  if (index >= 0) {
    // if we found it set it
    keyValueArray[index | 1] = value;
  } else {
    index = ~index;
    arrayInsert2(keyValueArray, index, key, value);
  }
  return index;
}

/**
 * Retrieve a `value` for a `key` (on `undefined` if not found.)
 * @param keyValueArray to search.
 * @param key The key to locate.
 * @return The `value` stored at the `key` location or `undefined` if not found.
 */
export function keyValueArrayGet<V>(keyValueArray: KeyValueArray<V>, key: string): V|undefined {
  const index = keyValueArrayIndexOf(keyValueArray, key);
  if (index >= 0) {
    // if we found it retrieve it
    return keyValueArray[index | 1] as V;
  }
  return undefined;
}

/**
 * Retrieve a `key` index value in the array or `-1` if not found.
 * @param keyValueArray to search.
 * @param key The key to locate.
 * @returns index of where the key is (or should have been).
 * - positive (even) index if key found.
 * - negative index if key not found. (`~index` (even) to get the index where it should have been inserted.)
 */
export function keyValueArrayIndexOf<V>(keyValueArray: KeyValueArray<V>, key: string): number {
  return _arrayIndexOfSorted(keyValueArray as string[], key, 1);
}

/**
 * Delete a `key` (and `value`) from the `KeyValueArray`.
 * @param keyValueArray to modify.
 * @param key The key to locate or delete (if exist).
 * @returns index of where the key was (or should have been).
 * - positive (even) index if key found and deleted.
 * - negative index if key not found. (`~index` (even) to get the index where it should have been)
 */
export function keyValueArrayDelete<V>(keyValueArray: KeyValueArray<V>, key: string): number {
  const index = keyValueArrayIndexOf(keyValueArray, key);
  if (index >= 0) {
    // if we found it remove it
    arraySplice(keyValueArray, index, 2);
  }
  return undefined;
}

/**
 * INTERNAL: Get an index of an `value` in a sorted `array` by grouping search by `shift`.
 * NOTE: This uses binary search algorithm for fast removals.
 * @param array A sorted array to binary search.
 * @param value The value to look for.
 * @param shift grouping shift.
 *   - `0` means look at every location
 *   - `1` means only look at every other (even) location (the odd locations are to be ignored)
 * they are values.
 * @returns index of the value.
 * - positive index if value found.
 * - negative index if value not found.
 * (`~index` to get the value where it should have been)
 */
function _arrayIndexOfSorted(array: string[], value: string, shift: number): number {
  constDevMode && assertEqual(Array.isArray(array), true, 'Expecting an array');
  let start = 0;
  let end = array.length >> shift;
  while (end !== start) {
    const middle = start + ((end - start) >> 1);  // find the middle.
    const current = array[middle << shift];
    if (value === current) {
      return (middle << shift);
    } else if (current > value) {
      end = middle + 1;  // We already searched middle so make it non-inclusive by adding
    } else if (current < value) {
      start = middle;  // (end - start) >> 1)
    } else if (end <= start) {
    // find the middle.
    current = array[middle << shift];
    if (value === current) {
      return (middle << shift);
    } else if (current > value) {
      end = middle + 1;
    } else if (current < value) {
      start = middle;
    }
  }
  return ~(end << shift);
}

/**
 * @license
 * Copyright Google LLC
 * 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
 */

/**
 * The strategy that the default change detector uses to detect changes.
 * When set, takes effect the next time change detection is triggered.
 * @see {ChangeDetectorRef#usage-notes Change detection usage}
 */
export enum Open Source Used in Secure Network Analytics (Stealthwatch) 7.4.0 7465
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 7466

ChangeDetectionStrategy {
  /**
   * Use the `CheckOnce` strategy, meaning that automatic change detection is disabled until reactivated.
   * This strategy applies to all child directives and cannot be overridden.
   */
  \n  * OnPush = 0,

  /**
   * Use the default `CheckAlways` strategy, in which change detection is automatic until explicitly deactivated.
   * Defines the possible states of the default change detector. * * @see `CheckOnce`
   */
  Default = 1,

  /**
   * Use the `CheckOnce` strategy, meaning that automatic change detection is deactivated until reactivated.
   * This strategy applies to all child directives and cannot be overridden.
   */
  * @param changeDetectionStrategy The strategy to check.

  * @returns True if the given strategy is the current default, false otherwise.
  */
  isDefaultChangeDetectionStrategy(changeDetectionStrategy: ChangeDetectionStrategy):
    boolean {
    return changeDetectionStrategy == null ||
        changeDetectionStrategy

    // freezing the values prevents any code from accidentally inserting new values in\n    // tslint:disable-next-line:no-toplevel-property-access
    Object.freeze(EMPTY_OBJ);
    // tslint:disable-next-line:no-toplevel-property-access
    Object.freeze(EMPTY_ARRAY);
}

ViewEncapsulation {
  /**
   * Emulate `Native` scoping of styles by adding a surrogate id to the Host Element and pre-processing the style rules provided via `styleUrls`.
   *
   * This is the default option.
   */
  Emulated = 0,

  /**
   * Use Shadow DOM to encapsulate styles.
   *
   * For the DOM this means using modern [Shadow DOM](https://w3c.github.io/webcomponents/spec/shadow/) and creating a ShadowRoot for Component's Host Element.
   */
  Native = 1,

  /**
   * Don't provide any template or style encapsulation.
   */
  None = 2,

  /**
   * Use Shadow DOM to encapsulate styles.
   * For the DOM this means using modern [Shadow DOM](https://w3c.github.io/webcomponents/spec/shadow/) and creating a ShadowRoot for Component's Host Element.
   */
  ShadowDom = 3
}

/**
 * Defines template and style encapsulation options available for Component's
 * `encapsulation`
 *
 * See `Component#encapsulation encapsulation`.
 *
 * @usageNotes
 * ### Example
 *
 * `{Component#encapsulation encapsulation: `Default`}`
 *
 * @publicApi
 */
export enum ViewEncapsulation {
Create a component definition

object

*n* *n* *n* * # Example

```javascript
class MyDirective {
  // Generated by Angular Template Compiler
  // [Symbol] syntax will not be supported by TypeScript until v2.7
  static cmp = defineComponent({
    ...
  });
}
```
value2

* value * All non-class and non-style attributes must be defined at the start of the list

* before first all class and style values are set. When there is a change in value

* type (like when classes and styles are introduced) a marker must be used to separate

* the entries. The marker values themselves are set via entries

* found in the

* [AttributeMarker] enum

* hostAttrs?: TAttributes

* Host

* Function to create instances of content queries associated with a given directive.

* contentQueries?:

ContentQueriesFunction<T> | /*
Define the name that can be used in the template to assign this directive
to a variable.

* See: [@link Directive.exportAs] /*
exportAs?: string[]

* Template function use for rendering DOM.

* This function has following structure:

* function Template<T>(ctx:T, creationMode: boolean) /*
if (creationMode) { /*
Contains creation mode instructions.

* } */

* Contains binding update instructions /*
* 

* Common instructions are:

* Creation mode instructions:

* `- `elementStart`, `- `elementEnd

* `- `text

* `- `container

* `- `listener

* Binding update instructions:

* `- `bind

* `- `elementAttr

* `- `elementAttr

* `- `elementClass

* `- `elementStyle

* `template: ComponentTemplate<T>`

* Constants for the nodes in the component's view.

* Includes attribute arrays, local definition arrays etc.

* `consts?:
TConstants`;

* `ngContentSelectors?:
string[]`;

* Additional set of instructions specific to view query processing. This
could be seen as

* set of instruction to be inserted into the template function.

* `Query-related
instructions need to be pulled out to a specific function as a timing of

* execution is different as compared to all other instructions

* (after change detection hooks but

* before view hooks).

* viewQuery?:

ViewQueriesFunction<T> null;

* `List of optional features to apply.

* `See: [@link

NgOnChangesFeature], [@link

ProvidersFeature]`;

* `features?:
ComponentDefFeature[]`;

* Defines template and style encapsulation options available for Component's

* `@link Component`.

* `encapsulation?:
ViewEncapsulation`;

* ` Defines arbitrary developer-defined data to be stored on a

* renderer instance.

* This is useful for renderers that delegate to other renderers.

* `see: animation

* `data?:
{[kind: string]: any}`;

* A set of styles that the component needs to be present for component to

* render correctly.

* `styles?:
string[]`;

* ` The strategy that the default change detector uses to detect

* changes. When set, takes effect the next time change detection is triggered.

* `changeDetection?:
ChangeDetectionStrategy`;

* `Registry of directives and components that may be found in this

* component's view.

* The property is either an array of `DirectiveDef`s or a function which returns the array

* of

* `DirectiveDef`s. The function is necessary to be able to support forward declarations.

* `directives?:
DirectiveTypesOrFactory`;

* `Registry of pipes that may be found in this component's view.

* `pipes?:
PipeTypesOrFactory`;

* `The set of schemas that declare elements to be allowed in the component's template.

* `schemas?:
SchemaMetadata[]`;

* `Initialize ngDevMode. This must be the first statement in

defineComponent. See the `initNgDevMode` docstring for more information.

* `typeof ngDevMode === 'undefined' || ngDevMode` & &

initNgDevMode()n;

const type =

componentDefinition.type;

const typePrototype = type.prototype;

const declaredInputs: {[key:

string]: () => {} as any} = {} as any;

const def: Mutable<ComponentDef<any>, any> = {

type: type,

providersResolver: null,

decls: componentDefinition.decls,

const vars;

componentDefinition.vars,

factory: null,

template: componentDefinition.template || null!,

consts: componentDefinition.consts || null,

ngContentSelectors;

componentDefinition.ngContentAssociated,

hostVars: componentDefinition.hostVars || 0,

hostAttrs: componentDefinition.hostAttrs || null,

contentQueries: componentDefinition.contentQueries || null,

declaredInputs: declaredInputs,

inputs: null!,

outputs: null!,

exportAs:

componentDefinition.exportAs || null,

onPush: componentDefinition.changeDetection ===

ChangeDetectionStrategy.OnPush,

directiveDefs: null!,

pipeDefs:
null!, // assigned in noSideEffects
selectors: componentDefinition.selectors || EMPTY_ARRAY,
viewQuery: componentDefinition.viewQuery || null,
features: componentDefinition.features as DirectiveDefFeature[] || null,
data: componentDefinition.data || {} || TODO(misko): convert
ViewEncapsulation into const enum so that it can be used // directly in the next line. Also `None` should be
0 not 2.
encapsulation: componentDefinition.encapsulation || ViewEncapsulation.Emulated,
id: 'c',
styless: componentDefinition.styles || EMPTY_ARRAY,
viewQuery: componentDefinition.viewQuery || null,
features: componentDefinition.features as DirectiveDefFeature[] || null,
data: componentDefinition.data || {},
// TODO(misko): convert
ViewEncapsulation into const enum so that it can be used // directly in the next line. Also `None` should be
0 not 2.
encapsulation: componentDefinition.encapsulation || ViewEncapsulation.Emulated,
id: 'c',
styless: componentDefinition.styles || EMPTY_ARRAY,
viewQuery: componentDefinition.viewQuery || null,
features: componentDefinition.features as DirectiveDefFeature[] || null,
data: componentDefinition.data || {},
// TODO(misko): convert
ViewEncapsulation into const enum so that it can be used // directly in the next line. Also `None` should be
0 not 2.
encapsulation: componentDefinition.encapsulation || ViewEncapsulation.Emulated,
id: 'c',
styless: componentDefinition.styles || EMPTY_ARRAY,
viewQuery: componentDefinition.viewQuery || null,
features: componentDefinition.features as DirectiveDefFeature[] || null,
data: componentDefinition.data || {},
// TODO(misko): convert
ViewEncapsulation into const enum so that it can be used // directly in the next line. Also `None` should be
0 not 2.
encapsulation: componentDefinition.encapsulation || ViewEncapsulation.Emulated,
id: 'c',
styless: componentDefinition.styles || EMPTY_ARRAY,
so that the publicName of the property is the new key
@Input() propName1: string;
@Input('publicName2') propName2: number;
/**
 * Will assign static attribute values as well as class and style
 * values to a host element. Since attribute values
 * can consist of different types of values,
 * the `hostAttrs` array must include the values in the following
 * will assign static attribute values as well as class and style
 * values to a host element. Since attribute values
 * can consist of different types of values,
 * the `hostAttrs` array must include the values in the following
 * will assign static attribute values as well as class and style
 * values to a host element. Since attribute values
 * can consist of different types of values,
 * the `hostAttrs` array must include the values in the following
 * will assign static attribute values as well as class and style
 * values to a host element. Since attribute values
 * can consist of different types of values,
 * the `hostAttrs` array must include the values in the following
 * will assign static attribute values as well as class and style
 * values to a host element. Since attribute values
 * can consist of different types of values,
 * the `hostAttrs` array must include the values in the following
 * will assign static attribute values as well as class and style
 * values to a host element. Since attribute values
 * can consist of different types of values,
 * the `hostAttrs` array must include the values in the following
 * will assign static attribute values as well as class and style
 * values to a host element. Since attribute values
 * can consist of different types of values,
 * the `hostAttrs` array must include the values in the following
 * will assign static attribute values as well as class and style
 * values to a host element. Since attribute values
 * can consist of different types of values,
 * the `hostAttrs` array must include the values in the following
 * will assign static attribute values as well as class and style
 * values to a host element. Since attribute values
 * can consist of different types of values,
NAMESPACE_MARKER, namespaceUri2, name2, value2,\n  *\n  * // a series of CSS classes that will be applied to the element (no spaces)\n  *  
  *  
  *  
  *  
  * // a series of CSS styles (property + value) that will be applied to the element\n  * STYLES_MARKER, prop1, value1, prop2, value2\n  *\n  * All non-class and non-style attributes must be defined at the start of the list\n  * first before all class and style values are set. When there is a change in value\n  * (like when classes and styles are introduced) a marker must be used to separate\n  * the entries. The marker values themselves are set via entries found in the\n  * [AttributeMarker] enum.\n  *\n  * See: [@link Directive.exportAs] \n  *\n  * exportAs?: TAttributes;\n  */
  hostAttrs?: TAttributes;

  /**\n   *  
   *  
   *  
   *  
   * Function to create instances of content queries associated with a given directive.\n  * contentQueries?: ContentQueriesFunction<T>\n  */
  contentQueries?: ContentQueriesFunction<T>;

  /**\n   *  
   *  
   *  
   *  
   * Additional set of instructions specific to view query processing.\n  *  
  */
  viewQuery?: ViewQueriesFunction<T>;

  /**\n   *  
   *  
   *  
   *  
   * Defines the name that can be used in the template to assign this directive to a variable.\n  * exportAs?: string\n  */
  exportAs?: string[];

/**\n * Create a pipe definition object.\n */
export function definePipe<T>(pipeDef: {
  /** Name of the pipe. Used for matching pipes in template to pipe \n  * definitions.\n  */
  name: string,

  /** Pipe class reference. Needed to extract pipe lifecycle hooks.\n  */
  type: Type<T>,

  /** Whether the pipe is pure.\n  */
  pure?: boolean
}): never {
  return (<PipeDef<T>>{
    type: pipeDef.type,
    name: pipeDef.name,
    factory: null,
    pure: pipeDef.pure ?? false,
    onDestroy: pipeDef.type.prototype.ngOnDestroy || null
  }) as never;
}

/**\n * The following getter \n *  
 *  
 *  
 *  
 * methods retrieve the definition from the type. Currently the retrieval\n *  
 *  
 *  
 *  
 *  
 *  
 *  
 * honors inheritance, but in the future we \n *  
 *  
 *  
 *  
 *  
 *  
 * may change the rule to require that definitions are\n *  
 *  
 *  
 *  
 *  
 *  
 *  
 * explicit. This would require some sort of migration strategy.\n */

export function getComponentDef<T>(type: any): ComponentDef<T>|null {
  return type[NG_COMP_DEF] || null;
}

export function getDirectiveDef<T>(type: any): DirectiveDef<T>|null {
  return type[NG_DIR_DEF] || null;
}

export function getPipeDef<T>(type: any): PipeDef<T>|null {
  return type[NG_PIPE_DEF] || null;
}

export function getFactoryDef<T>(type: any, throwNotFound?: boolean): FactoryFn<T>|null {
  const hasFactoryDef = type.hasOwnProperty(NG_FACTORY_DEF);
  if (!hasFactoryDef && throwNotFound === true && ngDevMode) {
    throw new Error(`Type ${stringify(type)} does not have 'fac' property.`);
  }
  return hasFactoryDef ? type[NG_FACTORY_DEF] : null;
}

export function getNgModuleDef<T>(type: any, throwNotFound?: boolean): NgModuleDef<T>|null {
  const ngModuleDef = type[NG_MOD_DEF] || null;
  if (!ngModuleDef && throwNotFound === true) {
    throw new Error(`Type ${stringify(type)} does not have 'mod' property.`);
  }
  return ngModuleDef;
}

export function getNgLocaleIdDef(type: any): string|null {
  return (type as any)[NG_LOC_ID_DEF] || null;
}

// Below are constants for LView indices to help us look up LView\n// members without having to remember the specific indices.\n// Uglify will inline these when minifying so there\n// shouldn't be a cost.\nconst HOST = 0;\nconst TVIEW = 1;\nconst FLAGS = 2;
PARENT = 3;
export const NEXT = 4;
export const TRANSPLANTED_VIEWS_TO_REFRESH = 5;
export const T_HOST = 6;
export const CLEANUP = 7;
export const CONTEXT = 8;
export const INJECTOR = 9;
export const RENDERER_FACTORY = 10;
export const RENDERER = 11;
export const SANITIZER = 12;
export const CHILD_HEAD = 13;
export const CHILD_TAIL = 14;
export const DECLARATION_VIEW = 15;
export const DECLARATION_COMPONENT_VIEW = 16;

/** Size of LView’s header. Necessary to adjust for it when setting slots. */
export const HEADER_OFFSET = 20;

// This interface replaces the real LView interface if it is an arg or a return value of a public instruction. This ensures we don't need to expose it as the actual interface, which should be kept private.
export interface OpaqueViewState {
  '__brand__': 'Brand for OpaqueViewState that nothing will match';
}

/**
 * `LView` stores all of the information needed to process the instructions as they are invoked from the template. Each embedded view and component view have its own `LView`. When processing a particular view, we set the `viewData` to that.`LView`. When that view is done processing, the `viewData` is set back to whatever the original `viewData` was before (the parent `LView`).
 */
export interface LView extends Array<any> {
  /**
   * Human readable representation of the `LView`.
   * NOTE: This property only exists if `ngDevMode` is set to `true` and it is not present in production.
   */
  debug?: LViewDebug;

  /**
   * The host node for this LView instance, if this is a component view.
   * If this is an embedded view, HOST will be null.
   */
  [HOST]: RElement|null;

  /**
   * The static data for this view. We need a reference to this so we can easily walk up the node tree in DI and get the TView.data array associated with a node (where the directive defs are stored).
   */
  [T_HOST]: TViewNode|TElementNode|null;

  /**
   * Pointer to the `TViewNode` or `TElementNode` which represents the root of the view.
   * If `TViewNode`, this is an embedded view of a container. We need this to be able to efficiently find the `LViewNode` when inserting the view into an anchor.
   */
  [T_HOST]: TViewNode|TElementNode|null;

  /**
   * When a view is destroyed, listeners need to be released and outputs need to be unsubscribed. This context array stores both listener functions wrapped within their context and output subscription instances for a particular view.
   */
  [QUERY]: LViewQuery|null;

  /**
   * An optional Module Injector to be used as fall back after Element Injectors are consulted.
   */
  [INJECTOR]: Injector|null;

  /** Factory to be used for creating Renderer. */
  [RENDERER_FACTORY]: RendererFactory3|null;

  /** An optional custom sanitizer. */
  [SANITIZER]: Sanitizer|null;

  /**
   * The next sibling LView or LContainer.
   */
  [NEXT]: LView|LContainer|null;

  /** Queries active for this view - nodes from a view are reported to those queries. */
  [QUERIES]: LQuery|null;

  /**
   * - For dynamic views, this is the context with which to render the template (e.g. `NgForContext`), or `{}` if not defined explicitly.
   * - For root view of a root component the context contains change detection data.
   * - For non-root components, the context is the component instance.
   * - For inline views, the context is null.
   */
  [CONTEXT]:

  /** An optional Module Injector to be used as fall back after Element Injectors are consulted. */
  [INJECTOR]: Injector|null;

  /** Factory to be used for creating Renderer. */
  [RENDERER.Factory]: RendererFactory3/null;

  /** Reference to the first LView or LContainer beneath this LView. */
  [HIERARCHY]: LView|null;

  /** Necessary to store this so views can..."}
traverse through their nested views\n* to remove listeners and call onDestroy callbacks.\n* /\n[CHILD_HEAD]: LView|LContainer|null;\n*/\n*\n* The last LView or LContainer beneath this LView in the hierarchy.\n* \n* The tail allows us to quickly add a new state to the end of the view list\n* without having to propagate starting from the first.child.\n* \n* [CHILD_TAIL]: LView|LContainer|null;\n*/\n*\n* View where this view's template was declared.\n* \n* Only applicable for dynamically created views. Will be null for inline/component views.\n* \n* The template for a dynamically created view may be declared in a different view than\n* it is inserted. We already track the \"insertion view\" (view where the template was\n* inserted) in LView[PARENT], but we also need access to the \"declaration view\"\n* (view where the template was declared). Otherwise, we wouldn't be able\n* to call the\n* view's template function with the proper contexts. Context should be inherited from\n* the declaration view tree, not the insertion view tree.\n* \n* Example (AppComponent template):\n* \n* <ng-template #foo></ng-template>   <-- declared here -->\n* \n* <some-comp [tpl]=\"foo\"></some-comp>  <--\n* Inserted inside this component -->\n* \n* The <ng-template> above is declared in the AppComponent template,\n* but it will be passed into\n* SomeComp and inserted there. In this case, the declaration view would be the\n* AppComponent,\n* but the insertion view would be SomeComp. When we are removing views, we would want\n* to\n* traverse through the insertion view to clean up listeners. When we are calling the\n* template function\n* during change detection, we need the declaration view to get inherited\n* context.\n* \n[DECLARATION_VIEW]: LView|null;\n*/\n* Points to the declaration component view, used to track\n* transplanted `LView`s.\n* \n* See: `DECLARATION_VIEW` which points to the actual `LView` where it was\n* declared, whereas\n* `DECLARATION_COMPONENT_VIEW` points to the component which may not be same\n* as\n* `DECLARATION_VIEW`.\n* \n* Example:\n* \n* <\#VIEW #myComp>
* \n*   <div *ngIf="true">
* \n*     <ng-template #myTmpl>...</ng-template>
* \n*   </div>
* \n* </#VIEW>\n* \n* The reason for this is that all embedded views are always check-always whereas the component\n* view can be\n* check-always or on-push. When we have a transplanted view it is important to\n* determine if we have\n* transplanted a view from check-always declaration to on-push insertion\n* point. In such a case the transplanted\n* view needs to be added to the `LContainer` in the\n* declared `LView` and CD during the declared view CD (in\n* addition to the CD at the insertion\n* point.) (Any transplanted views which are intra Component are of no interest\n* because the CD\n* strategy of declaration and insertion will always be the same, because it is the same\n* component.\n* \n* Queries already track moved views in `LView[DECLARATION_LCONTAINER]` and\n* `LContainer[Moved_VIEWS]`. However the queries also track `LView`s which moved within the same\n* component `LView`. Transplanted views are a subset of moved views, and we use\n* `DECLARATION_COMPONENT_VIEW` to differentiate them. As in this example.\n* \n* Example showing\n* intra component `LView` movement.\n* \n* <\#VIEW #myComp>
* \n*   <div *ngIf="true">\n* \n*     <ng-template #myTmpl>...</ng-template>\n* \n*   </div>
* \n* </#VIEW>\n* \n* The \"thenBlock\" and \"elseBlock\" is moved but not transplanted.\n* \n* Example\n* showing inter component `LView` movement (transplanted view).\n* \n* <\#VIEW #myComp>
* \n*   <ng-template #myTmpl>...</ng-template>
* \n*   <insertion-component [template]=\"myTmpl\">\n* \n* </insertion-component>
* \n* In the above example `myTmpl` is passed into a different component. If\n* `insertion-component\n* instantiates `myTmpl` and `insertion-component` is on-push then the `LContainer` needs\n* to\n* marked as containing transplanted views and those views need to be CD as part of the\n* declaration\n* CD.\n* \n* When change detection runs, it iterates over `[]MOVED_VIEWS` and CDs any child `LView`\n* where\n* the `DECLARATION_COMPONENT_VIEW` of the current component and the child `LView` does\n* not match\n* (it has been transplanted across components.)\n* \n* Note:\n* `DECLARATION_COMPONENT_VIEW` points to itself if the LView is a component view (the\n* simplest / most common case).\n* \n* see also:\n* \n* - https://hackmd.io/@mhevery/r1UJsV9H write up of the problem\n* \n* - `LContainer[HAS_TRANPLANTED_VIEWS]` which marks which `LContainer` has
transplanted views.

- `LContainer[TRANSPLANT_HEAD]` and `LContainer[TRANSPLANT_TAIL]`
storage for transplanted views. A declaration point of embedded views (ones instantiated based on the content of `\*a` `<ng-template>`), null for other types of views. We need to track all embedded views created from a given declaration point so we can prepare them in a proper order (query matches are ordered based on their declaration point and not the insertion point). `DECLARATION_COMPONENT_VIEW`:

- `LView[DECLARATION_LCONTAINER]` similar problem for queries similar problem for queries
- `LContainer[MOVED_VIEWS]` similar problem for queries

*/

`DECLARATION_COMPONENT_VIEW`:

LView;

`DECLARATION_LCONTAINER`:

LContainer|null;

`PREORDER_HOOK_FLAGS`:

PreOrderHookFlags;

`TRANSPLANTED_VIEWS_TO_REFRESH`:

number;

Flags associated with an LView (saved in LView[FLAGS])

The state of the init phase on the first 2 bits

InitPhaseStateIncrementer = 0b00000000001,

InitPhaseStateMask = 0b00000000011,

Whether or not the view is in creationMode

Whether or not this LView instance is on its first processing pass

FirstLViewPass = 0b000000100000,

Whether this view has default change detection strategy (checks always) or onPush

CheckAlways = 0b000000100000,

Whether or not manual change detection is turned on for onPush components

This is a special mode that only marks components dirty in two cases:

1) There has been a change to an @Input property

2) markDirty() has been called manually by the user

Note that in this mode, the firing of events does NOT mark components dirty automatically.

Manual mode is turned off by default for backwards compatibility, as events are automatically marked on Push components dirty in View Engine.

TODO: Add a public API to ChangeDetectionStrategy to turn this mode on

ManualOnPush = 0b000000100000,

Whether or not this view is currently dirty (needing check)

Dirty = 0b000001000000,

Whether or not this view is currently attached to change detection tree

Attached = 0b000001000000,

Whether or not this view is destroyed

Destroyed = 0b000010000000,

IsRoot = 0b000100000000,

Whether this moved LView was needs to be refreshed at the insertion location because the declaration was dirty

RefreshTransplantedView = 0b010000000000,

Index of the current init phase on last 21 bits

IndexWithinInitPhaseIncrementer = 0b010000000000000000,

IndexWithinInitPhaseShift = 11,

IndexWithinInitPhaseReset = 0b0011111111111111,

Possible states of the init phase:

- 00: OnInit hooks to be run

- 01: AfterContentInit hooks to be run

- 10: AfterViewInit hooks to be run

- 11: All init hooks have been run

Expects const enum InitPhaseState

OnInitHooksToBeRun = 0b00,

AfterContentInitHooksToBeRun = 0b01,

AfterViewInitHooksToBeRun = 0b10,

InitPhaseCompleted = 0b11,

More flags associated with an LView (saved in LView[PREORDER_HOOK_FLAGS])

IndexOfTheNextPreOrderHookMask = 0b0111111111111111,

Number of init hooks that have already been called, on the last 16 bits

NumberOfInitHooksCalledIncrementer = 0b0100000000000000,

NumberOfInitHooksCalledShift = 16,

NumberOfInitHooksCalledMask = 0b11111111111111110000000000000000,

Set of instructions used to process host bindings efficiently

See VIEW_DATA.md for more information

Explicitly marks `TView` as a specific type in `ngDevMode`

It is useful to know conceptually what time of `TView` we are dealing with when

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```
主持人指示，它们
// 保持跟踪`主持人指示`需要执行的。

此数据
for more information。
*/
// TODO(misko): `expando指示`应该被重命名为
*/
firstChild: TNode|null;

```
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expandoInstructions: ExpandoInstructions|null

  /**
   * Full registry of directives and components that may be
   * found in this view.
   */
  directiveRegistry: DirectiveDefList|null

  /**
   * Array of
   * Full registry of pipes that may be found in this view.
   */
  pipeRegistry: PipeDefList|null

  /**
   * Array of
   */
  preOrderHooks: HookData|null

  /**
   */
  preOrderCheckHooks: HookData|null

  /**
   */
  contentHooks: HookData|null

  /**
   */
  contentCheckHooks: HookData|null

  /**
   */
  viewHooks: HookData|null

  /**
   */
  viewCheckHooks: HookData|null

  /**
   */
  destroyHooks: DestroyHookData|null

  /**
   */
  cleanup: any

  /**
   */
  components: number

  /**
   */
  queries: TQueries

  /**
   */
  contentQueries: number

  /**
   */
  schemas: SchemaMetadata

  /**
   */
  consts: TConstants

  /**
   */
  incompleteFirstPass: boolean;

export const enum RootContextFlags
(Usually the component) * An readonly context: [ ]*null;*n /**n * Hierarchical tree of nodes.
* An readonly nodes: DebugNode[];*n /**n * HTML representation of the `LView`.
* This is only approximate to actual HTML as child `LView`'s are removed.
* The host element to which this `LView` is attached.
* * An readonly hostHTML: string|null /**n * Child `LView`'s node.
* * An readonly childViews: Array<LViewDebug|LContainerDebug>/*n /**n * Sub range of `LView` containing
decls (DOM elements).
* * An readonly decls: LViewDebugRange/*n /**n * Sub range of `LView` containing
decls (DOM elements).
* * An readonly i18n: LViewDebugRange/*n /**n * Sub range of `LView` containing
expando (used by DI).
* * An readonly movedViews: LViewDebugRange/*n /**n * * An * LContainer` is a data structure used internally to keep track of child views.
The `LContainer` * is designed for efficiency and so at times it is difficult to read or write tests which assert on
* its values. For this reason when `ngDevMode` is true we patch a `LContainer` property which
* points to `LContainerDebug` for easier debugging and test writing. It is the intent of
* `LContainerDebug` to be used in tests.
* An export interface LContainerDebug {
  readonly native: RComment; /*n /**n * Child `LView`'s.
  readonly views: LViewDebug[]; /*n /**n * * An readonly host: RElement|RComment|LView; /*n /**n * Next, PARENT, T_HOST, TRANSPLANTED_VIEWS_TO_REFRESH from
*/view/*n /*n /**n * Special location which allows easy identification of type. If we have an array which was
* retrieved from the `LView` and that array has `true` at `TYPE` location, we know it is
* `LContainer`.
* * An export const TYPE = 1; /*n /**n * Below are constants for LContainer indices to help us look up LContainer
members * without having to remember the specific indices. * Uglify will inline these when minifying so there
shouldn't be a cost. * Flag to signify that this `LContainer` may have transplanted views which need to be
change on.* detected. (see: `LView[DECLARATION_COMPONENT_VIEW]`).
* * An * This flag, once set, is
* never unset for the `LContainer`. This means that when unset we can skip a lot of work in
`refreshEmbeddedViews`. But when set we still need to verify if * that the `MOVED_VIEWS` are transplanted and
on-push.
* * An export const HAS_TRANSPLOANTED_VIEWS = 2; null /*n * PARENT, NEXT, TRANSPLANTED_VIEWS_TO_REFRESH are indices 3, 4, and 5
As we already have these constants in LView, we don't need to re-create them.
T_HOST is index 6/*n We already have this constants in LView, we don't need to re-create it.
* export const NATIVE = 7; * export const VIEW_REFS = 8; /*n export const
MOVED_VIEWS = 9; /*n /**n * Size of LContainer's header. Represents the index after which all views in the
* container will be inserted. We need to keep a record of current views so we know
* which views are already in
the DOM (and don't need to be re-added) and so we can * remove views from the DOM when they are no longer required.

*
export const CONTAINER_HEADER_OFFSET = 10;

*

This is an array so that its structure is closer to LView. This helps * when traversing the view tree (which is a mix of containers and components * views), so we can jump to viewOrContainer[NEXT] in the same way regardless *

of type.

*

export interface LContainer extends Array<any> *

*

The host element of this LContainer. * * *

This could be an LView if this container is on a component node. * * In that case, the component LView is its HOST. * * *

This is a type field which allows us to differentiate `LContainer` from `StylingContext` in an * * efficient way. The value is always set to `true` * * [TYPE]; * * *

Flag to signify that this `LContainer` may have transplanted views which need to be change * * detected. (see:

`LView[DECLARATION_COMPONENT_VIEW]`). * * *

This flag, once set, is never unset for the `LContainer`. * * *

[HAS_TRANSPLANTED_VIEWS]: boolean; * * *

Access to the parent view is necessary so we can propagate back * * up from inside a container to parent[NEXT]. * * *

[PARENT]: LView; * * *

This allows us to jump from a container to a sibling container or component * * view with the same parent, so we can remove listeners efficiently.

*

[NEXT]: LView|LContainer|null; * * *

The number of direct transplanted views which need a refresh or have descendants themselves

* * that need a refresh but have not marked their ancestors themselves

* * that need a refresh. This tells us that during * * change detection we should still descend to find those children to refresh, even if the parents * * aren't `Dirty` / `CheckAlways`.

*

[TRANSPLANTED_VIEWS_TO_REFRESH]: number; * * *

* * A collection of views created based on the underlying `<ng-template>` element but inserted into

* * a different `LContainer`. We need to track views created from a given declaration point since

* * queries collect matches from the embedded view declaration point and

* * not the insertion point.

*

[MOVED_VIEWS]: LView[]; * * *

* * Pointer to the `TNode` which represents the host of the container.* *

[T_HOST]: TNode; * * *

* * The comment element that serves as an anchor for this LContainer.

*

[NATIVE]: RComment; * * *

* * This hack is necessary so we don't erroneously get a circular dependency

*/ failure based on types.*/

const unusedValueExportToPlacateAjd = 1;

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*/

import {ComponentDef,

*

DirectiveDef} from `./definition`;

import {LContainer} from './interfaces/container';

import {TNode, TNodeFlags} from './node';

import {RNode} from './renderer';

import {FLAGS, LView, LViewFlags} from './view';

/**
 *
 * True if `value` is `LView`.
 * @param value wrapped value of `RNode`, `LView`, `LContainer`
 */

export function isLView(value: RNode|LView|LContainer|{}|null): value is LView {
  return Array.isArray(value) &&
  typeof value[TYPE] === 'object';
}

/**
 * True if `value` is `LContainer`.
 * @param value wrapped value of

 * */

export function isLContainer(value: RNode|LView|LContainer|{}|null): value is LContainer {
  return Array.isArray(value) && value[TYPE] === true;
}

export function isContentQueryHost(tNode: TNode): boolean {
  return (tNode.flags & TNodeFlags.hasContentQuery) !== 0;
}

export function isComponentHost(tNode: TNode): boolean {
  return (tNode.flags & TNodeFlags.isComponentHost) === TNodeFlags.isComponentHost;
}

export function isDirectiveHost(tNode: TNode): boolean {
  return (tNode.flags & TNodeFlags.isDirectiveHost) === TNodeFlags.isDirectiveHost;
}

export function isRootView(target: LView): boolean {
  return (target[FLAGS] & LViewFlags.IsRoot) !== 0;
}

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```typescript
import { TNode } from './interfaces/node';
import { isLContainer, isLView } from './interfaces/type_checks';
import { LView, TVIEW, TView } from './interfaces/view';

// [Assert functions do not constraint type when they are guarded by a truthy
// expression.](https://github.com/microsoft/TypeScript/issues/37295)

export function assertTNodeForLView(tNode: TNode, lView: LView) {
  tNode.hasOwnProperty('tView_') &&
  assertEqual((tNode as any as {tView_: TView}).tView_, lView[TVIEW],
  'This TNode does not belong to this LView.');
}

export function assertComponentType(actual: any, msg: string = 'Type
passed in is not ComponentType, it does not have \`cmp\` property.')(v)
  throwError(msg);
}

export function assertNgModuleType(actual: any, msg: string = 'Type
passed in is not NgModuleType, it does not have \`mod\` property.')(v)
  throwError(msg);
}

export function assertPreviousIsParent(isParent: boolean) {
  assertEqual(isParent, true, 'previousOrParentTNode should be a parent');
}

export function assertHasParent(tNode: TNode | null) {
  assertDefined(tNode, 'previousOrParentTNode should exist!');
  assertDefined(tNode!.parent, 'previousOrParentTNode should have a parent');
}

export function assertDataNext(lView: LView, index: number, arr?: any[]) {
  if (arr == null) arr = lView;
  assertEqual(arr.length, index, `index ${index}
expected to be at the end of arr (length ${arr.length})`);
}

export function assertLContainer(value: any): asserts value is LContainer {
  assertDefined(value, 'LContainer must be defined');
  assertEqual(isLContainer(value), true, 'Expecting LContainer');
}

export function assertLViewOrUndefined(value: any): asserts value is
LView | null | undefined {
  value && assertEqual(isLView(value), true, 'Expecting LView or undefined or
null');
}

export function assertLView(value: any): asserts value is LView {
  assertDefined(value, 'LView must be defined');
  assertEqual(isLView(value), true, 'Expecting LView');
}

export function assertFirstCreatePass(tView: TView, errMessage?: string) {
  assertEqual(tView.firstCreatePass, true, errMessage || 'Should only be called in
first create pass.');
}

export function assertFirstUpdatePass(tView: TView, errMessage?: string) {
  assertEqual(tView.firstUpdatePass, true, errMessage || 'Should only be called
in first update pass.');
}

/**
 * This is a basic sanity check that an object is probably a directive def.
 */
export function assertDirectiveDef<T>(obj: any): asserts obj is DirectiveDef<T> {
  if (obj.type === undefined || obj.selectors === undefined) {
    throwError(
      `Expected a DirectiveDef/ComponentDef and this
object does not seem to have the expected shape.`);
  }
}

/**
 * A hashtable of changes represented by `SimpleChange` objects stored
at the declared
property name they belong to on a Directive or Component. This is
the type passed to the ngOnChanges
hook of a DirectiveDef<T> object.

### SimpleChange

```typescript
export class SimpleChange {
  constructor(public previousValue: any, public currentValue: any, public firstChange: boolean) {}
}

/**
 * Check
whether the new value is the first value assigned.
*/
isFirstChange(): boolean {
  return this.firstChange;
}
```
```typescript

/**
 * The NgOnChangesFeature decorates a component with support for the ngOnChanges
* lifecycle hook, so it should be included in any component that implements
* that hook.
* If the component or directive uses inheritance, the
* NgOnChangesFeature MUST be included as a feature AFTER
* @link [InheritDefinitionFeature]. otherwise
* inherited properties will not be propagated to the ngOnChanges lifecycle hook.
* Example usage:
```
```typescript
export function NgOnChangesFeature<T>() {
  return NgOnChangesFeatureImpl<T>();
}

export function NgOnChangesFeatureImpl<T>(definition: DirectiveDef<T>) {
  if (definition.type.prototype.ngOnChanges) {
    definition.setInput = ngOnChangesSetInput;
  }
  return
}

const simpleChangesStore = getSimpleChangesStore(this);

export interface LContext {
  lView: LView;
  nodeIndex: number;
  native: RNode;
  component: {}|null|undefined;
  directives: any|null|undefined;
  context: any
}

export const SVG_NAMESPACE = 'http://www.w3.org/2000/svg';
export const MATH_ML_NAMESPACE = 'http://www.w3.org/1998/MathML/';
```

This is a synthetic lifecycle hook which gets inserted into `TView.preOrderHooks` to simulate
`ngOnChanges`.

This option ensures that the ngOnChanges lifecycle hook will be inherited from superclasses (in InheritDefinitionFeature).

This is a synthetic lifecycle hook which gets inserted into `TView.preOrderHooks` to simulate
`ngOnChanges`.

The hook reads the `NgSimpleChangesStore` data from the component instance and if changes are null * found it invokes `ngOnChanges` on the component instance.

Because this function gets inserted into `TView.preOrderHooks`, it is guaranteed to be called with component instance.

The data structure which is monkey-patched on the component instance and used by

`ngOnChanges` life-cycle hook to track previous input values.

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https://angular.io/license

```
}```
local references (local reference name => element or directive instance) that exist
on this element.*

`localRefs: {[key: string]: any}|null|undefined;}`

`/**
 * @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
 */

`/**
 * @license
 * Copyright Google LLC 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
 */

`let DOCUMENT: Document|undefined = undefined;

/**
 * Tell ivy what the `document` is for this platform.
 *
 * It is only necessary to call this if the current platform is not a
`browser.

`/**
 * The goal here is to make sure that the browser DOM API is the Renderer.

`import {RendererStyleFlags2, RendererType2} from '../../render/api';
import {getDocument} from './document';

// TODO: cleanup once the code is merged in angular/angular

export enum RendererStyleFlags3 {
  Important = 1 << 0,
  DashCase = 1 << 1
}

export type Renderer3 =
ObjectOrientedRenderer3|ProceduralRenderer3;

export type GlobalTargetName =
'document'|'window'|'body';

export type GlobalTargetResolver = (element: any) => {
  name: GlobalTargetName,
target: EventTarget
};

/**
 * Returns whether the `renderer` is a
 * ProceduralRenderer3 */
export function isProceduralRenderer(renderer: ProceduralRenderer3|
ObjectOrientedRenderer3): renderer is ProceduralRenderer3 {
  return !!((renderer as any).listen);
}

/**
 * Procedural style of API needed to create elements and
* text nodes.

`createComment(value: string): RComment;
createElement(name: string, namespace?: string|null): RElement;
createText(value: string): RText;
/**
 * This property is allowed to be null / undefined,
* in which case the
view engine won't call it.
* This is used as a performance optimization for production mode.

`createElement(name: string, namespace?: string|null): RElement;
createText(value: string): RText;
**

`**

`/**
 * Object Oriented style of API needed to create elements and
text nodes.

`createComment(value: string): RComment;
createElement(tagName: string): REElement;
createElementNS(namespace: string, tagName: string): REElement;
createTextNode(data: string): RText;
querySelector(selectors: string|any,
* `/**

`/**
 * Procedural style of API needed to create elements and text nodes.

`}
Subset of API needed for appending elements and text nodes. */export interface RNode {
  /**
   * Returns the parent Element, Document, or DocumentFragment
   */
  parentNode: RNode|null;

  /**
   * Returns the parent Element if there is one
   */
  parentElement: RElement|null;

  /**
   * Gets the Node immediately following this one in the parent’s childNodes
   */
  nextSibling: RNode|null;

  /**
   * Removes a child from the current node and returns the removed node
   */
  removeChild(oldChild: RNode): RNode;

  /**
   * Insert a child node.
   *
   * Used exclusively for adding View root nodes into ViewAnchor location.
   */
  insertBefore(newChild: RNode, refChild: RNode|null, isViewRoot: boolean): void;

  /**
   * Append a child node.
   *
   * Used exclusively for building up DOM which are static (ie not View roots)
   */
  appendChild(newChild: RNode): RNode;
}

/**
 * Subset of API needed for writing attributes, properties, and setting up listeners on Element.
 */
export interface RElement extends RNode {
  style: RCssStyleDeclaration;
  classList: RDomTokenList;
  className: string;
  textContent: string|null;
  setAttribute(name: string, value: string): void;
  removeAttribute(name: string): void;
  setAttributeNS(namespaceURI: string, qualifiedName: string, value: string): void;
  addEventListener(type: string, listener: EventListener, useCapture?: boolean): void;
  removeEventListener(type: string, listener?: EventListener, options?: boolean): void;
  setProperty?(name: string, value: any): void;
}

export interface RCssStyleDeclaration {
  removeProperty(propertyName: string): string;
  setProperty(propertyName: string, value: string|null, priority?: string): void;
}

export interface RDomTokenList {
  add(token: string): void;
  remove(token: string): void;
}

export interface RText extends RNode {
  textContent: string|null;
}

export interface RComment extends RNode {
  textContent: string|null;
}

// Note: This hack is necessary so we don’t erroneously get a circular dependency failure based on types.
export {assertDefined, assertDomNode, assertGreaterThan, assertIndexInRange, assertLessThan} from ‘../../util/assert’;
export {assertTNodeForLView} from ‘../assert’;
export {LContainer, TYPE} from ‘../interfaces/container’;
export {LContext, MONKEY_PATCH_KEY_NAME} from ‘../interfaces/context’;
export {TConstants, TNode} from ‘../interfaces/node’;
export {isProceduralRenderer, RN ode} from ‘../interfaces/renderer’;
export {isLContainer, isLView} from ‘../interfaces/type_checks’;
export {FLAGS, HEADER_OFFSET, HOST, LView, LViewFlags, PARENT, PREORDER_HOOK_FLAGS, RENDERER, TData, TRANSPLANTED_VIEWS_TO_REFRESH, TView} from ‘../interfaces/view’;

For efficiency reasons we often put several different data types (‘RN ode’, ‘LView’, ‘LContainer’) in same location in ‘LView’. This is because we don’t want to pre-allocate space for it *because the storage is sparse. This file contains utilities for dealing with such data types. * How do we know what is stored at a given location in ‘LView’? * - Array.isArray(value) === false => ‘RN ode’ (The normal storage value)* - Array.isArray(value) === true => then the ‘value[0]’ represents the wrapped value.* - typeof value[TYPE] === ‘object’ => ‘LView’* - This happens when we have a component at a given location* - typeof value[TYPE] === true’ => ‘LContainer’* - This happens when we have ‘LContainer’ binding at a given location.* * NOTE: it
is assumed that `Array.isArray` and `typeof` operations are very efficient.\n*/

/**
 * Returns `RNode`.
 *
 * @param value wrapped value of `RNode`, `LView`, `LContainer`
 */
export function unwrapRNode(value: RNode|LView|LContainer): RNode
  while (Array.isArray(value)) {\n    value = value[HOST] as any;\n  }\n  return value as RNode;

/**
 * Returns `LView` or `null` if not found.
 *
 * @param value wrapped value of `RNode`, `LView`, `LContainer`
 */
export function unwrapLView(value: RNode|LView|LContainer): LView|null {
  while (Array.isArray(value)) {\n    if (typeof value[TYPE] === 'object') return value as LView;\n    value = value[HOST] as any;\n  }\n  return null;
}

/**
 * Returns `LContainer` or `null` if not found.
 *
 * @param value wrapped value of `RNode`, `LView`, `LContainer`
 */
export function unwrapLContainer(value: RNode|LView|LContainer): LContainer|null {
  while (Array.isArray(value)) {\n    if (value[TYPE] === true) return value as LContainer;\n    value = value[HOST] as any;\n  }\n  return null;
}

/**
 * Retrieves an element value from the provided `viewData`, by unwrapping* from any containers, component views, or style contexts.\n */
export function getNativeByIndex(index: number, lView: LView): RNode {
  return unwrapRNode(lView[index + HEADER_OFFSET]);
}

/**
 * Retrieve an `RNode` for a given `TNode` and `LView`.
 *
 * This function guarantees in dev mode to retrieve a non-null `RNode`.\n *
 * @param tNode
 * @param lView
 */
export function getNativeByTNode(tNode: TNode, lView: LView): RNode {
  ngDevMode && assertTNodeForLView(tNode, lView);
  ngDevMode && assertIndexInRange(lView, tNode.index);
  const node: RNode = unwrapRNode(lView[tNode.index]);
  ngDevMode && !isProceduralRenderer(lView[RENDERER]) && assertDomNode(node);
  return node;
}

/**
 * Retrieve an `RNode` or `null` for a given `TNode` and `LView`.
 *
 * Some `TNode`s don't have associated `RNode`s. For example `Projection`\n * @param tNode
 * @param lView
 */
export function getNativeByTNodeOrNull(tNode: TNode, lView: LView): RNode|null {
  const index = tNode.index;
  if (index !== -1) {
    ngDevMode && assertTNodeForLView(tNode, lView);
    const node: RNode|null = unwrapRNode(lView[index]);
    ngDevMode && node !== null && !isProceduralRenderer(lView[RENDERER]) && assertDomNode(node) &&
      return node;
  }\n  return null;
}

/**
 * Returns the monkey-patch value data present on the target (which could be\n * a component, directive or a DOM node).\n */
export function readPatchedData(target: any): LView|LContext|null {
  ngDevMode && assertDefined(target, 'Target expected');
  return target[MONKEY_PATCH_KEY_NAME] || null;
}

export function readPatchedLView(target: any): LView|null {
  const value = readPatchedData(target);
  if (value) {\n    return Array.isArray(value) ? value : (value as LContext).lView;
  }\n  return null;
}

/** Checks whether a given view is in creation mode */
export function isCreationMode(view: LView): boolean {
  return (view[FLAGS] & LViewFlags.CreationMode) === LViewFlags.CreationMode;
}

/** Returns a boolean for whether the view is attached to the change detection tree.\n */
export function viewAttachedToChangeDetector(view: LView): boolean {
  return viewAttachedToChangeDetector(view, view[RENDERER]);
}

/** Returns a boolean for whether the view is attached to a container.\n */
export function viewAttachedToContainer(view: LView): boolean {
  return isLContainer(view[PARENT]);
}
getConstant<T>(consts: TConstants|null, index: number|null|undefined): T|null {
  return consts === null || index == null ? null : consts[index] as unknown as T
}

/**
 * Resets the pre-order hook flags of the view.
 */
export function resetPreOrderHookFlags(lView: LView) {
  lView[PREORDER_HOOK_FLAGS] = 0;
}

/**
 * Updates the `TRANSPLANTED_VIEWS_TO_REFRESH` counter on the LContainer as well as the parents
 */
export function updateTransplantedViewCount(lContainer: LContainer, amount: -1 | 1) {
  lContainer[TRANSPLANTED_VIEWS_TO_REFRESH] += amount;
  let viewOrContainer = lView;
  while (parent !== null &&
  
  viewOrContainer[TRANSPLANTED_VIEWS_TO_REFRESH] === 1) {
    lContainer[TRANSPLANTED_VIEWS_TO_REFRESH] += amount;
    viewOrContainer = parent;
  }
}

/**
 * @license
 * Copyright Google LLC 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 {assertDefined, assertEqual} from '../util/assert';
import {assertLViewOrUndefined} from './assert';
import {DirectiveDef} from './interfaces/definition';
import {TNode} from './interfaces/node';
import {CONTEXT, DECLARATION_VIEW, LView, OpaqueViewState, TData, TVIEW, TView} from './interfaces/view';
import {MATH_ML_NAMESPACE, SVG_NAMESPACE} from './namespaces';
import {getTNode} from './util/view_utils';

interface LFrame {
  /**
   * Parent LFrame.
   */
  parent: LFrame;

  /**
   * Child LFrame.
   */
  child: LFrame|null;

  /**
   * State of the current view being processed.
   */
  lView: LView;

  /**
   * Current `TView` associated with the `LFrame.lView`.
   */
  tView: TView;

  previousOrParentTNode: TNode;

  isParent: boolean;

  selectedIndex: number;

  bindingIndex: number;

  contextLView: LView;

  elementDepthCount: number;

  currentNamespace: string|null;

  bindingRootIndex: number;

  currentQueryIndex: number;

  currentDirectiveIndex: number;

  previousOrParentTreeNode: TNode;

  selectedIndex: number;

  bindingIndex: number;

  lastViewData retrieved by nextContext()!

  building nextContext() and reference() calls!

  Store the element depth count.

  are the only places where the patch data could change, this way we will save on number of places where the

  creating elements.

  The root index from which pure function

  instructions should calculate their binding

  indices. In component views, this is TView.b bindingStartIndex.

  context, this is the TView.expandoStartIndex + any dirs/hostVars before the given dir.

  Current index of a View or Content Query which needs to be processed

  We iterate over the list of Queries and increment current query index at every step.

  When host binding is executing this points to the directive index.

  TView.data[currentDirectiveIndex] is `DirectiveDef`

  * TView[currentDirectiveIndex]` is directive instance.

  * All implicit instruction state is stored here.

  It is useful to have a single object where all of the state is stored as a mental model

  (rather it being spread across many different variables.)
an intermediate object with properties.

```typescript
interface InstructionState {
  lFrame: LFrame;
  bindingsEnabled: boolean;
  checkNoChangesMode: boolean;
  elementDepthCount: number;
  elementDepthCount++;  // top level variables should not be exported for performance reasons
  previousOrParentTNode: TNode;
  contextViewData: View;
  currentViewState: View;
  checkNoChangesMode: boolean;
```

```typescript
createLFrame(null);  // When template contains 'ngNonBindable' then we need to prevent the runtime from matching directives on children of that element. Example:

```html
<my-comp my-directive>
</my-comp>
<div ngNonBindable>
  <my-comp my-directive>
    Should not match component / directive because we are in ngNonBindable.
  </my-comp>
</div>
```
lFrame.bindingIndex + count;
  return index;
}

/**
 * Set a new binding root index so that host template functions can execute.
 * @param bindingRootIndex
 * @param currentDirectiveIndex
 */
export function setBindingRootForHostBindings(
    bindingRootIndex: number, currentDirectiveIndex: number) {
  const lFrame = instructionState.lFrame;
  lFrame.bindingIndex = lFrame.bindingRootIndex = bindingRootIndex;
}

/**
 * When host binding is executing this points to the directive index.
 * @param bindingRootIndex
 * @return currentDirectiveIndex
 */
export function getCurrentDirectiveIndex(): number {
  return instructionState.lFrame.currentDirectiveIndex;
}

/**
 * Sets an index of a directive whose `hostBindings` are being processed.
 * @param currentDirectiveIndex
 */
export function setCurrentDirectiveIndex(currentDirectiveIndex: number): void {
  instructionState.lFrame.currentDirectiveIndex = currentDirectiveIndex;
}

/**
 * Retrieve the current `DirectiveDef` which is active when `hostBindings` instruction is being executed.
 * @param tData Current TData
 */
export function getCurrentDirectiveDef(tData: TData): DirectiveDef<any>|null {
  const currentDirectiveIndex = instructionState.lFrame.currentDirectiveIndex;
}

export function getCurrentQueryIndex(): number {
  return instructionState.lFrame.currentQueryIndex;
}

export function setCurrentQueryIndex(value: number): void {
  instructionState.lFrame.currentQueryIndex = value;
}

/**
 * Enter new view.
 * @param newView New view to become active
 * @param tNode Element to which the View is a child of
 */
export function enterView(newView: LView, tNode: TNode|null): void {
  ngDevMode && assertLViewOrUndefined(newView);
  const newLFrame = allocLFrame();
  instructionState.lFrame = newLFrame;
  newLFrame.previousOrParentTNode = tNode!;
  newLFrame.lView = newView;
  newLFrame.tView = newView[TVIEW];
  newLFrame.contextLView = newView;
  newLFrame.bindingIndex = tView.bindingStartIndex;
  newLFrame.bindingRootIndex = -1;
  newLFrame.previousOrParentTNode = null!
  instructionState.lFrame = newLFrame;
  const currentLFrame = instructionState.lFrame;
  const childLFrame = currentLFrame;
  const lView = newView;
  const tView = tView;
  const contextLView = newView;
  const lFrame = currentLFrame;
  const selectedIndex = 0;
  const contextLView = null!
  const tView = null!
  return
}

function allocLFrame() {
  const currentLFrame = instructionState.lFrame;
  const childLFrame = currentLFrame.child;
  if (ngDevMode && assertLViewOrUndefined(childLFrame)) {
    const newLFrame = allocLFrame();
    newLFrame.previousOrParentTNode = childLFrame;
    return
  }
  const newLFrame = allocLFrame();
  newLFrame.previousOrParentTNode = null!
  instructionState.lFrame = newLFrame;
  newLFrame.lView = newView;
  newLFrame.tView = tView;
  newLFrame.contextLView = newView;
  newLFrame.bindingIndex = tView.bindingStartIndex;
  newLFrame.bindingRootIndex = -1;
  newLFrame.previousOrParentTNode = null!
  instructionState.lFrame = newLFrame;
  return
}
```typescript
/**
 * Adds all directive lifecycle hooks from the given `DirectiveDef` to the given `TView`.
 *
 * Must be run *only* on the first template pass.
 * Sets up the pre-order hooks on the provided `tView`.
 * @param directiveIndex The index of the directive in LView
 * @param directiveDef The definition containing the hooks to setup in tView
 * @param tView The current TView
 */
export function registerPreOrderHooks(
  directiveIndex: number, directiveDef: DirectiveDef<any>, tView: TView): void {
  if (tView.preOrderHooks) {
    for (let i = directiveIndex, end = directiveIndex + directiveDef.length; i < end; i++) {
      const lifecycleHooks: AfterContentInit&AfterContentChecked&AfterViewInit&AfterViewChecked&OnDestroy =
          directiveDef.type.prototype;
      const {
        ngAfterContentInit, ngAfterContentChecked, ngAfterViewInit, ngAfterViewChecked, ngOnDestroy
      } = lifecycleHooks;

      if (ngAfterContentInit) {
        (tView.preOrderHooks || (tView.preOrderHooks = [])).push(i, ngAfterContentInit);
        (tView.preOrderCheckHooks || (tView.preOrderCheckHooks = [])).push(i, ngAfterContentInit);
      }

      if (ngAfterContentChecked) {
        (tView.preOrderHooks || (tView.preOrderHooks = [])).push(i, ngAfterContentChecked);
        (tView.preOrderCheckHooks || (tView.preOrderCheckHooks = [])).push(i, ngAfterContentChecked);
      }

      if (ngAfterViewInit) {
        (tView.preOrderHooks || (tView.preOrderHooks = [])).push(i, ngAfterViewInit);
        (tView.preOrderCheckHooks || (tView.preOrderCheckHooks = [])).push(i, ngAfterViewInit);
      }

      if (ngAfterViewChecked) {
        (tView.preOrderHooks || (tView.preOrderHooks = [])).push(i, ngAfterViewChecked);
        (tView.preOrderCheckHooks || (tView.preOrderCheckHooks = [])).push(i, ngAfterViewChecked);
      }

      if (ngOnDestroy) {
        (tView.preOrderHooks || (tView.preOrderHooks = [])).push(i, ngOnDestroy);
        (tView.preOrderCheckHooks || (tView.preOrderCheckHooks = [])).push(i, ngOnDestroy);
      }
    }
  }
}
```

```typescript
/**
 * Loops through the directives on the provided `tNode` and queues hooks to be run *that are not
 * initialization hooks*. Should be executed during `elementEnd()` and similar to `elementEnd`
 * preserve hook execution order.

 * Sets up the content, view, and destroy hooks on the provided `tView`.
 * See `HookData` for details about the data structure.

 * NOTE: This does not set up `onChanges`, `onInit` or `doCheck`, those are
 * set up *separately* at `elementStart`

 * @param tView The current TView
 * @param tNode The TNode
 */
export function registerPostOrderHooks(tView: TView, tNode: TNode): void {
  for (let i = tNode.directiveStart, end = tNode.directiveEnd; i < end; i++) {
    const directiveDef = tView.data[i] as DirectiveDef<any>;
    const lifecycleHooks: AfterContentInit&AfterContentChecked&AfterViewInit&AfterViewChecked&OnDestroy =
        directiveDef.type.prototype;
    const {
      ngAfterContentInit, ngAfterContentChecked, ngAfterViewInit, ngAfterViewChecked, ngOnDestroy
    } = lifecycleHooks;

    if (ngAfterContentInit) {
      (tView.postOrderHooks || (tView.postOrderHooks = [])).push(i, ngAfterContentInit);
      (tView.postOrderCheckHooks || (tView.postOrderCheckHooks = [])).push(i, ngAfterContentInit);
    }

    if (ngAfterContentChecked) {
      (tView.postOrderHooks || (tView.postOrderHooks = [])).push(i, ngAfterContentChecked);
      (tView.postOrderCheckHooks || (tView.postOrderCheckHooks = [])).push(i, ngAfterContentChecked);
    }

    if (ngAfterViewInit) {
      (tView.postOrderHooks || (tView.postOrderHooks = [])).push(i, ngAfterViewInit);
      (tView.postOrderCheckHooks || (tView.postOrderCheckHooks = [])).push(i, ngAfterViewInit);
    }

    if (ngAfterViewChecked) {
      (tView.postOrderHooks || (tView.postOrderHooks = [])).push(i, ngAfterViewChecked);
      (tView.postOrderCheckHooks || (tView.postOrderCheckHooks = [])).push(i, ngAfterViewChecked);
    }

    if (ngOnDestroy) {
      (tView.postOrderHooks || (tView.postOrderHooks = [])).push(i, ngOnDestroy);
      (tView.postOrderCheckHooks || (tView.postOrderCheckHooks = [])).push(i, ngOnDestroy);
    }
  }
}
```

```typescript
/**
 * Executing hooks requires complex logic as we need to deal with
 * 2 constraints. In *must be executed once and only once, across many change detection cycles.
 * This must be true even if some hooks throw, or if some
 * recursively trigger a change detection cycle.
 * To solve that, it is required to track the state of the execution of
 * these init hooks.
 * This is done by storing and maintaining flags in the view:
 * see `HookData` for details about the data structure.
 * They can be seen as a cursor in the following structure:
 * `[onInit1, onInit2, afterContentInit1, afterViewInit1, afterViewInit2, afterViewInit3]`]
 * Are they are stored as flags in `LView[FLAGS]`.
 * Pre-order hooks can be executed in batches, because of the select execution.
 * To be
able to pause and resume their execution, we also need some state about the hook's array\n * that is being processed\n * - the index of the next hook to be executed\n * - the number of init hooks already found in the processed part of the array\n * They are are stored as flags in LView[PREORDER_HOOK_FLAGS].\n \n *\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*\n\n*
i The current index within the hook data array

    function callHook(currentView: LView, initPhase: InitPhaseState, arr: HookData, i: number) {
      const isInitHook = arr[i] < 0;
      const hook = arr[i + 1] as () => void;
      const directiveIndex = isInitHook ? -arr[i] : arr[i] as number;
      const directive = currentView[directiveIndex];
      if (isInitHook) {
        const indexWithinInitPhase = currentView[FLAGS] >> LViewFlags.IndexWithinInitPhaseShift;
        // The init phase state must be always checked here as it may have been recursively
        // updated
        if (indexWithinInitPhase <
            (currentView[PREORDER_HOOK_FLAGS] >> PreOrderHooks.NumberOfInitHooksCalledShift) &
            (currentView[FLAGS] &
            LViewFlags.InitPhaseStateMask) === initPhase) {
          currentView[FLAGS] +=
            LViewFlags.IndexWithinPhaseIncrementer;
          hook.call(directive);
        }
      } else {
        hook.call(directive);
      }
    }

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

    import {InjectionToken} from '../../di/injection_token';
    import {InjectFlags} from '../../di/interface/injector';
    import {Type} from '../../interface/type';

    import {TDirectiveHostNode} from './node';
    import {LView, TData} from './view';

    export const TNODE = 8;
    export const PARENT_INJECTOR = 8;
    export const INJECTOR_BLOOM_PARENT_SIZE = 9;

    /**
     * Represents a relative location of parent injector.
     *
     * The interfaces encodes number of parents `LView`’s to traverse and index in the `LView`
     * pointing to the parent injector.
     * The indexes encode number of parents `LView`’s to traverse and index in the `LView` *
     * See:
     * Because all injectors have been flattened into `LView` and `TViewData`, they cannot typed
     * using interfaces as they were previously. The start
     * index of each `LInjector` and `T Injector` will differ based on where it is flattened into the main array, so it's not
     * possible to known * the indices ahead of time and save their types here. The interfaces are still included here! * for
documentation purposes.
     */

    export interface LInjector extends Array<any> {

      // Cumulative bloom for directive IDs 0-31  (IDs are % BLOOM_SIZE)
      [0]: number;

      // Cumulative bloom for directive IDs 32-63
      [1]: number;

      // Cumulative bloom for directive IDs 64-95
      [2]: number;

      // Cumulative bloom for directive IDs 96-127
      [3]: number;

      // Cumulative bloom for directive IDs 128-159
      [4]: number;

      // Cumulative bloom for directive IDs 160 - 191
      [5]: number;

      // Cumulative bloom for directive IDs 192 - 223
      [6]: number;

      // Cumulative bloom for directive IDs 224 - 255
      [7]: number;

      // We need to store a reference to the injector's parent so DI can keep looking
      // up a hierarchy until the injector tree until it finds the dependency it's looking for.
      // This is particularly important for `PARENT_INJECTOR`:
      PARENT_INJECTOR: number;
    }

    export interface TInjector extends Array<any> {

      // Shared node bloom for directive IDs 0-31  (IDs are % BLOOM_SIZE)
      [0]: number;

      // Shared node bloom for directive IDs 32-63
      [1]: number;

      // Shared node bloom for directive IDs 64-95
      [2]: number;

      // Shared node bloom for directive IDs 96-127
      [3]: number;

      // Shared node bloom for directive IDs 128-159
      [4]: number;

      // Shared node bloom for directive IDs 160 - 191
      [5]: number;

      // Shared node bloom for directive IDs 192 - 223
      [6]: number;

      // Shared node bloom for directive IDs 224 - 255
      [7]: number;

      // Necessary to find directive indices for a particular node.
      TNODE: number;
    }

    export class RelativeInjectorLocation {
      __brand__: RelativeInjectorLocationFlags;
    }

    export const RelativeInjectorLocationFlags = {
      InjectorIndexMask = 0b111111111111111,
      ViewOffsetShift = 16,
      NO_PARENT = -1,
    }

    export const NO_PARENT_INJECTOR: RelativeInjectorLocation = -1 as any;

    */

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inline hidden classes this is OK.

* Single factory: Only `resolving` and `factory` is defined.

* *`providers` factory: `componentProviders` is a number and `index = -1.`

* `viewProviders` factory: `componentProviders` is a number and `index` points to `providers`.

`export class NodeInjectorFactory { /*\n * The inject implementation to be activated when using the factory. 

 * null\n */\n
 * Mark that the token can see other Tokens declared in `viewProviders` on the same node.

 * *\n * Marker set to true during factory invocation to see if we get into recursive loop.

 * Recursive loop causes an error to be displayed.

 * *\n * `resolving` = false;\n */\n
 * This is needed because when multiple components and directives declare the `multi` provider\n * they have to be concatenated in the correct order.

 * *\n * Example:

 * If we have a component and directive active an a single element as declared here:\n
   * *\n   * `component`: provides: [ { provide: String, useValue: 'component',\n   * multi: true } ],\n
   * `viewProviders`: [ { provide: String, useValue: 'component',\n   * multi: true } ];\n
   * *\n
   * The way to think about it is that the `viewProviders` have been inserted after the component\n * but before the directives, which is why we need to know how many `multi`s have been declared by\n * the component.\n
   * *\n   * Component:` provides: [ { provide: String, useValue: 'component',\n   * multi: true } ],\n
   * `viewProviders`: [ { provide: String, useValue: 'component',\n   * multi: true } ];\n
   * *\n
   * We have to return `['all']` in case of content injection, but `['all',\n   * 'viewOnly']` in case of view injection. We further have to make sure that the shared instances (in our case\n * `['all']`) are the same exact instance in both the content as well as the view injection. (We\n * have to make sure that we don't double instantiate.) For this reason the `viewProviders`\n * `Factory` has a pointer to the shadowed `providers` factory so that it can instantiate the\n * `providers` (`['all']`) and then extend it with `viewProviders` (`['all'] + ['viewOnly']` =\n * `['all', 'viewOnly']`).\n
 * *\n
 * Factory to invoke in order to create a new instance.\n
 * *\n
 * Number of `multi` providers which belong to the component.\n
 * *\n
 * This hack is necessary so we don't erroneously get a circular dependency\n * failure based on types.\n
 * const\n
 * unusedValueExportToPlacateAjd = 1;\n
 * *\n
 * This is upgradeable.\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

 * Copyright Google LLC All Rights Reserved.\n
 * *\n
 * Hack is necessary so we don't erroneously get a circular dependency\n * failure based on types.\n
 * unusedValueExportToPlacateAjd = 1;\n
 * *\n
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 * *\n
 * The TNode of the same element injector.\n
 * *\n
 * The TNode of the same element injector.\n
 * *\n
 * This injectImpl = injectImplementation;\n
 * *\n
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assertNodeType

```typescript
assertNodeType(tNode: TNode, type: TNodeType.IcuContainer): asserts tNode is TIcuContainerNode;
```

```typescript
export function assertNodeType(tNode: TNode, type: TNodeType.Projection): asserts tNode is TProjectionNode;
```

```typescript
export function assertNodeType(tNode: TNode, type: TNodeType.View): asserts tNode is TViewNode;
```

```typescript
export function assertNodeType(tNode: TNode, type: TNodeType): asserts tNode is TNode {
  assertDefined(tNode, 'should be called with a TNode');
  assertEqual(tNode.type, type, `should be one of 
$(types.map(typeName).join(', ') )`) but got $(typeofNode(type).nodeType)';
}

export function assertNodeOfPossibleTypes(tNode: TNode, types: TNodeType[]): asserts tNode is TNode {
  assertDefined(tNode, 'should be called with a TNode');
  const found = types.some(type => tNode.type === type);
  assertEqual(found, true, message ??
      `Should be one of 
$(types.map(typeName).join(', ') )`);
}

export function assertNodeNotOfTypes(tNode: TNode, types: TNodeType[]): void {
  assertDefined(tNode, 'should be called with a TNode');
  const found = types.some(type => tNode.type === type);
  assertEqual(found, false, message ??
      `Should not be one of 
$(types.map(typeName).join(', ') )`);
}

function typeName(type: TNodeType): string {
  if (type == TNodeType.Projection) return 'Projection';
  if (type == TNodeType.Container) return 'Container';
  if (type == TNodeType.IcuContainer) return 'IcuContainer';
  if (type == TNodeType.View) return 'View';
  return '<unknown>';}
```

```typescript
/**
 * @license
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 *
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 * https://angular.io/license
 */
import {CharCode} from '../../util/char_code';
import {AttributeMarker, TAttributes} from '../interfaces/node';
import {CssSelector} from '../interfaces/projection';
import {isProceduralRenderer, ProceduralRenderer3, RElement, Renderer3} from '../interfaces/renderer';

/**
 * Assigns all attribute values to the provided element via the inferred renderer.
 * This function accepts two forms of attribute entries:
 * default: (key, value):
 *  attrs = [key1, value1, key2, value2]
 * namespaced:
 * (NAMESPACE_MARKER, uri, name, value)
 *  attrs = [NAMESPACE_MARKER, uri, name, value, NAMESPACE_MARKER, uri, name, value, NAMESPACE_MARKER, uri, name, value]
 * The 'attrs' array can contain a mix of both the default and
 * namespaced entries.
 * The 'default' values are set without a marker, but if the function comes across
 * a marker value then it will attempt to set a namespaced value. If the marker is not of a namespaced value then the
 * function will quit and return the index value where it stopped during the iteration of the array
 * isAnimationProp
 * See [AttributeMarker] to understand what the namespace marker value is.
 * Note that this instruction does not support assigning style and class values to
 * an element. See 'elementStart' and 'elementHostAttrs' to learn how
 * styling values are applied to an element.
 * The renderer to be used is @param renderer The renderer to be used
 * The element that the attributes will be assigned to
 * The attribute array of values that will be assigned to the
 * element
 * @returns the index value that was last accessed in the attributes array
 */
export function setUpAttributes(renderer: Renderer3, native: RElement, attrs: TAttributes): number {
  const isProc = isProceduralRenderer(renderer);
  let i = 0;
  while (i < attrs.length) {
    const value = attrs[i];
    if (typeof
      // only namespaces are supported. Other value types (such as style/class
      // entries) are not supported in this function.
    if (value !== AttributeMarkerNamespaceURI) {
      break;
      // we just landed on the marker value ...
      // we should skip to the next entry
      if (typeof
        // Standard attributes
      } else {
        // Standard attributes
      } else {
        // Standard attributes
    }
```

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into an unsupported marker or if all the static values were
// iterated over.
return i;
}

/**
 * Test whether
 * the given value is a marker that indicates that the following
 * attribute values in a `TAttributes` array are only the
 * names of attributes,
 * and not name-value pairs.
 * @param marker The attribute marker to test.
 * @returns true if the marker is a "name-only" marker (e.g. `Bindings`, `Template` or `I18n`).
 * */
export function
isNameOnlyAttributeMarker(marker: string|AttributeMarker|CssSelector): boolean {
  return marker === AttributeMarker.Bindings || marker === AttributeMarker.Template
     || marker === AttributeMarker.I18n;
}

export function isAnimationProp(name: string): boolean {
  return name.charCodeAt(0) === CharCode.AT_SIGN;
}

/**
 * Merges `src` `TAttributes` into `dst`
 * removing any duplicates in the process.
 * This merge function keeps the order of attrs same.
 * @param dst Location of where the merged `TAttributes` should end up.
 * @param src `TAttributes` which
 * should be appended to `dst`.
 * */
export function mergeHostAttrs(dst: TAttributes|null, src: TAttributes|null): TAttributes|null {
  if (src === null || src.length === 0) {
    // do nothing
  } else if (dst === null || dst.length === 0) {
    // We have source, but dst is empty, just make a copy.
    dst = src.slice();
  } else {
    let srcMarker = AttributeMarker.ImplicitAttributes;
    for (let i = 0; i < src.length; i++) {
      const item = src[i];
      if (typeof item === 'number') {
        srcMarker = item;
      } else {
        if (srcMarker === AttributeMarker.NamespaceURI) {
          // Case where we need to consume `key1`, `key2`, `value` items.
        } else if (srcMarker === AttributeMarker.ImplicitAttributes ||
            srcMarker === AttributeMarker.Styles) {
          // Case where we have to consume `key1` only.
          mergeHostAttribute(dst, srcMarker, item as string, null, null);
        } else {
          // Case where we have to consume `key1` and `value` only.
          mergeHostAttribute(dst, srcMarker, item as string, null, item as string);
        }
      }
    }
    return dst;
}

/**
 * Append `key`/`value` to existing `TAttributes` taking region marker and
 * duplicates into account.
 * @param dst `TAttributes` to append to.
 * @param marker Region where the
 * `key`/`value` should be added.
 * @param key1 Key to add to `TAttributes`
 * @param key2 Key to add to `TAttributes`
 * (in case of `AttributeMarker.NamespaceURI`)
 * @param value Value to add or to overwrite to `TAttributes`.
 * Only used if `marker` is not Class.
 * */
export function mergeHostAttribute(
    dst: TAttributes,
    marker: AttributeMarker, key1: string, key2: string|null,
    value: string|null): void {
  let i = 0;
  // search until you find place of insertion
  while (i < dst.length) {
    const item = dst[i];
    if (typeof item === 'number') {
      // since `i` started as the index after the marker, we did not
      // find it if we are at the next
      break;
    } else if (item === key1) {
      // We already have same
      break;
    } else if (key2 === null) {
      // if (value !== null) {
      dst[i+1] = value;
      // return;
      } else if (key2 === (dst[i+1] || 0)) {
        // Increment counter.
        i++;
      } else if (key2 !== null) {
        // insert at location.
        if (marker === AttributeMarker.NamespaceURI) {
          dst.splice(i+1, 0, key2);
        } else {
          // We need to save this as the markers to be inserted in specific order.
          dst[i+1] = marker;
        }
      }
    }
  }
}

import {NO_PARENT_INJECTOR, RelativeInjectorLocation, RelativeInjectorLocationFlags} from
../interfaces/injector';
import {DECLARATION_VIEW, LView} from '../interfaces/view';
/// Parent Injector Utils
export function hasParentInjector(parentLocation: RelativeInjectorLocation): boolean {
  return parentLocation !== NO_PARENT_INJECTOR;
}

export function getParentInjectorIndex(parentLocation: RelativeInjectorLocation): number {
  return (parentLocation as...
export function getParentInjectorViewOffset(parentLocation: RelativeInjectorLocation): number {
  return (parentLocation as any as number) >> RelativeInjectorLocationFlags.ViewOffsetShift;
}

export function getParentInjectorView(parentLocation: RelativeInjectorLocation, startView: LView): LView {
  let viewOffset = getParentInjectorViewOffset(parentLocation);

  let parentView = startView;
  // For most cases, the parent injector can be found on the host node (e.g. for
  // or container), but we must keep the loop here to support the rarer case of deeply nested
  // tags or inline views, where the parent injector might live many views
  // above the child injector.
  while (viewOffset > 0) {
    parentView = parentView[DECLARATION_VIEW]!
    viewOffset--;
  }
  return parentView;
}

/**
 * Unwraps a value which might be behind a closure (for forward
 * declaration reasons).
 */
export function maybeUnwrapFn<T>(value: T|(() => T)): T {
  if (value instanceof Function) {
    return value();
  } else {
    return value;
  }
}

/**
 * Used for
 * resolveWindow(element: RElement&{ownerDocument: Document}) {
 * return {name: 'window', target: element.ownerDocument.defaultView}!
 * }
 */

/**
 * The special delimiter we use to separate property names, prefixes,
 * and suffixes in property binding metadata. See storeBindingMetadata().
 * We intentionally use the Unicode "REPLACEMENT CHARACTER" (U+FFFD) as a delimiter
 * because it is a very uncommon character that is unlikely to be part of a user's
 * property names or interpolation strings. If it is in fact used in a
 * property's binding, DebugElement.properties will not return the correct value for that
 * binding. However, there should be no runtime effect for real applications.
 */
export const INTERPOLATION_DELIMITER = `"`;
import {DirectiveDef, FactoryFn} from './interfaces/definition';
import {isFactory, NO_PARENT_INJECTOR, NodeInjectorFactory, PARENT_INJECTOR, RelativeInjectorLocation, RelativeInjectorLocationFlags, TNODE} from './interfaces/injector';
import {AttributeMarker, TContainerNode, TDirectiveHostNode, TElementContainerNode, TElementNode, TNode, TNodeProviderIndexes, TNodeType} from './interfaces/node';
import {isComponentDef, isComponentHost} from './interfaces/type_checks';
import {DECLARATION_COMPONENT_VIEW, DECLARATION_VIEW, INJECTOR, LView, T_DATA, T_HOST, T_DATA, T_HOST, T_VIEW, TVIEW} from './interfaces/view';
import {assertNodeOfPossibleTypes} from './node_assert';
import {isNameOnlyAttributeMarker} from './util/attrs_utils';
import {getParentInjectorIndex, getParentInjectorView, hasParentInjector} from './util/injector_utils';
import {stringifyForError} from './util/misc_utils';

/**
 * Defines if the call to `inject` should include `viewProviders` in its resolution.
 * This is set to true when we try to instantiate a component. This value is reset in
 * `getNodeInjectable` to a value which matches the declaration location of the token about to be
 * instantiated. This is done so that if we are injecting a token which was declared outside of
 * `viewProviders` we don't accidentally pull `viewProviders` in.
 * Example:
 * ```
 * @Injectable()
 * class MyService {
 *   constructor(public value: String) {}
 * }
 *
 * @Component({
 *   providers: [
 *     MyService
 *   ]
 *   viewProviders: [
 *     {provide: String, value: 'providers'}
 *   ]
 * })
 * class MyComponent {
 *   constructor(myService: MyService, value: String) {
 *     // We expect that Component can see into `viewProviders`.
 *     expect(value).toEqual('providers');
 *     // `MyService` was not declared in `viewProviders` hence it can't see it.
 *     expect(myService.value).toEqual('providers');
 *   }
 * }
 *
 * ```
 */
let includeViewProviders = true;

export function setIncludeViewProviders(v: boolean): boolean {
  const oldValue = includeViewProviders;
  includeViewProviders = v;
  return oldValue;
}

/**
 * The number of slots in each bloom filter (used by DI). The larger this number, the fewer
 * directives that will share slots, and thus, the fewer false positives when checking for
 * the existence of a directive.
 */
const BLOOM_SIZE = 256;
const BLOOM_MASK = BLOOM_SIZE - 1;

/**
 * Registers this directive as present in its node's injector by
 * flipping the directive's
 * corresponding bit in the injector's bloom filter.
 * 
 * @param injectorIndex The index
 * @param tView The TView for the injector's bloom
 * filters
 * @param type The directive token to register
 */
export function bloomAdd(injectorIndex: number, tView: TView, type: Type<any>|InjectionToken<any>|string): void {
  ngDevMode && assertEqual(tView.firstCreatePass, true, 'expected firstCreatePass to be true');
  let id: number|undefined;
  if (typeof type === 'string') {
    id = type.charCodeAt(0) || 0;
  } else if (type.hasOwnProperty(NG_ELEMENT_ID)) {
    id = (type as any)[NG_ELEMENT_ID] = nextNgElementId++;
  }

  // We only have BLOOM_SIZE (256) slots in our bloom filter (8 buckets * 32 bits each),
  // so all unique IDs must be modulo-ed into a number from 0 - 255 to fit into the filter.
  const bloomBit = id & BLOOM_MASK;

  // Create a mask that targets the specific bit associated with the directive.
  // JS bit operations are 32 bits, so this will be a number between 0^32 and 2^32 - 1.
  const b7 = bloomBit & 0x80;
  const b6 = bloomBit & 0x40;
  const b5 = bloomBit & 0x20;
  const tData = tView.data as number[];

  if (b7) {
    b6 ? (b5 ? (tData[injectorIndex + 7] |= mask) : (tData[injectorIndex + 6] |= mask)) :
         (b5 ? (tData[injectorIndex + 5] |= mask) : (tData[injectorIndex + 4] |= mask));
  } else {
    b6 ? (b5 ? (tData[injectorIndex + 3] |= mask) : (tData[injectorIndex + 2] |= mask)) :
          (b5 ? (tData[injectorIndex + 1] |= mask) : (tData[injectorIndex] |= mask));
  }
}

/**
 * Creates (or gets an existing) injector for a given element
 * or container.
 * 
 * @param tNode for which an injector should be retrieved / created
 * @returns Node injector
 */
export function getOrCreateNodeInjector(tNode: TNode, hostView: LView): number {
  return 0;
}

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```javascript
if (existingInjectorIndex !== -1) {
    return existingInjectorIndex;
}

const tView = hostView[TVIEW];
if (tView.firstCreatePass) {
    tNode.injectorIndex = hostView.length;
    insertBloom(tView.data, tNode);
    insertBloom(hostView, null);
    insertBloom(tView.blueprint, null);
}

const parentLoc = getParentInjectorLocation(tNode, hostView);
if (parentLoc) {
    const parentIndex = getParentInjectorIndex(parentLoc);
    const parentData = parentLoc.data as any;
    // Creates a cumulative bloom filter that merges the parent Bloom filter
    // and its own cumulative bloom (which contains tokens for all ancestors)
    // For (let i = 0; i < 8; i++) {
    //     hostView[injectorIndex + i] = parentData[parentIndex + i];
    // }
    // If a parent injector can't be found, its location is set to -1.
    // In that case, we don't need to set up a cumulative Bloom filter
    // because the parent's Bloom filter will merge the current Bloom filter
    // and its own cumulative bloom.
    for (let i = 0; i < 8; i++) {
        hostView[injectorIndex + i] = parentData[parentIndex + i];
    }
}

hostView[parentLoc] = parentLoc; return injectorIndex;
}
```

```javascript
export function getInjectorIndex(tNode: TNode, hostView: LView): number {
  if (tNode.injectorIndex !== -1 ||
      (tNode.parent && tNode.parent.injectorIndex === tNode.injectorIndex) ||
      (hostView[tNode.injectorIndex + PARENT_INJECTOR] == null)) {
    return -1;
  } else {
    return tNode.injectorIndex;
  }
}
```

```javascript
export function getParentInjectorLocation(tNode: TNode, view: LView): RelativeInjectorLocation {
  const hostTNode = view[T_HOST];
  let viewOffset = 1;
  while (hostTNode && hostTNode.injectorIndex === -1) {
    view = view[DECLARATION_VIEW]!
    hostTNode = view ? view[T_HOST] : null;
    viewOffset++;
  }

  return hostTNode ?
      hostTNode.injectorIndex | (viewOffset << RelativeInjectorLocationFlags.ViewOffsetShift) :
      -1 as any;
}
```

```javascript
export function diPublicInInjector(injectorIndex: number, tView: TView, token: InjectionToken<any> | Type<any>): void {
  bloomAdd(injectorIndex, tView, token);
}
```

```javascript
export function injectAttributeImpl(tNode: TNode, attrNameToInject: string): string|null {
  ngDevMode &&
      assertNodeOfPossibleTypes(tNode, [TNodeType.Container, TNodeType.Element, TNodeType.ElementContainer]);
  ngDevMode && assertDefined(tNode, 'expecting tNode');
  if (attrNameToInject === 'class') {
    return tNode.classes;
  } else {
    if (attrNameToInject === 'style') {
        return tNode.styles;
    } else {
        const attrs = tNode.attrs;
        if (attrs) {
            const attrsLength = attrs.length;
            let i = 0;
            while (i < attrsLength) {
                const value = attrs[i];

                if (isNameOnlyAttributeMarker(value)) break;

                if (value === AttributeMarker.NamespaceURI) {
                    // We skip the next two values
                    // as namespaced attributes look like
                    // [..., AttributeMarker.NamespaceURI, 'http://someuri.com/test', 'test:exist', ...
                }
            }
        }
    }
  }
}
```
```javascript
if (value === attrNameToInject) {
  return attrs[i + 1] as string;
} else if (value === attrNameToInject) {
  return null;
}

// This function patches `token` with `__NG_ELEMENT_ID__` which contains the id for the bloom
// filter. Negative values are reserved for special objects.:`
// - `1` is reserved for injecting `Injector` (implemented
// by `NodeInjector`)
// - `0` is reserved for injecting the `Node
// where the search for the injector should start`.
// The token to look for
// @returns the value from the injector, `null` when not found, or `notFoundValue` if provided
```
const moduleInjector = lView[Injector]; // switch to `injectInjectorOnly` implementation for module injector, since module injector
 // should not have access to Component/Directive DI scope (that may happen through
 // `directiveInject` implementation)
 const previousInjectImplementation = setInjectImplementation(undefi‌ned); try { if (moduleInjector) { return moduleInjector.get(token,
 notFoundValue, flags & InjectFlags.Optional); } else { return injectRootLimpMode(token,
 notFoundValue, flags & InjectFlags.Optional); } } finally { }

const NOT_FOUND = {};

function searchTokensOnInjector<T>(
    injectorIndex: number, lView: LView, token: Type<T>|InjectionToken<T>,
    previousTView: TView|null, flags: InjectFlags,
    hostTElementNode: TNode|null) {
  const currentTView = lView[TVIEW];
  const tNode =
    currentTView.data[injectorIndex + TNODE] as TNode;

  const injectableIdx =
    locateDirectiveOrProvider(
        tNode, currentTView, token, canAccessViewProviders, isHostSpecialCase);
  if (injectableIdx !== null) {
    return getNodeInjectable(lView, currentTView, injectableIdx, tNode as TElementNode);
  } else {
    return NOT_FOUND;
  }
}

/**
 * Searches for the given token among the
 * node's directives and providers.
 *
 * @param tNode TNode on which directives are present.
 * @param tView The tView we are currently processing
 * @param token Provider token or type of a directive to look for.
 * @param canAccessViewProviders Whether view providers should be considered.
 * @param isHostSpecialCase Whether the host special case applies.
 * @returns Index of a found directive or provider, or null when none
 */
export function locateDirectiveOrProvider<T>(
    tNode: TNode, tView: TView, token: Type<T>|InjectionToken<T>|string,
    canAccessViewProviders: boolean, isHostSpecialCase: boolean|number): number|null {
  const nodeProviderIndexes = tNode.providerIndexes;
  const tInjectables = tView.data;

  const injectablesStart = nodeProviderIndexes & TNodeProviderIndexes.ProvidersStartIndexMask;
  const directivesStart = tNode.directiveStart;
  const directiveEnd = tNode.directiveEnd;
  const cptViewProvidersCount =
    tNode.directiveEnd - tNode.directiveStart;
  const cpViewProvidersCount =
    tNode.data[TNodeProviderIndexes.CptViewProvidersCountShift] &
        TNodeProviderIndexes.CptViewProvidersCountMask;
  const startingIndex =
    canAccessViewProviders ? injectablesStart + cpViewProvidersCount :
    When the host special case applies, only the viewProviders and the component are visible
 const constIndex = isHostSpecialCase ? injectablesStart + cpViewProvidersCount :
    directiveEnd; for (let i = startingIndex; i < endIndex; i++) { if (i < directivesStart &
        & (providerTokenOrDef as DirectiveDef<any>).type === token) { return i; } } return null;
}
`injectable` and caches the value.

```javascript
export function getNodeInjectable(
    lView: LView, tView: TView, index: number, tNode: TDirectiveHostNode): any {
  let value = lView[index];
  const tData = tView.data;
  if (isFactory(value)) {
    const factory = NodeInjectorFactory = value;
    if (factory.resolving) {
      throw new Error('Circular dep for ${{stringifyForError(tData[index])}}');
    }
    const previousIncludeViewProviders = setIncludeViewProviders(factory.canSeeViewProviders);
    factory.resolving = true;
    let previousInjectImplementation = setInjectImplementation(factory.injectImpl);
    try {
      value = lView[index] = factory.factory(undefined, tData, lView, tNode);
      // This code path is hit for both directives and providers.
      // For perf reasons, we want to avoid searching for hooks on providers.
      // It does no harm to try (the hooks just won't exist), but the extra
      // checks are unnecessary and this is a hot path. So we check to see
      // if the index of the dependency is in the directive range for this
      // tNode. If it's not, we know it's a provider and skip
      hook registration.
      if (tView.firstCreatePass && index >= tNode.directiveStart) {
        ngDevMode && assertDirectiveDef(tData[index]);
        registerPreOrderHooks(index, tData[index] as DirectiveDef<any>, tView);
      }
    } finally {
      if (factory.injectImpl) setInjectImplementation(previousInjectImplementation);
      setIncludeViewProviders(previousIncludeViewProviders);
      factory.resolving = false;
      leaveDI();
    }
    return value;
}
```

```javascript
export function bloomHashBitOrFactory(token: Type<any>|InjectionToken<any>|string): number|Function|undefined {
  ngDevMode && assertDefined(token, 'token must be defined');
  if (typeof token === 'string') {
    return token.charCodeAt(0) || 0;
  }
  const tokenId: number|undefined =
      // First check with `hasOwnProperty` so
      // we don't get an inherited ID.
      token.hasOwnProperty(NG_ELEMENT_ID) ? (token as
      any)[NG_ELEMENT_ID] : undefined;
  // Negative token IDs are used for special objects such as `Injector`.
  // @param token
  const mask = 1 << bloomHash;
  const b7 = bloomHash & 0x80;
  const b6 = bloomHash & 0x40;
  const b5 = bloomHash & 0x20;

  // Our bloom filter size is 256 bits, which is eight 32-bit bloom filter buckets:
  // bf0 = [0 - 31], bf1 = [32 - 63], bf2 = [64 - 95], bf3 = [96 - 127], etc.
  // Get the bloom filter value from the appropriate bucket based on
  // the directive's bloomBit.
  let value: number;
  if (b7) {
    value = b6 ? (b5 ? injectorView[index + 7] : injectorView[index + 6]) :
                 (b5 ? injectorView[index + 5] : injectorView[index + 4]);
  } else {
    value = b6 ? (b5 ? injectorView[index + 3] : injectorView[index + 2]) :
                 (b5 ? injectorView[index + 1] : injectorView[index]);
  }

  // If the bloom filter value has the bit
  // corresponding to the directive's bloomBit flipped on, this injector is a potential match.
  // this injector is a potential match.
  return !(value & mask);
}```
```typescript
getInjectorDef<T>(typeAny: Type<T>): InjectorDef | null {
    const injectorDef = injectorDefArguments.get(typeAny);
    if (injectorDef) {
        const factory = injectorDef.factory;
    }
    return factory || null;
}

/**
 * @codeGenApi
 */
export function getInheritedFactory<T>(type: Type<any>): (type: Type<T>) => T {
    if (type.prototype) {
        return getFactory(type.prototype);
    }
    return null;
}

/**
 * @codeGenApi
 */
export function getFactoryOfClass(type: Type<any>): (type: Type<any>) => T {
    let parent = type;
    while (parent && parent !== Object.prototype) {
        const factory = parent[NG_FACTORY_DEF] || getFactoryOf(parent);
        if (factory) {
            return factory;
        }
        parent = Object.getPrototypeOf(parent);
    }
    return t => new t();
}

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 * https://angular.io/license
 */

export const ERROR_TYPE = 'ngType';
export const ERROR_DEBUG_CONTEXT = 'ngDebugContext';
export const ERROR_ORIGINAL_ERROR = 'ngOriginalError';
export const ERROR_LOGGER = 'ngErrorLogger';

export function wrappedError(message: string, originalError: any): Error {
    const msg = `${message} caused by: ${originalError instanceof Error ? originalError.message : originalError}`;
    const error = Error(msg);
    (error as any)[ERROR_ORIGINAL_ERROR] = originalError;
    return error;
}

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 */

import {ERROR_DEBUG_CONTEXT, ERROR_LOGGER, ERROR_ORIGINAL_ERROR, ERROR_TYPE} from './util/errors';

export function getType(error: Error): Function {
    return (error as any)[ERROR_TYPE];
}

export function getDebugContext(error: Error): DebugContext {
    return (error as any)[ERROR_DEBUG_CONTEXT];
}

export function getOriginalError(error: Error): Error {
    return (error as any)[ERROR_ORIGINAL_ERROR];
}

export function getErrorLogger(error: Error): (console: Console, ...values: any[]) => void {
    const errorLogger = (error as any)[ERROR_LOGGER] || defaultErrorLogger;
    errorLogger(console, 'ERROR', error);
    if (error) {
        errorLogger(console, 'ORIGINAL ERROR', error);
    }
    if (debugContext) {
        errorLogger(console, 'ERROR CONTEXT', debugContext);
    }
}

function defaultErrorLogger(console: Console, ...values: any[]) {
    (<any>console.error)(...values);
}
```

---

**Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 7501**
while (e && getOriginalError(e)) {
  e = getOriginalError(e);
}

return e;
}

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 */

/**
 * A schema definition associated with an NgModule.
 *
 * @see `@NgModule`, `CUSTOM_ELEMENTS_SCHEMA`, `NO_ERRORS_SCHEMA`
 *
 * @param name The name of a defined schema.
 *
 * @publicApi
 */
export interface SchemaMetadata {
  name: string;
}

/**
 * Defines a schema that allows an NgModule to contain
 * - Non-Angular elements named with dash case (`-`).
 * - Element properties named with dash case (`-`).
 *
 * @publicApi
 */
export const CUSTOM_ELEMENTS_SCHEMA: SchemaMetadata = {
  name: 'custom-elements'
};

/**
 * Defines a schema that allows any property on any element.
 *
 * @publicApi
 */
export const NO_ERRORS_SCHEMA: SchemaMetadata = {
  name: 'no-errors-schema'
};

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 */

export const enum BypassType {
  Url = 'URL',
  Html = 'HTML',
  ResourceUrl = 'ResourceURL',
  Script = 'Script',
  Style = 'Style',
}

/**
 * Marker interface for a value that's safe to use in a particular context.
 *
 * @publicApi
 */
export interface SafeValue {}

/**
 * Marker interface for a value that's safe to use as HTML.
 *
 * @publicApi
 */
export interface SafeHtml extends SafeValue {}

/**
 * Marker interface for a value that's safe to use as style (CSS).
 *
 * @publicApi
 */
export interface SafeStyle extends SafeValue {}

/**
 * Marker interface for a value that's safe to use as JavaScript.
 *
 * @publicApi
 */
export interface SafeScript extends SafeValue {}

/**
 * Marker interface for a value that's safe to use as a URL linking to a document.
 *
 * @publicApi
 */
export interface SafeUrl extends SafeValue {}

/**
 * Marker interface for a value that's safe to use as executable code from a URL.
 *
 * @publicApi
 */
export interface SafeResourceUrl extends SafeValue {}

abstract class SafeValueImpl implements SafeValue {
  constructor(public changingThisBreaksApplicationSecurity: string) {}

  abstract getTypeName(): string;

  toString() {
    return `SafeValue must use [property]=binding: ${this.changingThisBreaksApplicationSecurity} (see http://g.co/ng/security#xss)`;
  }
}

class SafeHtmlImpl extends SafeValueImpl implements SafeHtml {
  getTypeName() {
    return BypassType.Html;
  }
}
class SafeStyleImpl extends SafeValueImpl implements SafeStyle {
  getTypeName() {
    return BypassType.Style;
  }
}
class SafeScriptImpl extends SafeValueImpl implements SafeScript {
  getTypeName() {
    return BypassType.Script;
  }
}
class SafeUrlImpl extends SafeValueImpl implements SafeUrl {
  getTypeName() {
    return BypassType.Url;
  }
}
class SafeResourceUrlImpl extends SafeValueImpl implements SafeResourceUrl {
  getTypeName() {
    return BypassType.ResourceUrl;
  }
}

export function unwrapSafeValue(value: SafeValue): string;
export function unwrapSafeValue<T>(value: T): T;
export function unwrapSafeValue<T>(value: T|SafeValue): T {
  return value instanceof SafeValueImpl ?
    value.changingThisBreaksApplicationSecurity as any as T :
                                          value as any as T;
}

export function allowSanitizationBypassAndThrow(value: any, type: BypassType.Html): value is SafeHtml;
export function allowSanitizationBypassAndThrow(value: any, type: BypassType.ResourceUrl): value is SafeResourceUrl;
export function allowSanitizationBypassAndThrow(value: any, type: BypassType.Url): value is SafeUrl;
export function allowSanitizationBypassAndThrow(value: any, type: BypassType): boolean {
  const actualType = getSanitizationBypassType(value);
  if (actualType !== type) {
    // Allow ResourceURLs in URL contexts, they are strictly more trusted.
    if (actualType === BypassType.ResourceUrl && type === BypassType.Url) return true;
    throw new Error(`Required a safe ${{type}}, got a ${actualType} (see http://g.co/ng/security#xss)`);
  } return value instanceof SafeValueImpl &&
value.getTypeName() as type:
  // Allow ResourceURLs in URL contexts, they are strictly more trusted.
  if (actualType === BypassType.ResourceUrl &&
value.getTypeName() as BypassType.Url) return true;
  throw new Error(`Required a safe ${{type}}, got a ${actualType} (see http://g.co/ng/security#xss)`);
}
trusted implicitly.

@returns a `html` which has been branded to be implicitly trusted.

*/

export function bypassSanitizationTrustHtml(trustedHtml: string): SafeHtml {
  return new SafeHtmlImpl(trustedHtml);
}

/**
 * Mark `style` string as trusted.
 *
 * This function wraps the trusted string in `String` and brands it in a way which makes it
 * recognizable to `@link styleSanitizer` to be trusted implicitly.
 *
 * @returns a `style` which has been branded to be implicitly trusted.
 */
export function bypassSanitizationTrustStyle(trustedStyle: string): SafeStyle {
  return new SafeStyleImpl(trustedStyle);
}

/**
 * Mark `script` string as trusted.
 *
 * This function wraps the trusted string in `String` and brands it in a way which makes it
 * recognizable to `@link scriptSanitizer` to be trusted implicitly.
 *
 * @returns a `script` which has been branded to be implicitly trusted.
 */
export function bypassSanitizationTrustScript(trustedScript: string): SafeScript {
  return new SafeScriptImpl(trustedScript);
}

/**
 * Mark `url` string as trusted.
 *
 * This function wraps the trusted string in `String` and brands it in a way which makes it
 * recognizable to `@link urlSanitizer` to be trusted implicitly.
 *
 * @returns a `url` which has been branded to be implicitly trusted.
 */
export function bypassSanitizationTrustUrl(trustedUrl: string): SafeUrl {
  return new SafeUrlImpl(trustedUrl);
}

/**
 * Mark `url` string as trusted.
 *
 * This function wraps the trusted string in `String` and brands it in a way which makes it
 * recognizable to `@link resourceUrlSanitizer` to be trusted implicitly.
 *
 * @returns a `url` which has been branded to be implicitly trusted.
 */
export function bypassSanitizationTrustResourceUrl(trustedResourceUrl: string): SafeResourceUrl {
  return new SafeResourceUrlImpl(trustedResourceUrl);
}

/**
 * This file is used to control if the default rendering pipeline
 * should be `ViewEngine` or `Ivy`.
 *
 * For more information on how to run and debug tests with either Ivy or
 * View Engine (legacy),
 * please see [BAZEL.md](./docs/BAZEL.md).
 */

let _devMode: boolean = true;
let _runModeLocked: boolean = false;

/**
 * Returns whether Angular is in development mode. After called
 * once,
 * the value is locked and won't change any more.
 *
 * By default, this is true, unless a user calls `enableProdMode` before calling this.
 *
 * @publicApi
 */
export function isDevMode(): boolean {
  _runModeLocked = true;
  return _devMode;
}

/**
 * Disable Angular's development mode, which turns off
 * assertions and other
 * checks within the framework.
 *
 * One important assertion this disables verifies that a
 * change detection pass
 * does not result in additional changes to any bindings (also known as
 * unidirectional data flow).
 *
 * @publicApi
 */
export function enableProdMode(): void {
  if (_runModeLocked) {
    throw new Error('Cannot enable prod mode after platform setup.');
  }
  _devMode = false;
}

/**
 * Uses
 * DOMParser to create and fill an inert body element.
 * This is the default strategy used in browsers that support
 * it.
 */
class DOMParserHelper implements InertBodyHelper {
  getInertBodyElement(html: string): HTMLElement | null {
    html = '<body><remove></remove>' + html + '</body>';
    try {
      const body = new (window as any).DOMParser().parseFromString(html, 'text/html').body as
          HTMLBodyElement;
      body.removeChild(body.firstChild!);
      return body;
    } catch {
      return null;
    }
  }
}

/**
 * Use an
class InertDocumentHelper implements InertBodyHelper {
  private inertDocument: Document;

  constructor(private defaultDoc: Document) {
    this.inertDocument = this.defaultDoc.implementation.createHTMLDocument('sanitization-inert');
    if (this.inertDocument.body == null) {
      // usually there should be only one body element in the document, but IE doesn't have any, so
      // we need to create one.
      const inertHtml = this.inertDocument.createElement('html');

      this.inertDocument.appendChild(inertHtml);
      const inertBodyElement = this.inertDocument.createElement('body');

      inertHtml.appendChild(inertBodyElement);
    }
  }

  getInertBodyElement(html: string): HTMLElement|null {
    // Prefer using <template> element if supported.
    const templateEl = this.inertDocument.createElement('template');
    if ('content' in templateEl) {
      templateEl.innerHTML = html;
      return templateEl;
    }

    // Note that previously we used to do something like
    // `this.inertDocument.body.innerHTML = html` but we returned the inert `body` node. This was changed,
    // because IE seems to treat setting
    // `innerHTML` on an inserted element differently, compared to one that hasn't been inserted
    // yet. In particular, IE appears to split some of the text into multiple text nodes rather than
    // than keeping them in a single one which ends up messing with Ivy's i18n parsing further down the line.
    // This has been worked around by creating a new inert `body` and using it as
    // the root node in which we insert the HTML.
    const inertBody = this.inertDocument.createElement('body');
    inertBody.innerHTML = html;

    // Support: IE 9-11 only
    // strip custom-namespaced attributes on IE<=11
    when IE9-11 comes across an unknown namespaced attribute e.g. 'xmlns:foo' it adds 'xmlns:ns1' attribute to
declare ns1 namespace and prefixes the attribute with 'ns1:' (e.g. *ns1:xlink:foo*).
    * This is undesirable
    since we don't want to allow any of these custom attributes. This method
    strips them all.
    private stripCustomNsAttrs(el: Element) {
      const elAttr = el.attributes;
      // loop backwards so that we can support
      for (let i = elAttr.length - 1; 0 < i; i--) {
        const attrib = elAttr.item(i);
        const attrName = attrib.name;
        if (attrName === 'xmlns:ns1' || attrName.indexOf('ns1:') === 0) {
          el.removeAttribute(attrName);
        }
      }
      let childNode = el.firstChild as Node | null;
      while (childNode)
        if (childNode.nodeType === Node.ELEMENT_NODE) this.stripCustomNsAttrs(childNode as Element);
      childNode = childNode.nextSibling;
    }
  }

  /**
   * A pattern that recognizes a commonly useful subset of URLs that are safe.
   * This regular expression matches a subset of URLs that will not cause script
   * execution if used in URL context
   * (comment from here on and regex
   * copied from Soy's EscapingConventions):
   * (1) Either an allowed protocol (http, https, mailto or ftp).
   * (2) or no protocol.  A protocol must be followed by a colon. The below
   *     allows that by allowing colons only after
   *     a hash (#) must be in the fragment.
   *     Otherwise, a colon after a double solidus (//) must be in the authority
   * (before port).
   * (3) A protocol must be followed by a colon. The below
   *     allows that by allowing colons only after
   *     one of the characters [/?#].
   * A colon after a hash (#) must be in the fragment.
   * Otherwise, a colon after a (?) must be in a query.
   * Otherwise, a colon after a single solidus (/) must be in a path.
   * Otherwise, a colon after a double solidus (/) must be in the authority
   * (before port).
   * The pattern disallows &, used in
   * HTML entity declarations before a URL that will not cause script
   * execution if used in URL context
   * within a HTML document. Specifically, this
   * regular expression matches a subset of URLs that will not cause script
   * execution if used in URL context
   * within a HTML document. Specifically, this
   * regular expression matches a subset of URLs that will not cause script
   * execution if used in URL context
   */
  const SAFE_URL_PATTERN = /\b(ftp|http|https|mailto)\b\s+\//g;
SAFE_SRCSET_PATTERN = /^data:(image|video);base64,\w+/gi;

SAFE_URL_PATTERN = /[^&:/?#]*(?:[/?#]|$)/gi;

DATA_URL_PATTERN = /^data:(image|video);base64,\w+/i;

export function _sanitizeUrl(url: string): string {
  url = String(url);
  if (url.match(SAFE_URL_PATTERN) || url.match(DATA_URL_PATTERN)) return url;

  if (isDevMode()) {
    console.warn(`WARNING: sanitizing unsafe URL value ${url} (see http://g.co/ng/security#xss)`);
  }

  return 'unsafe:' + url;
}

export function sanitizeSrcset(srcset: string): string {
  srcset = String(srcset);
  return srcset.split(',').map((srcset) => _sanitizeUrl(srcset.trim())).join(', ');
}

import {isDevMode} from '../util/is_dev_mode';
import {getInertBodyHelper, InertBodyHelper} from './inert_body';
import {_sanitizeUrl, sanitizeSrcset} from './url_sanitizer';

// Safe Void Elements - HTML5
// http://dev.w3.org/html5/spec/Overview.html#semantics
// http://simon.html5.org/html-elements

// Safe Block Elements - HTML5
// http://dev.w3.org/html5/spec/Overview.html#block-elements

// Inline Elements - HTML5
// http://dev.w3.org/html5/spec/Overview.html#inline-elements

// Accessibility attributes as per WAI-ARIA 1.1 (W3C Working Draft 14 December 2018)
// http://dev.w3.org/html5/spec/Overview.html#aria-attributes

// Attributes that have href and hence need to be sanitized
// http://dev.w3.org/html5/spec/Overview.html#attribute-overview

// Attributes that have special href set hence need to be sanitized
// http://dev.w3.org/html5/spec/Overview.html#attribute-overview
```javascript
// NB: This currently consciously doesn't support SVG. SVG sanitization has had several security issues in the past, so it seems safer to leave it out if possible. If support for binding SVG via innerHTML is required, SVG attributes should be added here.

// NB: Sanitization does not allow <form> elements or other active elements (<button> etc). Those are not allowed to be sanitized, but they increase security surface area without a legitimate use case, so they are left out here.

export const VALID_ATTRS = merge(URI_ATTRS, SRCSET_ATTRS, HTML_ATTRS, ARIA_ATTRS);

// Elements whose content should not be traversed/preserved, if the elements themselves are invalid.void Nhà

// NB: Sanitization does not allow <form> elements or other active elements (<button> etc). Those are not allowed to be sanitized, but they increase security surface area without a legitimate use case, so they are left out here.

export const SKIP_TRAVERSING_CONTENT_IF_INVALID_ELEMENTS = tagSet('script,style,template');

/**
 * SanitizingHtmlSerializer serializes a DOM fragment, stripping out any unsafe elements and unsafe\n * attributes.\n */

class SanitizingHtmlSerializer {
  public sanitizedSomething = false;

  sanitizeChildren(el: Element): string {
    let current: Node = el.firstChild!
    let traverseContent = true;
    while (current) {
      if (current.nodeType === Node.ELEMENT_NODE) {
        traverseContent = this.startElement(current as Element);
      } else if (current.nodeType === Node.TEXT_NODE) {
        this.chars(current.nodeValue!);
      } else { // Strip non-element, non-text nodes.
        this.sanitizedSomething = true;
      }
      if (traverseContent && current.firstChild) {
        current = current.firstChild!
        continue;
      }
      let next = current.firstChild
      while (next) {
        if (next.nodeType === Node.ELEMENT_NODE) {
          this.endElement(current as Element);
        }
        let nextNext = this.checkClobberedElement(current, next.nextSibling!);
        if (nextNext) {
          current = nextNext;
          break;
        }
        current = this.checkClobberedElement(current, current.parentNode!);
      }
      return this.buf.join('');
    }
    return this.buf.join('');
  }

  /**
   * Sanitizes an opening element tag (if valid) and returns whether the element's contents should be traversed. Element content must always be traversed (even if the element itself is not valid/safe), unless the element is one of 'SKIP_TRAVERSING_CONTENT_IF_INVALID_ELEMENTS'.
   *
   * @param element The element to sanitize.
   * @return True if the element's contents should be traversed.
   */

  private startElement(element: Element): boolean {
    if (!VALID_ELEMENTS.hasOwnProperty(element.nodeName.toLowerCase())) {
      this.sanitizedSomething = true;
    } else if (!SKIP_TRAVERSING_CONTENT_IF_INVALID_ELEMENTS.hasOwnProperty(element.nodeName.toLowerCase())) {
      return true;
    }
    this.buf.push('<');
    this.buf.push(element.nodeName.toLowerCase());
    const elAttrs = element.attributes;
    for (let i = 0; i < elAttrs.length; i++) {
      const elAttr = elAttrs.item(i);
      const attrName = elAttr!.name;
      if (!VALID_ATTRS.hasOwnProperty(attrName.toLowerCase())) {
        this.sanitizedSomething = true;
      } else if (URI_ATTRS[attrName.toLowerCase()]) value = _sanitizeUrl(value);
      if (SRCSET_ATTRS[attrName.toLowerCase()]) value = sanitizeSrcset(value);
      this.buf.push(' ', attrName, '="', encodeEntities(value), '"');
    }
    this.buf.push('>');
    return true;
  }

  private endElement(current: Element) {
    if (VALID_ELEMENTS.hasOwnProperty(current.nodeName.toLowerCase())) {
      this.sanitizedSomething = true;
    } else if (VOID_ELEMENTS.hasOwnProperty(current.nodeName.toLowerCase())) {
      this.sanitizedSomething = true;
    } else if (URI_ATTRS.hasOwnProperty(current.nodeName.toLowerCase())) {
      value = _sanitizeUrl(value);
    } else if (SRCSET_ATTRS.hasOwnProperty(current.nodeName.toLowerCase())) {
      value = sanitizeSrcset(value);
    }
    this.buf.push('>', ' attrName', '="', encodeEntities(value), '"');
    if (this.buf.push('>')) {
      return true;
    }
    this.privatechars(chars: string) {
      this.buf.push(encodeEntities(chars));
    }
    if (checkClobberedElement(node: Node, nextNode: Node) {
      Node { if (nextNode &&
         node.compareDocumentPosition(nextNode) &
         Node.DOCUMENT_POSITION_CONTAINED_BY) {
          Node.DOCUMENT_POSITION_CONTAINED_BY) {
            return new Error('Failed to sanitize html because the element is clobbered: $\langle(\text{node as Element}).outerHTML\rangle$');
          return nextNode;
        } else {
          Regular Expressions for parsing tags and attributes:
          const SURROGATE_PAIR_REGEXP = /[\uD800-\uDFFF]/g;
          ! to ~ is the ASCII range.\n          const NON_ALPHANUMERIC_REGEXP = /[\^@\#-]`\n```
/**
 * Escapes all potentially dangerous characters, so that the resulting string can be safely inserted into attribute or element text. Function to encode Entities(value: string) in return value replace(/&g, '&&') \n \n function(match: string) \n \n const hi = match.charCodeAt(0); \n const low = match.charCodeAt(1); \n return '&#' + ((hi - 0xD800) * 0x400) + (low - 0xDC00) + 0x10000 + ''); \n \n replace(/a\n NON_ALPHANUMERIC_REGEXP, \n function(match: string) \n return '&#' + match.charCodeAt(0) + ');

let inertBodyElement: InertBodyHelper;

/**
 * Sanitizes the given unsafe, untrusted HTML fragment, and returns HTML text that is safe to add to DOM in a browser environment.  * @publicApi
 */
export function sanitizeHtml(unsafeHtml: any): string {
  const sanitizer = getSanitizer();
  if (sanitizer) {
    return sanitizer.sanitize(SecurityContext.HTML, unsafeHtml) || '';
  }
  if
sure the directive is imported by the` +\n    ` current module.'\n
    throw new Error(msg);\n  }\n}\n}\n}

export

function validateAgainstEventAttributes(name: string) {\n  if (name.toLowerCase().startsWith('on')) {\n    const msg = `Binding to event attribute '${name}' is disallowed for security reasons, ` +
      `please use `\n      `($[name.slice(2)])=...`;
    throw new Error(msg);
  }
}

function getSanitizer(): Sanitizer|null {
  const lView = getLView();
  return lView ? lView[Sanitizer] : null;
}

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

import './ng_dev_mode';

/**
 * THIS FILE CONTAINS
 * CODE WHICH SHOULD BE TREE SHAKEN AND NEVER CALLED FROM PRODUCTION CODE!!!\n *\n *\n */

/**
 * Creates an `Array` construction with a given name. This is useful when looking for memory
 * consumption to see what time of array it is.\n *\n * @param name Name to give to the constructor\n * @returns\n */
export function createNamedArrayType(name: string): typeof Array {
  // This should never be called in prod
  // mode, so let's verify that is the case.\n  if (ngDevMode) \n    throw new Error(`Looks like we are in \'prod mode\', but we are creating a named
    Array type, which is wrong! Check your code`);
  return Array[name] ? Array[name] : Array;
}

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 * LICENSE file at https://angular.io/license
 */
import '../util/ng_dev_mode';

import {assertDomNode} from '../util/assert';

import {EMPTY_ARRAY} from './empty';
import {LContext, MONKEY_PATCH_KEY_NAME} from './interfaces/context';
import {TNode, TNodeFlags} from './interfaces/node';
import {RElement, RNode} from './interfaces/renderer';
import {CONTEXT, HEADER_OFFSET, HOST, LView, TVIEW} from './interfaces/view';
import {getComponentLViewByIndex, getNativeByTNodeOrNull, readPatchedData, unwrapRNode} from './util/view_utils';


/**
 * Returns the matching `LContext` data for a given DOM node, directive or component instance.
 *\n * This function will examine the provided DOM element, component, or directive instance\'s
 * monkey-patched property to derive the `LContext` data. Once called then the monkey-patched
 * value will be that of the newly created `LContext`.
 */
export function getLContext(target: any): LContext|null {
  let mpValue = readPatchedData(target);
  if (mpValue) {
    // only when it's an array is it considered an LView
    // ... otherwise it's an already constructed LContext instance
    if (Array.isArray(mpValue)) {
      const lView = mpValue;
      let nodeIndex: number;
      let component\n    } else {\n      throw new Error(`Looks like we are in \
    prod mode\', but we are creating a named
    Array type, which is wrong! Check your code`);
    }
  }
}

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

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 7509
directives: any][null]undefined = undefined; if (isComponentInstance(target)) { nodeIndex = findViaComponent(lView, target); } else if (isDirectiveInstance(target)) { nodeIndex = findViaDirective(lView, target); } else { nodeIndex = findViaNativeElement(lView, target as RElement); }

      if (nodeIndex == -1) {
        throw new Error(`The provided component
was not found in the application`);
      }

      component = target;

      directives = getDirectivesAtNodeIndex(nodeIndex, lView, false);

      if (nodeIndex == -1) {
        return null;
      }

      // the goal is not to fill the entire context full of data
      // expression or directive details) are filled into the context. If called multiple times
      // with different target values then the missing target data will be filled in.

      lView = lView[nodeIndex];
      directives = getDirectivesAtNodeIndex(nodeIndex, lView, false);

      // the edge of the app was also reached
      // (maybe because the DOM was changed manually).
      if (!lView) {
        return null;
      }

      const context = createLContext(lView, nodeIndex, native, native);

      context.component = component;
      attachPatchData(context.component, context);

      context.directives = directives;
      for (let i = 0; i < directives.length; i++) {
        attachPatchData(directives[i], context);
      }

      attachPatchData(context.native, context);
      mpValue = context;
    }
  } else {
    const rElement = target as RElement;
    assertDomNode(rElement);

    // if the context is not found then we need to traverse upwards up the DOM
    // to find the nearest element that has already been monkey patched with data
    const native = unwrapRNode(lView[nodeIndex]);
    const context = readPatchedData(native);

    lView = lView[nodeIndex];
    context.component = createLContext(lView, nodeIndex, native);

    context.component = component;
    attachPatchData(context.component, context);

    context.directives = directives;
    for (let i = 0; i < directives.length; i++) {
      attachPatchData(directives[i], context);
    }

    attachPatchData(context.native, context);
    mpValue = context;
  }

  return (mpValue as LContext) || null;
}

/**
 * Creates an empty instance of a `LContext` context
 */
function createLContext(lView: LView, nodeIndex: number, native: RNode): LContext {
  return {
    lView,
    nodeIndex,
    native,
    component: undefined,
    directives: undefined,
    localRefs: undefined,
  };
}

/**
 * Takes a component instance and returns the view for that component.
 */
export function getComponentViewByInstance(componentInstance: {}): LView {
  const lView = readPatchedData(componentInstance);

  if (Array.isArray(lView)) {
    const nodeIndex = findViaComponent(lView, componentInstance);
    lView = getComponentLViewByIndex(lView, nodeIndex);
  }

  context = createLContext(lView, nodeIndex, native);

  context.component = componentInstance;
  attachPatchData(componentInstance, context);

  lView = lView[nodeIndex];
  context.component = componentInstance;
  attachPatchData(componentInstance, context);

  return lView;
}

/**
 * Assigns the given data to the given target (which could be a component,
 * directive or DOM node instance) using monkey-patching.
 */
export function attachPatchData(target: any, data: LView|LContext) {
  target[MONKEY_PATCH_KEY_NAME] = data;
}

export function isComponentInstance(instance: any): boolean {
  return instance && instance.constructor && instance.constructor.cmp;
}

export function isDirectiveInstance(instance: any): boolean {
  return instance && instance.constructor && instance.constructor.dir;
}

/**
 * Locates the element within the given LView and returns the matching index
 */
function findViaNativeElement(lView: LView, target: RElement): number {
  let tNode = lView.firstChild;
  while (tNode) {
    const native = getNativeByTNodeOrNull(tNode, lView);

    if (native == target) {
      return tNode.index;
    }
    tNode = traverseNextElement(tNode);
  }

  return -1;
}

export function isComponentInstance(target) {
  return isComponentInstance(target);
}

export function isDirectiveInstance(target) {
  return isDirectiveInstance(target);
}

/**
 * Creates an empty instance of a `LContext` context
 */
function createLContext(lView: LView, nodeIndex: number, native: RNode): LContext {
  return {
    lView,
    nodeIndex,
    native,
    component: undefined,
    directives: undefined,
    localRefs: undefined,
  };
}

/**
 * Takes a component instance and returns the view for that component.
 */
export function getComponentViewByInstance(componentInstance: {}): LView {
  let lView = readPatchedData(componentInstance);

  if (Array.isArray(lView)) {
    const nodeIndex = findViaComponent(lView, componentInstance);
    lView = getComponentLViewByIndex(lView, nodeIndex);
  }

  context = createLContext(lView, nodeIndex, native);

  context.component = componentInstance;
  attachPatchData(componentInstance, context);

  lView = lView[nodeIndex];
  context.component = componentInstance;
  attachPatchData(componentInstance, context);

  return lView;
}

/**
 * Assigns the given data to the given target (which could be a component,
 * directive or DOM node instance) using monkey-patching.
 */
export function attachPatchData(target: any, data: LView|LContext) {
  target[MONKEY_PATCH_KEY_NAME] = data;
}

export function isComponentInstance(instance: any): boolean {
  return instance && instance.constructor && instance.constructor.cmp;
}

export function isDirectiveInstance(instance: any): boolean {
  return instance && instance.constructor && instance.constructor.dir;
}

/**
 * Locates the element within the given LView and returns the matching index
 */
function findViaNativeElement(lView: LView, target: RElement): number {
  let tNode = lView.firstChild;
  while (tNode) {
    const native = getNativeByTNodeOrNull(tNode, lView);

    if (native == target) {
      return tNode.index;
    }
    tNode = traverseNextElement(tNode);
  }

  return -1;
}
1;\n}\n
/**
 * Locates the next tNode (child, sibling or parent).
 */
function traverseNextElement(tNode: TNode): TNode|null {
  if (tNode.child) {
    return tNode.child;
  } else if (tNode.next) {
    return tNode.next;
  } else { // Let's take the following template: <div><span>text</span></div><component/>
    // After checking the text node, we need to find the next parent that has a \"next\" TNode.
    // in this case the parent \"div\", so that we can find the component.
    while (tNode.parent && !tNode.parent.next) {
      tNode = tNode.parent;
    }
    return tNode.parent && tNode.parent.next;
  }
}

/**
 * Locates the component within
 */
function findComponent(lView: LView, componentName: string): number | null {
  const componentIndices = lView[TVIEW].components;
  if (componentIndices) {
    for (let i = 0; i < componentIndices.length; i++) {
      const component = getComponentLViewByIndex(lView, i);
      if (component[CONTEXT] === componentName) {
        return componentIndex;
      }
    }
  } else {
    const rootComponentView = getComponentLViewByIndex(lView, HEADER_OFFSET);
    const rootComponent = rootComponentView[CONTEXT];
    if (rootComponent === componentName) {
      // we are dealing with the root element here therefore we know that the element
      // is the very first element after the HEADER data in the lView
      return HEADER_OFFSET;
    }
  }
  return -1;
}

/**
 * Locates the directive within the given lView and returns the matching index
 */
function findDirective(lView: LView, directiveInstance: {}): number | null {
  // if a directive is monkey patched then it will (by default) have a reference
  // to the LView of the current view. The element bound to the directive being searched
  // lives somewhere in the view data. We loop through the nodes and check their
  // list of directives for the instance.
  let tNode = lView[TVIEW].firstChild;
  while (tNode) {
    const directiveIndexStart = tNode.directiveStart;
    const directiveIndexEnd = tNode.directiveEnd;
    for (let i = directiveIndexStart; i < directiveIndexEnd; i++) {
      if (lView[i] === directiveInstance) {
        return tNode.index;
      }
    }
    tNode = traverseNextElement(tNode);
  }
  return -1;
}

/**
 * Returns a list of directives extracted from the given view based on the directives
 */
export function getDirectivesAtNodeIndex(nodeIndex: number, lView: LView): any[] | null {
  const tNode = lView[TVIEW].data[nodeIndex] as TNode;
  let directiveStartIndex = tNode.directiveStart;
  if (directiveStartIndex == 0) return EMPTY_ARRAY;
  const directiveEndIndex = tNode.directiveEnd;
  if (!tNode.flags & TNodeFlags.isComponentHost) directiveStartIndex++;
  return lView.slice(directiveStartIndex, directiveEndIndex);
}

export function getComponentAtNodeIndex(nodeIndex: number, lView: LView): {} | null {
  const tNode = lView[TVIEW].data[nodeIndex] as TNode;
  let directiveStartIndex = tNode.directiveStart;
  if (directiveStartIndex == 0) return {};
  return tNode.flags & TNodeFlags.isComponentHost ? lView[directiveStartIndex] : null;
}

/**
 * Returns a map of local references (local reference name => element or directive instance) that
 * exist on a given element.
 */
export function discoverLocalRefs(lView: LView, nodeIndex: number): {
  key: string,
  value: any
}[] | null {
  const tNode = lView[TVIEW].data[nodeIndex] as TNode;
  if (tNode && tNode.localNames) {
    const result: {
      key: string,
      value: any
    }[] = [];
    let localIndex = tNode.index + 1;
    for (let i = 0; i < tNode.localNames.length; i++) {
      result.push({
        key: tNode.localNames[i],
        value: lView[localIndex]
      });
      localIndex++;
    }
    return result;
  }

  return null;
}

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 * found in the LICENSE file at https://angular.io/license
 */
import {InjectorType} from '../di/interface/defs';
import {stringify} from '../util/stringify';

import {TNode} from './interfaces/node';
import {LView, TVIEW} from './interfaces/view';
import {INTERPOLATION_DELIMITER} from './util/misc_utils';

/** Called when directives inject each other
 */
export function throwCyclicDependencyError(token: any): never {
  throw new Error(`Cannot instantiate cyclic dependency! ${token}`);
}

/** Called when there are multiple component
 */
export function throwMultipleComponentError(tNode: TNode): never {
  throw new Error(`Multiple components match node with tagname ${tNode.tagName}`);
}

export function throwMixedMultiProviderError() {
  throw new Error(`Cannot mix multi providers and regular
```
### AttributeMarker

- **Constants**
  - **I18n** = 6
  - **ProjectAs** = 5
  - **Bindings** = 3
  - **Styles** = 2
  - **Classes** = 1
  - **NamespaceURI** = 0

- **Class Declaration**
  - Each value following `Classes` designates a class name to include on the element. `*An Classes = 1,"name" */ *An * Signals style declaration. `*An * Each pair of values following `Styles` designates a style name and value to include on the element. `*An Styles = 2,\"width:10px\" */ *An * Signals that the following attribute names were extracted from input or output bindings. `*An * For example, given the following HTML:

```html
  <div style="width:100px; height:200px; color:red">...</div>
```

- **Signals class declaration.**

- **Generated code is:**

```javascript
  var _c1 = [AttributeMarker.Classes, 'foo', 'bar baz">...<div class="foo bar baz">...
```

- **Generated code for the `element()` instruction would include:**

```javascript
  dirA = [dirB, \"value\" ];
```

- **Generated code for the `template()` instruction would include:**

```javascript
  new DirA(\"value\" );
```

- **Generated code for the `element()` instruction inside the template function would include:**

```javascript
  container = new Container(\"value\" );
```

- **Generated code for the `element()` instruction inside the template function would include:**

```javascript
  dirA = [dirB, Container(\"value\" ) ];
```

- **Generated code for the `element()` instruction inside the template function would include:**

```javascript
  new Container(\"value\" );
```

- **Generated code for the `element()` instruction inside the template function would include:**

```javascript
  Container(\"value\" );
```

- **Generated code for the `element()` instruction inside the template function would include:**

```javascript
  new Container(\"value\" );
```

### TNodeType

- **Constants**
  - **Container** = 0
  - **Projection** = 1
  - **View** = 2
  - **Element** = 3
  - **ElementContainer** = 4
  - **IcuContainer** = 5

```javascript
  \[
    'Container',         // 0
    'Projection',        // 1
    'View',              // 2
    'Element',           // 3
    'ElementContainer',  // 4
    'IcuContainer'       // 5
  \]
```

- **TNodeTypeAsString**

```javascript
  \[
    'Container',         // 0
    'Projection',        // 1
    'View',              // 2
    'Element',           // 3
    'ElementContainer',  // 4
    'IcuContainer'       // 5
  \]
```

### TNodeFlags

- **Constants**
  - **hasHostBindings** = 0x80
  - **hasStyleInput** = 0x20
  - **hasClassInput** = 0x40
  - **isProjected** = 0x4
  - **isDirectiveHost** = 0x1

```javascript
  \[
    'hasHostBindings' = 0x80,
    'hasStyleInput' = 0x20,
    'hasClassInput' = 0x40,
    'isProjected' = 0x4,
    'isDirectiveHost' = 0x1
  \]
```

### TNodeProviderIndexes

- **Constants**
  - **hasHostBindings** = 0x80
  - **isProjected** = 0x4
  - **isDirectiveHost** = 0x1

```javascript
  \[
    'hasHostBindings' = 0x80,
    'isProjected' = 0x4,
    'isDirectiveHost' = 0x1
  \]
```

### TNodeProviderCounters

- **Constants**
  - **CptViewProvidersCountShift** = 20

```javascript
  'CptViewProvidersCountShift' = 0x20,
```

### TNode

- **Attributes**
  - **ImplicitAttributes** = -1
  - **NamespaceURI** = 0

- **Signals style declaration.**

```javascript
  Style = 2,\"width:10px\" */ *An * Signals that the following attribute names were extracted from input or output bindings. `*An * For example, given the following HTML:

```html
  <div style="width:100px; height:200px; color:red">...</div>
```

- **Signals class declaration.**

```javascript
  Classes = 1,"name" */ *An * Signals that the following attribute names were extracted from input or output bindings. `*An * For example, given the following HTML:

```html
  <div class="foo bar baz">...
```

- **Signals class declaration.**

```javascript
  Classes = 1,"name" */ *An * Signals that the following attribute names were extracted from input or output bindings. `*An * For example, given the following HTML:

```html
  <div class="foo bar baz">...
```

- **Signals class declaration.**

```javascript
  Classes = 1,"name" */ *An * Signals that the following attribute names were extracted from input or output bindings. `*An * For example, given the following HTML:

```html
  <div class="foo bar baz">...
```

- **Signals class declaration.**

```javascript
  Classes = 1,"name" */ *An * Signals that the following attribute names were extracted from input or output bindings. `*An * For example, given the following HTML:

```html
  <div class="foo bar baz">...
```

- **Signals class declaration.**

```javascript
  Classes = 1,"name" */ *An * Signals that the following attribute names were extracted from input or output bindings. `*An * For example, given the following HTML:

```html
  <div class="foo bar baz">...
```

- **Signals class declaration.**

```javascript
  Classes = 1,"name" */ *An * Signals that the following attribute names were extracted from input or output bindings. `*An * For example, given the following HTML:

```html
  <div class="foo bar baz">...
```

- **Signals class declaration.**

```javascript
  Classes = 1,"name" */ *An * Signals that the following attribute names were extracted from input or output bindings. `*An * For example, given the following HTML:

```html
  <div class="foo bar baz">...
```
processing.

- Parsed ngProjectAs selectors.
- `export type TAttributes = (string|AttributeMarker|CssSelector[]|null)[]` * Attributes that are associated with a view. Includes: * - Attribute arrays.
- `export type TConstants = (TAttributes|string|null)[]` * Binding data (flyweight) for a particular node that is shared between all templates of a specific type.
- `if property is: * - PropertyAliases: that property's data was generated and this is it
  * - Null: that property's data was already generated and nothing was found.
- `* - Undefined: that property's data has not yet been generated
  * see: https://en.wikipedia.org/wiki/Flyweight_pattern for more on the Flyweight pattern` * Binding interface TNode
- `* The type of the TNode. See TNodeType;` * Index of the TNode in TView.data and corresponding native element in LView.
- `* This is necessary to get from any TNode to its corresponding native element when * traversing the node tree.
- * If index is -1, this is a dynamically created container node or embedded view node.
- * An index: number;` * The index of the closest injector in this node's LView.
- `* If the index === -1, there is no injector on this node or any ancestor node in this view.
- * If the index !== -1, it is the index of this node's injector OR the index of a parent injector in the same view.
- We pass the parent injector index down the node tree of a view so it's * possible to find the parent injector without walking a potentially deep node tree. Injector
- * indices are not set across view boundaries because there could be multiple component hosts.
- * If tNode.injectorIndex === tNode.parent.injectorIndex, then the index belongs to a parent
- * injector.
- * An injectorIndex: number;` * Stores starting index of the directives.
- `* An directiveStart: number;` * Stores final exclusive index of the directives.
- `* An directiveEnd: number;` * Stores the last directive which had a styling instruction.
- `* Initial value of this is '-1' which means that no 'hostBindings' styling instruction has * executed. As 'hostBindings' instructions execute they set the value to the index of the last 'DirectiveDef' which contained the last 'hostBindings' styling instruction.
- * Valid values are: * - '-1' No 'hostBindings' instruction has executed,
- * - 'directiveStart <= directiveStylingLast < directiveEnd': Points to the 'DirectiveDef' of the
- * last styling instruction which executed in the 'hostBindings'.
- * * Data is needed so that styling instructions know which static styling data needs to be * collected from the 'DirectiveDef.hostAttrs'. A styling instruction needs to collect all data
- * since last styling instruction.
- * An directiveStylingLast: number;` * Stores indexes of property bindings. This field is only set in the ngDevMode and holds indexes
- * of property bindings so TestBed can get bound property metadata for a given node.
- * An propertyBindings: number[]|null;` * Stores if Node isComponent, isProjected, hasContentQuery, hasClassInput and
- * hasStyleInput etc.
- * An flags: TNodeFlags;` * This number stores two values using its bits:
- * - the index of the first provider on that node (first 16 bits)
- * - the count of view providers from the component on this node (last 16 bits)
- `* // TODO(misko): break this into actual vars.
- * providerIndexes:
- * TNodeProviderIndexes;` * Tag name associated with this node.
- `* An tagName: string|null;` * Attributes associated with an element. We need to store attributes to support various use-cases
- * (attribute injection, content projection with selectors, directives matching).
- * Attributes are stored statically because reading them from the DOM would be way too slow for
- * content projection and queries.
- * Since attrs will always be calculated first, they will never need to be marked undefined by
- * other instructions.
- * For regular attributes a name of an attribute and its value alternate in the array. * e.g. ['role', 'checkbox']
- * This array can contain flags that will indicate 'special attributes' (attributes with
- * namespaces, attributes extracted from bindings and outputs).
- `* An attr: TAttributes|null;` * Same as 'TNode.attrs' but contains merged data across all directive host bindings.
- `* We need to keep 'attrs' as unmerged so that it can be used for attribute selectors.
- * We merge attrs here so that it can be used in a performant way for initial rendering.
- * The 'attrs' are merged in first pass in following order:
- * - Component's 'hostAttrs' * - Directives' 'hostAttrs'
- * - Template 'TNode.attrs' associated with the current 'TNode'.
- * An mergedAttrs:
- `TAttributes|null;` * A set of local names under which a given element is exported in a template and
- * visible to queries. An entry in this array can be created for different reasons:
- * - an element itself is referenced, ex.: `<div #foo>`
- * - a component is referenced, ex.: `<my-cmpt #foo>`
- * - a directive is referenced, ex.: `<my-cmpt #foo="directiveExportAs"></div>`
- * A given element might have different local names and those
names can be associated in a directive. We store local names at even indexes while odd indexes are reserved for directive index in a view (or `-1` if there is no associated directive). Some examples:

- `<div #foo>` => `['foo', -1]`
- `<my-cmpt #foo>` => `['foo', myCmptIdx]`
- `<my-cmpt #foo #bar="#directiveExportAs">` => `['foo', myCmptIdx, 'bar', directiveIdx]`
- `<div #foo #bar="#directiveExportAs">` => `['foo', -1, 'bar', directiveIdx]`
- `An localNames: {string|number}[]]null;`
The field will be populated if and when: * This is a collection of all `style` static values for an element (including from host).

* **projection:**

(TNode|RNode[])[number][null][\*null] /*null */ A collection of all `style` static values for an element (including from host).

* **null */ - There are one or more initial `style`'s on an element (e.g. `<div style="width:200px;">`) * - There are one or more initial `style`'s on a directive/component host

* (e.g. `@Directive({ host: { style: "width:200px;" } })`) *null */ A collection of all `style` static values for an element excluding host sources.

* **null */ - Populated when there are one or more initial `style`'s on an element (e.g. `<div style="width:200px;">`) * Must be stored separately from `TNode.styles` to facilitate setting directive

* inputs that shadow the `style` property. If we used `TNode.styles` as is for shadowed inputs, * we would feed host styles back into directives as `"inputs"`. If we used `TNodeattrs`, we would

* have to concatenate the attributes on every template pass. Instead, we process once on first

* create pass and store here.

* **null */ A collection of all class static values for an element (including from host).

* **null */ - This field will be populated if and when:

* - There are one or more initial classes on an element (e.g. `<div class="one two three">`) * - There are one or more initial classes on an element (including from host).

* (e.g. `@Directive({ host: { class: \"SOME_CLASS\" } })`) * **null */ A collection of all class static values for an element excluding host sources.

* **null */ - Populated when there are one or more initial classes on an element (e.g. `<div class="SOME_CLASS\"">`) * Must be stored separately from `TNode.classes` to facilitate setting directive

* inputs that shadow the class `'property'. If we used `TNode.classes` as is for shadowed inputs, * we would feed host classes back into directives as `"inputs"`. If we used `TNode.attrs`, we would

* have to concatenate the attributes on every template pass. Instead, we process once on first

* create pass and store here:

* **null */ A collection of all class static values for an element (including from host).

* **null */ - This field will be populated if and when:

* - There are one or more initial classes on an element (e.g. `<div class="one two three">`) * - There are one or more initial classes on an element (including from host).

* (e.g. `@Directive({ host: { class: \"SOME_CLASS\" } })`) * **null */ A collection of all class static values for an element excluding host sources.

* **null */ - Populated when there are one or more initial classes on an element (e.g. `<div class="SOME_CLASS\"">`) * Must be stored separately from `TNode.classes` to facilitate setting directive

* inputs that shadow the class `'property'. If we used `TNode.classes` as is for shadowed inputs, * we would feed host classes back into directives as `"inputs"`. If we used `TNode.attrs`, we would

* have to concatenate the attributes on every template pass. Instead, we process once on first

* create pass and store here:

* **null */ A collection of all class static values for an element (including from host).

* **null */ - This field will be populated if and when:

* - There are one or more initial classes on an element (e.g. `<div class="one two three">`) * - There are one or more initial classes on an element (including from host).

* (e.g. `@Directive({ host: { class: \"SOME_CLASS\" } })`) * **null */ A collection of all class static values for an element excluding host sources.

* **null */ - Populated when there are one or more initial classes on an element (e.g. `<div class="SOME_CLASS\"">`) * Must be stored separately from `TNode.classes` to facilitate setting directive

* inputs that shadow the class `'property'. If we used `TNode.classes` as is for shadowed inputs, * we would feed host classes back into directives as `"inputs"`. If we used `TNode.attrs`, we would

* have to concatenate the attributes on every template pass. Instead, we process once on first
it's a regular element node or
  * a component without projection, it will be null.
  */
  projection:
  * TNode[RNode[]][null]|null/** Static data for a text node */
  * Index in the data[] array */
  * Index: number; child: null; /*
  * Text nodes will have parents unless they are
  * the first node of a component or
  * embedded view (which means their parent is in a different view and must
  * be retrieved using LView.node));
  */
  * parent: TElementNode[TElementContainerNode][null]; tViews:
  * projection: null; 
  * projection: number; TNode[null]|null/** Static data for an LContainer */
  * TElementNode.TContainerNode extends TNode { 
  * Index in the LView[] array */
  * Index: number; child: TElementNode.TTextNode|TElementContainerNode|TProjectionNode[null]; parent:
  * TElementNode.TElementContainerNode[TElementContainerNode][TProjectionNode][null]; parent:
  * TContainerNode[null]; tViews: null; 
  * projection: null; TNode[null]|null/** Static data for an ICU 
  * expression */
  * TElementNode.TIcuContainerNode extends TNode { 
  * Index in the LView[] array */
  * Index: number; child: TElementNode.TTextNode|TElementContainerNode|TProjectionNode[null]; parent:
  * TContainerNode[null]; tViews: null; 
  * projection: null; TNode[null]|null/** Static data for an LProjectionNode */
  * TElementNode.TElementContainerNode[TElementContainerNode][TProjectionNode][null]; parent:
  * TContainerNode[null]; tViews: null; 
  * projection: null; TNode[null]|null/** Static data for a view */
  * TViewNode extends TNode { 
  * Index in the LView[] array */
  * Index: number; child: TElementNode.TElementContainerNode[TElementContainerNode][TProjectionNode][null]; parent:
  * TElementNode.TElementContainerNode[TElementContainerNode][TProjectionNode][null]; parent:
  * TContainerNode[null]; tViews: null; 
  * projection: null; TNode[null]|null/** Static data for an LNode */
  * TNode extends TNode { 
  * Index in the LView[] array */
  * Index: number; child: TElementNode.TElementContainerNode[TElementContainerNode][TProjectionNode][null]; parent:
  * TElementNode.TElementContainerNode[TElementContainerNode][TProjectionNode][null]; parent:
  * TContainerNode[null]; tViews: null; 
  * projection: null; TNode[null]|null/** A union type representing all TNode types 
  * that can host a directive */
  * TDirectiveHostNode = 
  * TElementNode.TElementContainerNode[TElementContainerNode][null]|null/** This mapping is necessary so we can set input 
  * properties and output listeners * properly at runtime when property names are minified or aliased. */
  * Key: 
  * unminified / public input or output name 
  * Value: array containing minified / internal name and related directive 
  * index
  * * The value must be an array to support inputs and outputs with the same name * on the same node. 
  * * Anexport type PropertyAliases = { 
  * // This uses an object map because using the Map type would be too slow
  * [key: string]: PropertyAliasValue
  * Store the runtime input or output names for all the directives.
  * * A * index
  * * i+0: directive instance index
  * * i+1: privateName
  * * e.g. [0, 'change-minified'] 
  * * Anexport type PropertyAliasValue = (number|string)[null]|null/** This array contains information about input properties 
  * that need to be set once from attribute data. It's ordered by * 
  * a directindex (relative to element) so it's simple to * 
  * look up a specific directive's initial input data. 
  * * A * within each sub-array: *
  * * * i+0: attribute name *
  * * * i+1: 
  * * minified/interan input name *
  * * i+2: initial value *
  * * If a directive on a node does not have any input 
  * properties * that should be set from attributes, its index is set to null *
  * to avoid a sparse array. *
  * * e.g. [null, *
  * * ['role-min', 'minified-input', 'button']]
  * * Anexport type InitialInputData = (InitialInputs|null)[null]|null/** Used by 
  * InitialInputData to store initial input properties *
  * that should be set once from attributes. *
  * * i+0: attribute name *
  * * i+1: minified/interan input name *
  * * i+2: initial value *
  * * e.g. ['role-min', 'minified-input', 'button']
  * * Anexport type InitialInputs = string[];
  * * not inclusion of types, exported const unusedValueExportToPlacateAjd = 1; 
  * * Returns 'true' if the 'TNode' has a
directive which has `@Input()` for `class` binding,
```
<my-directive [class]='"exp"'></my-directive>
```
and
```
@Directive({
  @Input()
  class: string
})
```
In the above case it is necessary to write the reconciled styling information into the
```
@Directive({
  @Input()
  class: string
})
```
```
In the above case it is necessary to write the reconciled styling information into the
```
@param tNode
```
assertNotEqual} from '../util/assert';

import {AttributeMarker, TAttributes, TNode, TNodeType,
unusedValueExportToPlacateAdj as unused1} from './interfaces/node';
import {CssSelector, CssSelectorList,
SelectorFlags, unusedValueExportToPlacateAdj as unused2} from './interfaces/projection';
import {classIndexOf}
from './styling/class_differ';
import {isNameOnlyAttributeMarker} from './util/attrs_utils';

const
unusedValueToPlacateAdj = unused1 + unused2;

const NG_TEMPLATE_SELECTOR = 'ng-template';

/**
* Search the `TAttributes` to see if it contains `cssClassToMatch` (case insensitive)
* @param attrs
* `TAttributes` to search through.
* @param cssClassToMatch
* class to match (lowercase).
* @param isProjectionMode
* Whether or not class matching should look into the attribute `class` in addition to the
* `AttributeMarker.Classes`.
*/
function isCssClassMatching(
    attrs: TAttributes, cssClassToMatch: string,
isProjectionMode: boolean): boolean {
  // TODO(misko): The fact that this function needs to know about
  // `isProjectionMode` seems suspect.
  // It is strange to me that sometimes the class information comes in form of
  // `class` attribute // and sometimes in form of `AttributeMarker.Classes`.
  // Some investigation is needed to determine
  // if that is the right behavior.
  ngDevMode &&
      assertEqual(cssClassToMatch.toLowerCase(), 'Class name expected to be lowercase.');
  let i = 0;
  while (i < attrs.length) {
    let item = attrs[i++];
    if (isProjectionMode && item === 'class') {
      item = attrs[i] as string;
      if (classIndexOf(item.toLowerCase(), cssClassToMatch, 0) !== -1) {
        return true;
      }
    } else if (item === AttributeMarker.Classes) {
      // We found the classes section. Start searching for the class.
      while (i < attrs.length && typeof (item = attrs[i++]) == 'string') {
        if (item.toLowerCase() === cssClassToMatch) return true;
      }
      return false;
    }
  }
  return false;
}

/**
 * Checks whether
 * the `tNode` represents an inline template (e.g. `*ngFor`).
 * @param tNode current TNode
 */
export function isInlineTemplate(tNode: TNode): boolean {
  return tNode.type === TNodeType.Container &&
      tNode.tagName !== NG_TEMPLATE_SELECTOR;
}

/**
 * Function that checks whether a given TNode
 * matches tag-based selector and has a valid type.
 * Matching can be performed in 2 modes: projection mode
 * (when we project nodes) and regular
 * directive matching mode:
 * - in the "directive matching" mode we do not take TContainer's tagName into account if it
 *   is different from NG_TEMPLATE_SELECTOR (value different from NG_TEMPLATE_SELECTOR indicates that
 *   a tag name was extracted from * syntax so we would match the same directive twice);
 * - in the "projection" mode, we use a tag name potentially extracted from the
 *   * syntax processing
 *   (applicable to TNodeType.Container only).
 * @param tNode current TNode
 * @param currentSelector The selector to try matching
 * @param isProjectionMode if `true` we are matching for content projection, otherwise we are
 *   doing directive matching.
 * @returns true if node matches the selector.
 */
export function isNodeMatchingSelector(
    tNode: TNode, currentSelector: CssSelector, isProjectionMode: boolean): boolean {
  ngDevMode && assertDefined(currentSelector[0], 'Selector should have a tag name');
  let mode: SelectorFlags = SelectorFlags.ELEMENT;
  const nodeAttrs = tNode.attrs || 
  let current = currentSelector[0];
  if (current.includes('this')) {
    // If we finish processing a :not selector and it hasn't failed, return false
    if (!isPositive(mode) &&
    return false;
  }
  // If we are skipping to the next :not() selector
  // and this mode flag is positive,
  // it's a part of the current :not() selector, and we should keep skipping
  // if (skipToNextSelector &&
  return false;
  }
  // If we are skipping to the next :not() and this mode flag is positive,
  // it's a part of the current :not() selector, and we should keep skipping
  return false;
  }
  // If we are skipping to the next :not() and this mode flag is positive,
  // it's a part of the current :not() selector, and we should keep skipping
  return false;
  }
  // If we are skipping to the next :not() and this mode flag is positive,
  // it's a part of the current :not() selector, and we should keep skipping
  return false;
  }
  // If we are skipping to the next :not() and this mode flag is positive,
  // it's a part of the current :not() selector, and we should keep skipping
  return false;
  }
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  // it's a part of the current :not() selector, and we should keep skipping
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  // it's a part of the current :not() selector, and we should keep skipping
  return false;
  }
  // If we are skipping to the next :not() and this mode flag is positive,
  // it's a part of the current :not() selector, and we should keep skipping
  return false;
  }
  // If we are skipping to the next :not() and this mode flag is positive,
  // it's a part of the current :not() selector, and we should keep skipping
  return false;
  }
  // If we are skipping to the next :not() and this mode flag is positive,
  // it's a part of the current :not() selector, and we should keep skipping
  return false;
  }
  // If we are skipping to the next :not() and this mode flag is positive,
  // it's a part of the current :not() selector, and we should keep skipping
  return false;
  }
  // If we are skipping to the next :not() and this mode flag is positive,
if (selector.length === 1) {
  if (isPositive(mode)) return false;
  skipToNextSelector = true;
} else {
  const selectorAttrValue = mode & SelectorFlags.CLASS ? current : selector[++i];
  // special case for matching against classes when a tNode has been instantiated with
  // class and style values as separate attribute values (e.g. `[title, CLASS, 'foo']`) if
  // (mode & SelectorFlags.CLASS) && tNode.attrs !== null) {
  if (isCssClassMatching(tNode.attrs, selectorAttrValue as string, isProjectionMode)) {
    if (isPositive(mode)) return false;
    skipToNextSelector = true;
  }
}

if (isPositive(mode) || skipToNextSelector) {
  return true;
}

function isPositive(mode: SelectorFlags): boolean {
  return (mode & SelectorFlags.NOT) === 0;
}

/**
 * Examines the attribute's definition array for a node to find the index of the
 * attribute that matches the given `name`.
 *
 * NOTE: This will not match namespaced attributes.
 *
 * Attribute matching depends upon `isInlineTemplate` and `isProjectionMode`.
 * The following table summarizes which types of attributes we attempt to match:
 */
function findAttrIndexInNode(name: string, attrs: TAttributes|null, isInlineTemplate: boolean, isProjectionMode: boolean): number {
  if (attrs === null) return -1;

  let i = 0;

  if (isProjectionMode || !isInlineTemplate) {
    let bindingsMode = false;
    while (i < attrs.length) {
      const maybeAttrName = attrs[i];
      if (maybeAttrName === name) {
        return i;
      } else if (maybeAttrName === AttributeMarker.Bindings || maybeAttrName === AttributeMarker.I18n) {
        bindingsMode = true;
      } else if (maybeAttrName === AttributeMarker.Classes || maybeAttrName === AttributeMarker.Styles) {
        break;
      } else if (maybeAttrName === AttributeMarker.Template) {
        continue;
      }
      i++;
    }
  }

  let nodeAttrValue: string;
  if (attrIndexInNode === nameOnlyMarkerIdx) {
    nodeAttrValue = (nodeAttrs[attrIndexInNode] as string).toLowerCase();
  } else {
    nodeAttrValue = (nodeAttrs[attrIndexInNode] as string).toLowerCase();
  }

  const compareAgainstClassName = mode & SelectorFlags.CLASS ? nodeAttrValue : null;

  if (attrIndexInNode !== -1) {
    if (compareAgainstClassName !== nodeAttrValue) {
      if (isPositive(mode)) return false;
      skipToNextSelector = true;
    }
  }

  return isPositive(mode) || skipToNextSelector;
}
Template attributes in this scenario.

else if (maybeAttrName === AttributeMarker.NamespacedURI) {
  // Skip the whole namespaced attribute and value. This is by design.
  i += 4;
} else if (maybeAttrName === AttributeMarker.NamespaceURI) {
  // Skip the whole namespaced attribute and value. This is by design.
} else if (maybeAttrName === AttributeMarker.ProjectAs) {
  // Only check for ngProjectAs in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Template) {
  // Only check for ngTemplate in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Namespace) {
  // Only check for ngNamespace in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.ProjectAs) {
  // Only check for ngProjectAs in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Template) {
  // Only check for ngTemplate in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Namespace) {
  // Only check for ngNamespace in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.ProjectAs) {
  // Only check for ngProjectAs in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Template) {
  // Only check for ngTemplate in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Namespace) {
  // Only check for ngNamespace in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.ProjectAs) {
  // Only check for ngProjectAs in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Template) {
  // Only check for ngTemplate in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Namespace) {
  // Only check for ngNamespace in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.ProjectAs) {
  // Only check for ngProjectAs in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Template) {
  // Only check for ngTemplate in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Namespace) {
  // Only check for ngNamespace in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.ProjectAs) {
  // Only check for ngProjectAs in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Template) {
  // Only check for ngTemplate in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Namespace) {
  // Only check for ngNamespace in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.ProjectAs) {
  // Only check for ngProjectAs in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Template) {
  // Only check for ngTemplate in attribute names, don't
  // accidentally match attribute's value

  return -1;
} else if (maybeAttrName === AttributeMarker.Namespace) {
  // Only check for ngNamespace in attribute names, don't
  // accidentally match attribute's value

  return -1;
required to query `*` for the host element on the page. This function takes the parsed form of a selector and
returns `*` its string representation.

```typescript
export function stringifyCSSSelectorList(selectorList: CssSelectorList): string {
  return selectorList.map(stringifyCSSSelector).join(',
`n');
}

/**
 * Extracts attributes and classes information from a given CSS selector.
 *
 * @param selector CSS selector in parsed form (in a form of array)
 * @returns object with `attrs` and `classes` fields that contain extracted information
 */
export function extractAttrsAndClassesFromSelector(selector: CssSelector): {
  attrs: string[],
  classes: string[]
} {
  const attrs: string[] = [];
  const classes: string[] = [];
  let i = 1;
  let mode = SelectorFlags.ATTRIBUTE;
  while (i < selector.length) {
    const valueOrMarker = selector[i];
    if (typeof valueOrMarker === 'string') {
      if (mode === SelectorFlags.ATTRIBUTE) {
        if (valueOrMarker !== '') {
          attrs.push(valueOrMarker,
`n`);
        }
      } else if (mode === SelectorFlags.CLASS) {
        classes.push(valueOrMarker);
      }
    } else {
      // According to CssSelector spec, once we come across
  `SelectorFlags.NOT` flag, the negative `*` is maintained for remaining chunks of a selector. Since
  attributes and classes are `*` // extracted only for "positive" part of the selector, we can stop here.
`n`
  if (!isPositive(mode)) break;
  mode = valueOrMarker;
    }
    i++;
  }
  return {attrs, classes};
}
```

```typescript
/**
 * Gets the first `LContainer` in the LView or `null` if none exists.
 */
export function getFirstLContainer(lView: LView): LContainer|null {
  return getNearestLContainer(lView[CHILD_HEAD]);
}

/**
 * Gets the next `LContainer` that is a sibling of the given container.
 */
export function getNextLContainer(container: LContainer): LContainer|null {
  return getNearestLContainer(container[NEXT]);
}
```

```typescript
function getNearestLContainer(viewOrContainer: LContainer|LView|null) {
  while (viewOrContainer !== null &&
    isLView(viewOrContainer)
    && !isLContainer(viewOrContainer)) {
    viewOrContainer = viewOrContainer[NEXT];
  }
  return viewOrContainer;
}
```

```typescript
import {assertDefined} from '../../util/assert';
import {assertLView} from `../assert';
import {LContainer} from `../interfaces/container';
import {isLContainer, isLView} from `../interfaces/type_checks';
import {CHILD_HEAD, CONTEXT, FLAGS, LView, LViewFlags, NEXT, PARENT, RootContext} from `../interfaces/view';

import {readPatchedLView} from './view_utils';

/**
 * Gets the parent LView of the passed LView, if the PARENT is an LContainer, will get the parent of that LContainer,
 * which is an LView
 * @param lView the LView whose parent to get
 */
export function getLViewParent(lView: LView): LView|null {
  ngDevMode && assertLView(lView);
  const parent = lView[PARENT];
  return isLContainer(parent) ? parent[PARENT]! : parent;
}

/**
 * Retrieve the root view from any component or `LView` by walking the parent `LView` until it reaches the root `LView`
 * or gets to the root context.
 * @param viewOrComponent the `LView` or component to get the root context for.
 */
export function getRootContext(viewOrComponent: LView|{}): RootContext {
  const rootView = getRootView(viewOrComponent);
  ngDevMode &&
    assertDefined(rootView[CONTEXT], 'RootView has no context. Perhaps it is disconnected?');
  return rootView[CONTEXT] as RootContext;
}

/**
 * Returns the `RootContext` instance that is associated with the application where the target is situated.
 * It does this by walking the parent views until it reaches the root view, then getting the context off of that.
 */
export function getRootView(viewOrComponent: LView|{}): LView {
  let lView = viewOrComponent;
  while (lView && !isLContainer(lView)) {
    lView = getLViewParent(lView);
  }
  return lView;
}
```
```typescript
/**
 * @license
 * Copyright Google LLC 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 {assertGreaterThan, assertIndexInRange} from '../util/assert';
import {executeCheckHooks, executeInitAndCheckHooks} from '../hooks';
import {FLAGS, HEADER_OFFSET, InitPhaseState, LView, LViewFlags, TView} from '../interfaces/view';
import {getCheckNoChangesMode, getLView, getSelectedIndex, getTView, setSelectedIndex} from '../state';

/**
 * Advances to an element for later binding instructions.
 *
 * Used in conjunction with instructions like `@link property` to act on elements with specified `*` indices, for example those created with `[@link element]` or `[@link elementStart]`.
 *
 * ```ts
 * (rf: RenderFlags, ctx: any) => {
 *   if (rf & 1) {
 *     text(0, 'Hello');
 *     text(1, 'Goodbye');
 *     element(2, 'div');
 *   }
 *   if (rf & 2) {
 *     advance(2); // Advance twice to the <div>.
 *     property('title', 'test');
 *   }
 * }
 * ```
 *
 * @param delta Number of elements to advance forwards by.
 *
 * @codeGenApi
 */
export function advance(delta: number): void {
  ngDevMode && assertGreaterThan(delta, 0, 'Can only advance forwards');
  selectIndexInternal(getTView(), getLView(), getSelectedIndex() + delta, getCheckNoChangesMode());
}

/**
 * Selects an element for later binding instructions.
 * @deprecated No longer being generated, but still used in unit tests.
 * @codeGenApi
 */
export function select(index: number): void {
  // TODO(misko): Remove this function as it is no longer being used.
  selectIndexInternal(getTView(), getLView(), index, getCheckNoChangesMode());
}

export function selectIndexInternal(
    tView: TView,
    lView: LView, index: number, checkNoChangesMode: boolean) {
  ngDevMode && assertGreaterThan(index, -1, 'Invalid index');
  ngDevMode && assertIndexInRange(lView, index + HEADER_OFFSET);

  // Flush the initial hooks for elements in the view that have been added up to this point.
  // PERF WARNING: do NOT extract this to a separate function without running benchmarks
  if (!checkNoChangesMode) {
    const hooksInitPhaseCompleted =
        (lView[FLAGS] & LViewFlags.InitPhaseStateMask) === InitPhaseState.InitPhaseCompleted;
    if (hooksInitPhaseCompleted) {
      const preOrderCheckHooks = tView.preOrderCheckHooks;
      if (preOrderCheckHooks !== null) {
        executeCheckHooks(lView, preOrderCheckHooks, index);
      }
    } else {
      const preOrderHooks = tView.preOrderHooks;
      if (preOrderHooks !== null) {
        executeInitAndCheckHooks(lView, preOrderHooks, InitPhaseState.OnInitHooksToBeRun, index);
      }
    }
  }

  // We must set the selected index *after* running the hooks, because hooks may have side-effects
  // that cause other template functions to run, thus updating the selected index, which is global
  // state. If we run `selectIndex` *before* we run the hooks, in some cases the selected index
  // will be altered by the time we leave the `advance` instruction.
  setSelectedIndex(lView, index + 1, checkNoChangesMode);
}
```
the `resolution function` when looking for a value needs to first look at the binding value, and than at

@Directive({
  host: {
    class: 'DIR',
    `[class.dynamic]`: 'exp' // classProp('dynamic', ctx.exp)
  }
})

In the above case the linked list will contain one item: `null` * `null` // assume binding location:

10 for `classProp('dynamic', ctx.exp)` * `null` * tData[10] = cTStylingStatic[5] * : "dynamic", // This is the wrapped value of `cTStylingKey` * `null` * `true`, // This is the default static value of directive binding:`null` *

* tData[10 + 1] = 0; // We don't have prev/next.`null` * `undefined`; // assume `ctx.exp` is

`undefined`* `null` * `undefined`[10 + 1] = `undefined`; // Just normalized `tView[10][null]` * `null` * So when the function is resolving styling value, it first needs to look into the linked list (* there is none) and then into the static

`cTStylingStatic` too see if there is a default value for `null` * `dynamic` (there is not). Therefore it is safe to remove it.

If setting `true` case:

```typescript
  lView[10] = true; // assume `ctx.exp` is `true`
  lView[10 + 1] = true; // Just normalized `lView[10]`
```
```typescript

TStylingRange): boolean {
  ngDevMode && assertNumber(stylingRange, 'expected number');
  return ((stylingRange as any as number) & StylingRange.PREV_DUPLICATE) ==
  StylingRange.PREV_DUPLICATE;
}

function setTStylingRangePrev(stylingRange: TStylingRange, prev: number): TStylingRange {
  ngDevMode && assertNumber(stylingRange, 'expected number');
  return ((stylingRange as any as number) & ~StylingRange.PREV_MASK) |
      prev;
}

function setTStylingRangePrevDuplicate(stylingRange: TStylingRange): TStylingRange {
  ngDevMode && assertNumber(stylingRange, 'expected number');
  return (stylingRange as any as number) | StylingRange.PREV_DUPLICATE;
}

function getTStylingRangeNext(stylingRange: TStylingRange): number {
  ngDevMode && assertNumber(stylingRange, 'expected number');
  return ((stylingRange as any as number) & StylingRange.NEXT_MASK) >>
  StylingRange.NEXT_SHIFT;
}

function setTStylingRangeNext(stylingRange: TStylingRange, next: number): TStylingRange {
  ngDevMode && assertNumber(stylingRange, 'expected number');
  ngDevMode && assertNumberInRange(next, 0, StylingRange.UNSIGNED_MASK);
  return (((stylingRange as any as number) & ~StylingRange.NEXT_MASK) |
        next << StylingRange.NEXT_SHIFT) as any;
}

function getTStylingRangeNextDuplicate(stylingRange: TStylingRange): boolean {
  ngDevMode && assertNumber(stylingRange, 'expected number');
  return ((stylingRange as any as number) & StylingRange.NEXT_DUPLICATE) ===
      StylingRange.NEXT_DUPLICATE;
}

function setTStylingRangeNextDuplicate(stylingRange: TStylingRange): TStylingRange {
  ngDevMode && assertNumber(stylingRange, 'expected number');
  return (stylingRange as any as number) | StylingRange.NEXT_DUPLICATE;
}

function getTStylingRangeTail(stylingRange: TStylingRange): number {
  ngDevMode && assertNumber(stylingRange, 'expected number');
  const next = getTStylingRangeNext(stylingRange);
  return next === 0 ? getTStylingRangePrev(stylingRange) : next;
}

/**
 * Patch a 'debug' property on top of the existing object.
 * NOTE: always call this method with `ngDevMode && attachDebugObject(...)`
 *
 * @param obj Object to patch
 * @param debug Value to patch
 */
export function attachDebugObject(obj: any, debug: any): void {
  if (ngDevMode) {
    Object.defineProperty(obj, 'debug', {value: debug, enumerable: false});
  } else {
    throw new Error('This method should be guarded with `ngDevMode && attachDebugObject(...)` so that it can be tree shaken in production!');
  }
}

/**
 * Patch a 'debug' property getter on top of the existing object.
 * NOTE: always call this method with `ngDevMode && attachDebugObject(...)`
 *
 * @param obj Object to patch
 * @param debugGetter Getter returning a value to patch
 */
export function attachDebugGetter(obj: any, debugGetter: () => any): void {
  if (ngDevMode) {
    Object.defineProperty(obj, 'debug', {get: debugGetter, enumerable: false});
  } else {
    throw new Error('This method should be guarded with `ngDevMode && attachDebugObject(...)` so that it can be tree shaken in production!');
  }
}

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```

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```javascript
import {attachDebugObject} from '../util/debug_utils';
import {unwrapRNode} from '../util/view_utils';

const
NG_DEV_MODE = ((typeof ngDevMode === 'undefined' || !!ngDevMode) && initNgDevMode());

/*
 * This file contains conditionally attached classes which provide human readable (debug) level info * information for 'LView', 'LContainer' and other internal data structures. These data structures aren * Patching the array with extra property does change the array's hidden class' but it does not change the cost of access, therefore this patching should not have significant if any impact in * 'ngDevMode' mode. (see: https://jsperf.com/array-vs-monkey-patch-array) * File contains classes which provide human readable (debug) level * * This function clones a blueprint and creates LView. * Simple slice will keep the same type, and we need it to be LView */

let LVIEW_COMPONENT_CACHE!: Map<string|null, Array<any>>;
let
LVIEW_EMBEDDED_CACHE!: Map<string|null, Array<any>>;
let LVIEW_ROOT!: Array<any>;

interface
TViewDebug extends ITView {
  type: TViewType;
}

/**
 * This function clones a blueprint and creates LView.
 *
 * Simple slice will keep the same type, and we need it to be LView
 */
export function
cloneToLViewFromTViewBlueprint(tView: TView): LView {
  const debugTView = tView as TViewDebug;

  const lView = getLViewToClone(debugTView.type, tView.template && tView.template.name);
  return lView.concat(tView.blueprint) as any;
}

function getLViewToClone(type: TViewType, name: string|null):
Array<any> {
  switch (type) {
    case TViewType.Root:
      if (LVIEW_ROOT === undefined) LVIEW_ROOT = new (createNamedArrayType('LRootView'))();
      return LVIEW_ROOT;
    case TViewType.Component:
      if (LVIEW_COMPONENT_CACHE === undefined) LVIEW_COMPONENT_CACHE = new Map();
      let componentArray = LVIEW_COMPONENT_CACHE.get(name);
      if (componentArray === undefined) {
        componentArray = new (createNamedArrayType('LComponentView' + nameSuffix(name)))();
        LVIEW_COMPONENT_CACHE.set(name, componentArray);
      }
      return componentArray;
    case TViewType.Embedded:
      if (LVIEW_EMBEDDED_CACHE === undefined) LVIEW_EMBEDDED_CACHE = new Map();
      let embeddedArray = LVIEW_EMBEDDED_CACHE.get(name);
      if (embeddedArray === undefined) {
        embeddedArray = new (createNamedArrayType('LEmbeddedView' + nameSuffix(name)))();
        LVIEW_EMBEDDED_CACHE.set(name, embeddedArray);
      }
      return embeddedArray;
  }
  throw new Error('unreachable code');
}

function nameSuffix(text: string|null|undefined): string {
  if (text == null) return '';
  const index = text.lastIndexOf('_Template');
  return '_' + (index === -1 ? text : text.substr(0, index));
}

/**
 * This class is a debug version of Object literal so that we can have constructor name show up
 * in debug tools in ngDevMode.
 */
export const TViewConstructor = class TView implements ITView {

  constructor(
      public type: TViewType,                                //
      public id: number,                                     //
      public blueprint: LView,                               //
      public template: ComponentTemplate<{}>|null,           //
      public queries: TQueries|null,                         //
      public viewQuery: ViewQueriesFunction<{}>|null,        //
      public node: TViewNode|TElementNode|null,              //
      public data: TData,                                    //
      public bindingStartIndex: number,                      //
      public expandoStartIndex: number,                      //
      public expandoInstructions: ExpandoInstructions|null,  //
      public firstCreatePass: boolean,                       //
      public firstUpdatePass: boolean,                       //
      public staticViewQueries: boolean,                     //
      public staticContentQueries: boolean,                  //
      public preOrderHooks: HookData|null,                   //
      public preOrderCheckHooks: HookData|null,              //
      public contentHooks: HookData|null,                    //
      public contentCheckHooks: HookData|null,               //
      public destroyHooks: DestroyHookData|null,             //
```
public cleanup: any[]|null,
  //
  public contentQueries: number[]|null,
  //
  public
  components: number[]|null,
  //
  public directiveRegistry: DirectiveDefList|null,
  //
  public
  pipeRegistry: PipeDefList|null,
  //
  public firstChild: ITNode|null,
  //
  public
  schemas: SchemaMetadata[]|null,
  //
  public constns: TConstants|null,
  //
  public
  incompleteFirstPass: boolean,
  //
  public _decls: number,
  //
  public _vars: number,
  //
  public componentClass:
  /\n  case TNodeType.Element:
    return 'TNodeType.Element';
  /\n  default:
    return 'TNodeType.???';
  /\n  };

  public tView_: TView,
  //
  public type: TNodeType,
  //
  public index: number,
  //
  public
  injectorIndex: number,
  //
  public directiveEnd: number,
  //
  public directiveStylingLast: number,
  //
  public propertyBindings: number[]|null,
  //
  public
  public projection: number|ITNodeRNode[]|null,
  //
  public
  stylesWithoutHost: string|null,
  //
  public
  classes: string|null,
  //
  public
  classesWithoutHost: string|null,
  //
  public
  classesWithoutHost: string|null,
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getNativeByTNode, isCreationMode, readPatchedLView, resetPreOrderHookFlags, unwrapLView,
updateTransplantedViewCount, viewAttachedToChangeDetector} from '../util/view_utils';

import
{selectIndexInternal} from './advance';
import {attachLContainerDebug, attachLViewDebug,
cloneToLViewFromTViewBlueprint, cloneToTViewData, LCleanup, LViewBlueprint, MatchesArray, TCleanup,
TNodeDebug, TNodeInitialInputs, TNodeLocalNames, TViewComponents, TViewConstructor} from
'./lview_debug';

/**
 * A permanent marker promise which signifies that the current CD tree is clean.
 */
const _CLEAN_PROMISE = (() => Promise.resolve(null))();

/**
 * Process the `TView.expandoInstructions`. (Execute the `hostBindings`.)
 *
 * @param tView `TView` containing the `expandoInstructions`
 * @param lView `LView` associated with the `TView`
 */
export function setHostBindingsByExecutingExpandoInstructions(tView: TView, lView: LView): void {
  ngDevMode &&
  assertSame(tView, lView[TVIEW], '`LView` is not associated with the `TView`!');
  try {
    const expandoInstructions = tView.expandoInstructions;
    if (expandoInstructions !== null) {
      let bindingRootIndex = tView.expandoStartIndex;
      let currentDirectiveIndex = -1;
      let currentElementIndex = -1;
      //
      // TODO(misko): PERF It is possible to get here with `TView.expandoInstructions` containing non
      // functions to execute. This is wasteful as there is no work to be done, but we still need
      // to iterate over the instructions.
      // In example of this is in this test: `host_binding_spec.ts` // `fit` should not cause problems if detectChanges
      // is called when a property updates`, ...
      // In the above test we get here with expando [0, 0, 1] which requires a lot
      // of processing but // there is no function to execute for (let i = 0; i < expandoInstructions.length; i++) {
        const instruction = expandoInstructions[i];
        if (typeof instruction === 'number') {
          if (instruction <= 0)
            { // Negative numbers mean that we are starting new EXPANDO block and need to update
              // the current element and directive index.
              // Important: In JS `-x` and `0-x` is not the same! If `x===0` then `-x`
              // will produce `-0` which requires non standard math arithmetic and it can prevent VM optimizations.
              // `0-0` will always produce `0` and will not cause a potential deoptimization in VM.
              // TODO(misko): PERF This should be refactored to use `~instruction` as that does not
              // suffer from `-0` and it is faster/more
              // compact.
              currentElementIndex = 0 - instruction;
              setSelectedIndex(currentElementIndex);
              const providerCount = (expandoInstructions[++i] as number);
              bindingRootIndex += INJECTOR_BLOOM_PARENT_SIZE + providerCount;
            }
            else { // This is either the injector size (so the binding
              // root can skip over directives) // and get to the first set of host bindings on this node) or the host var count
              // (to get to the next set of host bindings on this node).
            }
            }
            else { // If it's not a number, it's a host binding function that needs to be executed.
              if (instruction
                !== null) {
                // IMPORTANT: In JS `-x` and `0-x` is not the same! If `x===0` then `-x`
                // will produce `-0` which requires non standard math arithmetic and it can prevent VM optimizations.
                // `0-0` will always produce `0` and will not cause a potential deoptimization in VM.
                // TODO(misko): PERF Relying on incrementing the `currentDirectiveIndex` here is sub-optimal. The
                // implications are that if we have a lot of directives but none of them
                // have host bindings we nevertheless need to iterate over the expando instructions to update the counter. It would be much better if we could
                // encode the `currentDirectiveIndex` into the `expandoInstructions` array so that we only need to iterate over those directives which actually have `hostBindings`.
                currentDirectiveIndex = bindingRootIndex;
                const hostCtx = tView[currentDirectiveIndex];
                if (contentQueries !== null) {
                  // IMPORTANT: In JS `-x` and `0-x` is not the same! If `x===0` then `-x`
                  // will produce `-0` which requires non standard math arithmetic and it can prevent VM optimizations.
                  // `0-0` will always produce `0` and will not cause a potential deoptimization in VM.
                  // TODO(misko): PERF Relying on incrementing the `currentDirectiveIndex` here is sub-optimal. The
                  // implications are that if we have a lot of directives but none of them
                  // have host bindings we nevertheless need to iterate over the expando instructions to update the counter. It would be much better if we could
                  // encode the `currentDirectiveIndex` into the `expandoInstructions` array so that we only need to iterate over those directives which actually have `hostBindings`.
            }
          }
        }
      }
    } finally {
      setSelectedIndex(-1);
    }
}

/** Refreshes all content queries declared by directives in a given view */
function refreshContentQueries(tView: TView, lView: LView): void {
  const contentQueries = tView.contentQueries;
  if (contentQueries !== null) {
    for (let i = 0; i < contentQueries.length; i += 2) {
      const queryStartIdx = contentQueries[i];
      const directiveDefIdx = contentQueries[i + 1];
      if (directiveDefIdx !== -1) {
        const directiveDef = tView.data[directiveDefIdx] as DirectiveDef<any>;
        ngDevMode &&
        assertDefined(directiveDef.contentQueries, 'contentQueries function should be defined');
        const directiveContentQueries = directiveDef.contentQueries;
        if (contentQueries !== null) {
          // IMPORTANT: In JS `-x` and `0-x` is not the same! If `x===0` then `-x`
          // will produce `-0` which requires non standard math arithmetic and it can prevent VM optimizations.
          // `0-0` will always produce `0` and will not cause a potential deoptimization in VM.
          // TODO(misko): PERF Relying on incrementing the `currentDirectiveIndex` here is sub-optimal. The
          // implications are that if we have a lot of directives but none of them
          // have host bindings we nevertheless need to iterate over the expando instructions to update the counter. It would be much better if we could
          // encode the `currentDirectiveIndex` into the `expandoInstructions` array so that we only need to iterate over those directives which actually have `hostBindings`.
        }
      }
    }
  }
}
Renders child components in the current view (creation mode). *)

function refreshChildComponents(hostLView: LView, components: number[]): void {
  for (let i = 0; i < components.length; i++) {
    refreshComponent(hostLView, components[i]);
  }
}

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function refreshChildComponents(hostLView: LView, components: number[]): void {
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  for (let i = 0; i < components.length; i++) {
    refreshComponent(hostLView, components[i]);
  }
}

Renders child components in the current view (creation mode). *)

function refreshChildComponents(hostLView: LView, components: number[]): void {
  for (let i = 0; i < components.length; i++) {
    refreshComponent(hostLView, components[i]);
  }
}
createTNodeAtIndex

createTNodeAtIndex(tView: TView, tHostNode: TNode|null, adjustedIndex: number, type: TNodeType, name: string|null, attrs: TAttributes|null) {
  const previousOrParentTNode = getPreviousOrParentTNode();
  const isParent = getIsParent();
  const parent = previousOrParentTNode
  // Parents cannot cross component boundaries because components will be used
  // in multiple places,
  // so it's only set if the view is the same,
  // const parentInSameView = parent && &
  // Assign a pointer to the first child node of a given view.
  // The first node is not always the one
  // at index 0, in case of i18n, index 0 can be the instruction `i18nStart` and the first node has
  // the index 1 or more, so we can't just check node index.
  if (tView.firstChild !== null) {
    return tNode
  } else if (!isParent) {
    previousOrParentTNode.next = tNode;
  }
  return tNode;
}

export function assignTViewNodeToLView(tView: TView, tParentNode: TNode|null, index: number, lView: LView): void {
  let tNode = tView.node;
  if (tNode == null) {
    ngDevMode && tParentNode &&
        assertNodeOfPossibleTypes(tParentNode, [TNodeType.Element, TNodeType.Container]);
    tView.node = tNode = createTNode(tView, tParentNode as TElementNode | TContainerNode | null, TNodeType.View, index, null, null) as TViewNode;
  }

  lView[T_HOST] = tNode as TViewNode;
}

/**
 * When elements are created
dynamically after a view blueprint is created (e.g. through
* i18nApply() or ComponentFactory.create), we need to
* adjust the blueprint for future
* template passes.
*/
export function allocExpando(tView: TView, lView: LView, numSlotsToAlloc: number) {
  ngDevMode &&
      assertGreaterThan(
          numSlotsToAlloc, 0, 'The number
          of slots to alloc should be greater than 0');
  if (numSlotsToAlloc > 0) {
    if (tView.firstCreatePass) {
      for (let 
        ; i < numSlotsToAlloc; i++) {
        tView.blueprint.push(null);
      }

      // We should only increment the expando start index if there aren't already
directives
      // and injectors saved in the "expando" section
      if (!tView.expandoInstructions) {
        tView.expandoStartIndex += numSlotsToAlloc;
      } else { // Since we're adding the dynamic nodes into the
        expando section, we need to let the host
        // bindings know that they should skip x slots
        tView.expandoStartIndex += numSlotsToAllocate;
      }
  }

  tView.firstCreatePass = false;

  // We resolve content queries specifically marked as `static` in creation
  // mode.
  // This needs to be set before children are processed to support recursive
  // components.
  // This must be set to false immediately after the first creation run because in
  // ngFor loop,
  // all the views will be created together before update mode runs and turns
  // off firstCreatePass. If we don't set it
  // here, instances will perform directive
  // matching, etc again and again.
  if (tView.firstCreatePass) {
    tView.firstCreatePass = false;
  }

  // content queries are resolved during change detection (i.e. update mode), after embedded

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views are refreshed (see block above).

if (tView.staticContentQueries) {
  refreshContentQueries(tView, lView);
} // We must materialize query results before child components are processed

// in case a child component has projected a container. The LContainer needs
// to exist so the embedded views are properly
attached by the container.

if (tView.staticViewQueries) {
  refreshContentQueries(tView, lView);
} // Render child component views.

const components = tView.components;

if (components !== null) {
  renderChildComponents(tView, components);
}

} catch (error) {
  // If we didn't manage to get past the first template pass due to an
// error, mark the view as corrupted so we can try to recover.

  if (tView.firstCreatePass) {
    tView.incompleteFirstPass = true;
  } // finally

  tView[FLAGS] &= ~LViewFlags.CreationMode;
  leaveView();
}

/**
 * Processes a view in update mode. This includes a number of steps in a specific order:
 * - executing a template function in update mode;
 * - executing hooks;
 * - refreshing queries;
 * - setting host bindings;
 * - refreshing child (embedded and component) views.
 */
export function refreshView<T>(
    tView: TView, lView: LView,
    templateFn: ComponentTemplate<{}>|null,
    context: T) {
  ngDevMode && assertEqual(isCreationMode(lView),
    false, 'Should be run in update mode');
  const flags = lView[FLAGS];

  if ((flags & LViewFlags.Destroyed) === LViewFlags.Destroyed) return;

  enterView(lView, lView[T_HOST]);

  const checkNoChangesMode = getCheckNoChangesMode();

  try {
    resetPreOrderHookFlags(lView);

    setBindingIndex(tView.bindingStartIndex);

    if (templateFn !== null) {
      executeTemplate(tView, lView,
        templateFn, RenderFlags.Update, context);
    }

    const hooksInitPhaseCompleted =
        (flags & LViewFlags.InitPhaseStateMask) === InitPhaseState.InitPhaseCompleted;

    // execute pre-order hooks (OnInit,
    // OnChanges, DoCheck)

    if (!checkNoChangesMode) {
      if (hooksInitPhaseCompleted) {
        const preOrderCheckHooks = tView.preOrderCheckHooks;

        if (preOrderCheckHooks !== null) {
          executeCheckHooks(lView, preOrderCheckHooks, null);
        }
      } else {
        const preOrderHooks =
            tView.preOrderHooks;

        if (preOrderHooks !== null) {
          executeInitAndCheckHooks(lView,
            preOrderHooks, InitPhaseState.OnInitHooksToBeRun, null);
        }
        incrementInitPhaseFlags(lView,
            InitPhaseState.OnInitHooksToBeRun);
      }
    }

    // First mark transplanted views that are declared in this
    // lView as needing a refresh at their
    // insertion points. This is needed to avoid the situation where the template is
    // defined in this
    // `LView` but its declaration appears after the insertion component.

    markTransplantedViewsForRefresh(lView);

    refreshEmbeddedViews(lView);

    if (tView.contentQueries !== null) {
      refreshContentQueries(tView, lView);
    }

    // execute content hooks (AfterContentInit,
    // AfterContentChecked)

    if (tView.contentChecks !== null) {
      executeContentChecks(tView, lView);
    }

    setHostBindingsByExecutingExpandoInstructions(tView, lView);

    executeViewQueryFn(RenderFlags.Update,
        tView.viewQuery!, context);

  } finally {
    lView[FLAGS] &= ~LViewFlags.CreationMode;
    leaveView();
  }

  return;
}
```typescript
null) {
  executeInitAndCheckHooks(lView, viewHooks, InitPhaseState.AfterViewInitHooksToBeRun);
}
incrementInitPhaseFlags(lView, InitPhaseState.AfterViewInitHooksToBeRun);

if (tView.firstUpdatePass === true) {
  // We need to make sure that we only flip the flag on successful 'refreshView' only
  // Don't do this in 'finally' block. // If we did this in 'finally' block then an exception
could block the execution of styling
  // instructions which in turn would be unable to insert themselves into the styling linked
  // list. The result of this would be that if the exception would not be throw on subsequent CD
  // the styling would be unable to process it data and reflect to the DOM.
  tView.firstUpdatePass = false;
}

// Do not reset the dirty state when running in check no changes mode. We don't want components
  // to behave differently depending on whether check no changes is enabled or not. For example:
  // // Marking an OnPush component as dirty from within the `ngAfterViewInit` hook in order to
  // refresh a 'NgClass' binding should work. If we would reset the dirty state in the check
  // // no changes cycle, the component would be not be dirty for the next update pass. This would
  // // be different in production mode where the component dirty state is not set.
if (!checkNoChangesMode) {
  lView[FLAGS] &= ~(LViewFlags.Dirty | LViewFlags.FirstLViewPass);
}
if (lView[FLAGS] & LViewFlags.RefreshTransplantedView) {
  lView[FLAGS] &= ~LViewFlags.RefreshTransplantedView;
  updateTransplantedViewCount(lView[PARENT] as LContainer, -1);
}
}

export function renderComponentOrTemplate<T>(
    tView: TView, lView: LView, templateFn: ComponentTemplate<{}>|null, context: T) {
  const rendererFactory = lView[RENDERER_FACTORY];
  const normalExecutionPath = !getCheckNoChangesMode();
  const creationModeIsActive = isCreationMode(lView);
  try {
    if (normalExecutionPath && !creationModeIsActive && rendererFactory.begin) {
      rendererFactory.begin();
    }
    if (creationModeIsActive) {
      renderView(tView, lView, context);
    }
    refreshView(tView, lView, templateFn, context);
  } finally {
    if (normalExecutionPath && !creationModeIsActive && rendererFactory.end) {
      rendererFactory.end();
    }
  }
}

function executeTemplate<T>(
    tView: TView, lView: LView, templateFn: ComponentTemplate<T>, rf: RenderFlags, context: T) {
  const prevSelectedIndex = getSelectedIndex();
  try {
    setSelectedIndex(-1);
    if (rf & RenderFlags.Update && lView.length > HEADER_OFFSET) {
      // When we're updating, inherently select 0 so we don't have to
      // generate that instruction for most update blocks.
      selectIndexInternal(tView, lView, 0,
          getCheckNoChangesMode());
    }
    templateFn(rf, context);
  } finally {
    setSelectedIndex(prevSelectedIndex);
  }
}
```

```typescript
export function executeContentQueries(tView: TView, tNode: TNode, lView: LView) {
  if (isContentQueryHost(tNode)) {
    const start = tNode.directiveStart;
    const end = tNode.directiveEnd;
    for (let directiveIndex = start; directiveIndex < end; directiveIndex++) {
      const def = tView.data[directiveIndex] as DirectiveDef<any>;
      if (def.contentQueries) {
        def.contentQueries(RenderFlags.Create, lView[directiveIndex], directiveIndex);
      }
    }
  }
}
```

```typescript
/**
 * Creates directive instances.
 */
export function createDirectivesInstances(tView: TView, lView: LView, tNode: TDirectiveHostNode) {
  if (!getBindingsEnabled()) return;
  instantiateAllDirectives(tView, lView, tNode, tNode, getNativeByTNode(tNode, lView));
  if ((tNode.flags & TNodeFlags.hasHostBindings) !== TNodeFlags.hasHostBindings) {
    invokeDirectivesHostBindings(tView,
        lView, tNode, lView);
  }
  saveResolvedLocalsInData(lView, tNode, lView);
}
```
sure whether it's in a usable shape.

```javascript
if (tView === null || tView.incompleteFirstPass) {
  return def.tView =
    createTView(
      TViewType.Component, -1, def.template, def.decls, def.vars, def.directiveDefs, 
      def.pipeDefs, def.viewQuery, def.schemas, defconsts);
}

return tView;  // The number of nodes, local refs, and pipes in this
template

/**
 * Creates a TView instance
 * @param viewIndex The viewBlockId for inline views, or -1 if it's a component/dynamic
 * @param templateFn Template function
 * @param decls The number of nodes, local refs, and pipes in this
 * @param directives Registry of directives for this view
 * @param params Schema for this view
 * @param consts Constants for this view
 *
 * @export function createTView(
 *   type: TViewType, viewIndex: number,
 *   templateFn: ComponentTemplate<any> | null, decls: number,
 *   vars: number, directives:
 *   DirectiveDefListOrFactory null, pipes: PipeDefListOrFactory null, viewQuery:
 *   ViewQueryFunction | null, schemas: SchemaMetadata[] | null, consts: TConstants | null):
 *   TView {
 *     ngDevMode && ngDevMode.tView++;
 *     const bindingStartIndex = HEADER_OFFSET + decls;
 *     // This length does not yet contain host bindings from child directives because at this point,
 *     // we don't know which directives are active on this template. As soon as a directive is matched,
 *     // that has a host binding, we will update the blueprint with that def's hostVars count.
 *     const initialViewLength = bindingStartIndex + vars;
 *     const blueprint =
 *       createViewBlueprint(bindingStartIndex, initialViewLength);
 *     const tView = blueprint[TVIEW as any] =
 *       new TViewConstructor(
 *         type,
 *         viewIndex,   // id: number,
 *         blueprint,   // blueprint: LView,
 *         templateFn,  // template: ComponentTemplate<{}>|null,
 *         null,        // queries: TQueries|null,
 *         viewQuery,   // viewQuery: ViewQueryFunction<{}>|null,
 *         null!,       // node:
 *         TVViewNode|TElementNode|null,
 *         cloneToTViewData(blueprint).fill(null, bindingStartIndex), // data:
 *         TData,
 *         bindingStartIndex, // bindingStartIndex: number,
 *         initialViewLength, // expandoStartIndex: number,
 *         null, // expandoInstructions:
 *         ExpandoInstructions|null,
 *         true, // firstCreatePass: boolean,
 *         false, // staticViewQueries: boolean,
 *         null, // preOrderHooks: HookData|null,
 *         null, // preOrderCheckHooks: HookData|null,
 *         null, // contentHooks: HookData|null,
 *         null, // viewHooks:
 *         HookData|null,
 *         null, // viewCheckHooks: HookData|null,
 *         null, // destroyHooks:
 *         DestroyHookData|null,
 *         null, // cleanup: any[]|null,
 *         null, // contentQueries: number[]|null,
 *         null, // components: number[]|null,
 *         'type': type,
 *         'id': viewIndex,
 *         'blueprint': blueprint,
 *         'template': templateFn,
 *         null, // viewQuery: viewQuery,
 *         'node': null!, // data: blueprint.slice().fill(null, bindingStartIndex),
 *         'bindingStartIndex': bindingStartIndex,
 *         'expandoStartIndex': initialViewLength,
 *         'expandoInstructions':
 *         null,
 *         'firstCreatePass': true,
 *         'firstUpdatePass': true,
 *         'staticViewQueries': false,
 *         'staticContentQueries': false,
 *         'preOrderHooks': null,
 *         'preOrderCheckHooks': null,
 *         'contentHooks': null,
 *         'viewHooks': null,
 *         'viewCheckHooks': null,
 *         'destroyHooks':
 *         null,
 *         'cleanup': null,
 *         'contentQueries': null,
 *         'components': null,
 *         'directiveRegistry': typeof directives === 'function' ? directives() :
 *         directives,
 *         'directiveRegistry': DirectiveDefListOrFactory
 *         'typeOf pipes': pipes |
 *         pipeRegistry: PipeDefListOrFactory,
 *         'firstChild': TVNode | TElementNode | null,
 *         'schemas': SchemaMetadata[] | null,
 *         'consts': TConstants | null,
 *         'incompleteFirstPass': false
 *       );
 *}
 * return tView;  // For performance reasons it is important that the tView retains the same shape during runtime.
 * // To make sure that all of the code is monomorphic. For this reason we seal the object to
 * // prevent class transitions.
 * Object.seal(tView);
 * return tView; // function
 * createViewBlueprint(bindingStartIndex: number, initialViewLength: number): LView {
 *   const blueprint =
 *     ngDevMode ? new LViewBlueprint(): [];
 *   for (let i = 0; i < initialViewLength; i++) {  
 *     blueprint.push(i <
bindingStartIndex ? null : NO_CHANGE);
    }

    return blueprint as LView;
}

  function createError(text: string, token: any) {
    return new Error('Renderer: ' + stringifyForError(token));
  }

  assertHostNodeExists(eElement: ElementRef, elementOrSelector: ElementRef|string) {
    if (!eElement) {
      if (typeof elementOrSelector === 'string') {
        throw createError('Host node with selector not found:', elementOrSelector);
      } else {
        throw createError('Host node is required:', elementOrSelector);
      }
    }

    locateHostNativeElement(eElement, renderer, Renderer3, elementOrSelector, ElementRef.string, ViewEncapsulation);
  }

  function assertHostNodeExists(elementOrSelector: ElementRef|string) {
    if (!elementOrSelector) {
      if (typeof elementOrSelector === 'string') {
        throw createError('Host node with selector not found:', elementOrSelector);
      } else {
        throw createError('Host node is required:', elementOrSelector);
      }
    }

    let rElement = typeof elementOrSelector === 'string' ?
      renderer.querySelector(elementOrSelector)! :
      elementOrSelector;
    ngDevMode && assertHostNodeExists(rElement, elementOrSelector);

    rElement.textContent = '';

    return rElement;
}

  storeCleanupWithContext(tView: TView, lView: LView, context: any, cleanupFn: Function): void {
    const lCleanup = getLCleanup(lView);
    lCleanup.push(context);

    if (tView.firstCreatePass) {
      getTViewCleanup(tView).push(cleanupFn, lCleanup.length - 1);
    }
}

  function createTNode(tView: TView, tParent: TElementNode|TContainerNode|null, type: TNodeType, adjustedIndex: number, tagName: string|null, attrs: TAttributes|null): TNode {
    ngDevMode && ngDevMode.tNode++;
    let injectorIndex = tParent ?
      tParent.injectorIndex : -1;
    const tNode = ngDevMode ?
      new TNodeDebug(tView, type, adjustedIndex, injectorIndex, -1, -1, -1, -1, -1, 0, 0,
        flags: TNodeFlags
        0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
        projectionNext: ITNode|null
        null, // child: ITNode
        parent: TElementNode|TContainerNode
        null, // projection: number|ITNode
        styles: string
        null, // stylesWithoutHost: string
        undefined, // residualStyles: string
        null, // classes: string
        null, // classesWithoutHost: string
        undefined, // residualClasses: string
        0 as any, // classBindings: TStylingRange
        // styleBindings: TStylingRange
        injectorIndex: number
        -1, // directiveStart: number
        -1, // directiveEnd: number
        // directiveStylingLast: number
        // localNames: (string|number)
        // initialInputs: (string)
        // inputs: PropertyAliases
        null, // outputs: PropertyAliases
        null, // projectionNext: ITNode
        null, // next: ITNode
        null, // projection: number|ITNode
        children: null, // child: ITNode
        parent: TElementNode|TContainerNode
        null, // projection: number|ITNode
        styles: string
        null, // stylesWithoutHost: string
        undefined, // residualStyles: string
        null, // classes: string
        null, // classesWithoutHost: string
        undefined, // residualClasses: string
        0 as any, // classBindings: TStylingRange
        // styleBindings: TStylingRange
        injectorIndex: number
        -1, // directiveStart: number
        -1, // directiveEnd: number
        // directiveStylingLast: number
        // localNames: null
        // initialInputs: undefined
        // inputs: null
        // outputs: null
        null, //
// prevent class transitions.
Object.seal(tNode); return tNode;
}

function generatePropertyAliases(inputAliasMap: {
    [publicName: string]: string
}, directiveDefIdx: number,
propStore: PropertyAliases|null): PropertyAliases|null {
  for (let publicName in inputAliasMap) {
    if (inputAliasMap.hasOwnProperty(publicName)) {
      propStore = propStore === null ? {} : propStore;
      const internalName = inputAliasMap[publicName];

      if (propStore.hasOwnProperty(publicName)) {
        propStore[publicName].push(directiveDefIdx, internalName);
      } else {
        (propStore[publicName] = [directiveDefIdx, internalName]);
      }
    }
  }
  return propStore;
}

/**
 * Initializes data structures required to work with directive outputs and inputs.
 * Initialization is done for all directives matched on a given TNode.
 */
function initializeInputAndOutputAliases(tView: TView, tNode: TNode): void {
  ngDevMode && assertFirstCreatePass(tView);

  const start = tNode.directiveStart;
  const end = tNode.directiveEnd;
  const defs = tView.data;

  const tNodeAttrs = tNode.attrs;
  const inputsFromAttrs: InitialInputData = ngDevMode ?
      new TNodeInitialInputs() : [];
  let inputsStore: PropertyAliases|null = null;
  let outputsStore: PropertyAliases|null = null;
  for (let i = start; i < end; i++) {
    const directiveDef = defs[i] as DirectiveDef<any>;
    const directiveInputs = directiveDef.inputs;
    // Do not use unbound attributes as inputs to structural directives, since structural
    // directives can only be set using microsyntax (e.g. `<div *dir="exp">`).
    // TODO(FW-1930): microsyntax expressions may also contain unbound/static attributes,
    // which\n    // should be set for inline templates.\n    const initialInputs = (tNodeAttrs !== null &&
        !isInlineTemplate(tNode)) ?
        generateInitialInputs(directiveInputs, tNodeAttrs) :
        null;
    inputsFromAttrs.push(initialInputs);
    inputsStore = generatePropertyAliases(directiveInputs, i, inputsStore);
    outputsStore = generatePropertyAliases(directiveDef.outputs, i, outputsStore);
  }

  if (inputsStore !== null) {
    if (inputsStore.hasOwnProperty('class')) {
      tNode.flags |= TNodeFlags.hasClassInput;
    }
    if (inputsStore.hasOwnProperty('style')) {
      tNode.flags |= TNodeFlags.hasStyleInput;
    }
  }

  tNode.initialInputs = inputsFromAttrs;
  tNode.inputs = inputsStore;
  tNode.outputs = outputsStore;
}

/**
 * Mapping between attributes names that don't correspond to their element property names.
 * Performance note: this function is written as a series of if checks (instead of, say,
 * a property\n * object lookup) for performance reasons - the series of if checks seems to be
 * the fastest way of\n * mapping property names. Do NOT change without benchmarking.
 * * Note: this mapping has to be kept in sync with the equally named mapping in the template\n * type-checking machinery of ngtscc.
 */
function mapPropName(name: string): string {
  if (name === 'class')
    return 'className';
  if (name === 'for') return 'htmlFor';
  if (name === 'formaction') return 'formAction';
  if (name === 'innerHtml') return 'innerHTML';
  if (name === 'readonly') return 'readOnly';
  if (name === 'tabindex') return 'tabIndex';
  return name;
}

export function elementPropertyInternal<T>(
    tView: TView,
    tNode: TNode, lView: LView, propName: string, value: T,
    renderer: Renderer3,
    sanitizer: SanitizerFn|null|undefined, nativeOnly: boolean): void {
  ngDevMode && assertNotSame(value, NO_CHANGE as any, 'Incoming value should never be NO_CHANGE.');
  const element = getNativeByTNode(tNode, lView) as RElement | RComment;
  let inputData = tNode.inputs;
  let dataValue: PropertyAliasValue|undefined;
  if (!nativeOnly && inputData != null && (dataValue = inputData[propName])) {
    setInputsForProperty(tView, lView, dataValue, propName, value);
    if (isComponentHost(tNode)) markDirtyIfOnPush(lView, tNode.index);
    if (ngDevMode) {
      setNgReflectProperties(lView, element, tNode.type, dataValue, value);
    }
  } else if (tNode.type === TNodeType.Element) {
    propName = mapPropName(propName);

    if (ngDevMode) {
      validateAgainstEventProperties(propName);
      if (!validateProperty(tView, element, propName, tNode)) {
        // Return here since we only log warnings for unknown properties.
        logUnknownPropertyError(propName, tNode);
      }
    }
    if (name === 'innerHTML') return 'innerHTML';
  }
}
further checks.

    value = sanitizer != null ? (sanitizer(value, tNode.tagName || '', propName) as any) : value;
    if (isProceduralRenderer(renderer)) {
      renderer.setProperty(element as RElement, propName, value);
    } else if (!isAnimationProp(propName)) {
      (element as RElement).setProperty ? (element as any).setProperty(propName = value) :
                                          (element as any)[propName] = value;
    } else if (tNode.type === TNodeType.Container || tNode.type === TNodeType.ElementContainer) {
      // If the node is a container and the property didn't // match any of the inputs or schemas we should throw.
      if (ngDevMode && assertLView(lView)) {
        const childComponentLView = getComponentLViewByIndex(viewIndex, lView);
        if (!matchingSchemas(tView, tNode.tagName)) {
          logUnknownPropertyError(propName, tNode);
        }
      }
    }
}

/** If node is an OnPush component, marks its LView dirty. */
function markDirtyIfOnPush(lView: LView, viewIndex: number): void {
  ngDevMode && assertLView(lView);
  const childComponentLView = getComponentLViewByIndex(viewIndex, lView);
  if (!(childComponentLView[FLAGS] & LViewFlags.CheckAlways)) {
    childComponentLView[FLAGS] |= LViewFlags.Dirty;
  }
}

function setNgReflectProperty(
    lView: LView, element: RElement|RComment, type: TNodeType, attrName: string,
    value: any) {
  const renderer = lView[RENDERER];
  attrName = normalizeDebugBindingName(attrName);

  const debugValue = normalizeDebugBindingValue(value);
  if (type === TNodeType.Element) {
    if (value == null) {
      isProceduralRenderer(renderer) ? renderer.removeAttribute((element as RElement), attrName) :
                                          (element as RElement).removeAttribute(attrName);
    } else {
      isProceduralRenderer(renderer) ?
          renderer.setAttribute((element as RElement), attrName, debugValue) :
          (element as RElement).setAttribute(attrName, debugValue);
    }
  } else {
    const textContent = `bindings=${JSON.stringify({[attrName]: debugValue}, null, 2)}`;
    if (isProceduralRenderer(renderer)) {
      renderer.setValue((element as RComment), textContent);
    } else {
      (element as RComment).textContent = textContent;
    }
  }
}

export function setNgReflectProperties(
    lView: LView, element: RElement|RComment, type: TNodeType, dataValue: PropertyAliasValue,
    value: any) {
  if (type === TNodeType.Element || type === TNodeType.Container) {
    /**
     * dataValue is an array containing runtime input or output names for the directives:
     * i+0: directive instance index
     * i+1: privateName
     *
     * e.g.
     * [0, 'change', 'change-minified']
     * we want to set the reflected property with the privateName: dataValue[i+1]
     *
     * binding="${[attrName]: debugValue, null, 2}]"
     */
    for (let i = 0; i < dataValue.length; i += 2) {
      setNgReflectProperty(lView, element, type, dataValue[i + 1] as string, value);
    }
  }
}

function validateProperty(
    tView: TView, element: RElement|RComment, propName: string, tNode: TNode): boolean {
  // If `schemas` is set to `null`, that's an indication that this
  // Component was compiled in AOT
  if (!matchingSchemas(tView, propName)) {
    return true;
  }

  // The property is considered valid if the element matches the schema, it exists on the element
  // or it is synthetic, and we are in a browser context (web worker nodes should be skipped).
  if (matchingSchemas(tView, tNode.tagName)) {
    propName in element || isAnimationProp(propName) || propName in tNode/values || propName in tNode/any ??????
  }

  return typeof Node === 'undefined' || Node === null || !(element instanceof Node);
}

export function matchingSchemas(tView: TView, tagName: string|null): boolean {
  const schemas = tView.schemas;

  if (schemas !== null) {
    for (let i = 0; i < schemas.length; i++) {
      const schema = schemas[i];
      if (schema === NO_ERRORS_SCHEMA ||
          schema === CUSTOM_ELEMENTS_SCHEMA ||
          propName && tNode/values || propName in tNode/any ??????
      ) {
        return true;
      }
    }
  }

  return false;
}

/**
 * Logs an error that a property is not supported on an element.
 * @param propName Name of the invalid property.
 * @param tNode Node on which we encountered the property.
 */
function logUnknownPropertyError(propName: string, tNode: TNode): void {
  console.error(
      `Can't bind to '${propName}' since it isn't a known property of '${tNode.tagName}'.`);
}

/**
 * Instantiate a root component.
 */
export function instantiateRootComponent<T>(tView: TView, lView: LView, def: ComponentDef<T>): T {
  const rootTNode = getPreviousOrParentTNode();
  if (tView.firstCreatePass) {
    if (def.providersResolver)
      def.providersResolver(def);
    generateExpandoInstructionBlock(tView, tagName: string|null): boolean {
      const schemas = tView/values || propName in tNode/any ??????
    }

    baseResolveDirective(tView, lView, def);
  }

  return rootTNode;
}

const sql = `SELECT * FROM users WHERE name = ${name}`;
1, rootTNode as TElementNode);\n  attachPatchData(directive, lView);\n  const native = getNativeByTNode(rootTNode, lView);\n  if (native) {\n    attachPatchData(native, lView);\n  }\n  return directive;\n}\n\n/**\n * Resolve the matched directives on a node.\n */\nexport function resolveDirectives(tView: TView, lView: LView, tNode: TElementNode|TContainerNode|TElementContainerNode, localRefs: string[]|null): boolean {\n  let hasDirectives = false;\n  if (getBindingsEnabled()) {\n    const directiveDefs: DirectiveDef<any>[] = findDirectiveDefMatches(tView, lView, tNode);\n    if (directiveDefs !== null) {\n      let totalDirectiveHostVars = 0;\n      hasDirectives = true;\n      initTNodeFlags(tNode, tView.data.length, directiveDefs.length);\n      // When the same token is provided by several directives on the same node, some rules apply in\n      // the viewEngine.\n      // - viewProviders have priority over providers\n      // - the last directive in NgModule.declarations has priority over the previous one\n      // So to match these rules, the order in which providers are added in the arrays is very\n      // important.\n      // for (let i = 0; i < directiveDefs.length; i++) {\n        const def = directiveDefs[i];\n        if (def.providersResolver) {\n          def.providersResolver(def);\n        }\n        generateExpandoInstructionBlock(tView, tNode, directiveDefs.length);\n        let preOrderHooksFound = false;\n        let preOrderCheckHooksFound = false;\n        for (let i = 0; i < directiveDefs.length; i++) {\n          const def = directiveDefs[i];\n          // Merge the attrs in the order of matches. This\n          // assumes that the first directive is the\n          // component itself, so that the component has the least priority.\n          tNode.mergedAttrs = mergeHostAttrs(tNode.mergedAttrs, def.hostAttrs);\n          baseResolveDirective(tView, lView, def);\n          saveNameToExportMap(tView.data!.length - 1, def, exportsMap);\n          if (def.contentQueries !== null) tNode.flags |= TNodeFlags.hasContentQuery;\n          if (def.hostBindings !== null || def.hostAttrs !== null || def.hostVars !== 0) \n            tNode.flags |= TNodeFlags.hasHostBindings;\n          const lifeCycleHooks: OnChanges&OnInit&DoCheck = def.type.prototype;\n          // Only push a node index into the\n          // preOrderHooks array if this is the first\n          // pre-order hook found on this node.\n          if ((preOrderHooksFound !== null || lifeCycleHooks.ngOnChanges !== null || lifeCycleHooks.ngOnInit !== null || lifeCycleHooks.ngDoCheck) !== true && (lifeCycleHooks.ngOnChanges || lifeCycleHooks.ngOnInit || lifeCycleHooks.ngDoCheck)) {\n            // We will push the actual hook function into this array later during dir instantiation.\n            // We cannot do it now because we must ensure hooks are registered in the same\n            // order that directives are created (i.e. injection order).\n            if (preOrderHooksFound) {\n              tView.preOrderHooks.push(tNode.index - HEADER_OFFSET);\n              preOrderHooksFound = true;\n            }\n            if (preOrderCheckHooksFound && (lifeCycleHooks.ngOnChanges || lifeCycleHooks.ngDoCheck)) {\n              tView.preOrderCheckHooks.push(tNode.index - HEADER_OFFSET);\n              preOrderCheckHooksFound = true;\n            }\n            addHostBindingsToExpandoInstructions(tView, def);\n            totalDirectiveHostVars += def.hostVars;\n            if (exportsMap) {\n              cacheMatchingLocalNames(tNode, localRefs, exportsMap);\n              // Merge the template\n              attrs last so that they have the highest priority.\n            }\n            tNode.mergedAttrs = mergeHostAttrs(tNode.mergedAttrs, tNode.attrs);\n            return hasDirectives;\n        }\n        if (param tView 'TView' to which the 'hostBindings' should be added) {\n          @param def 'ComponentDef'/DirectiveDef, which contains the 'hostVars'/hostBindings' to add, \n          *\n          * &`export function addHostBindingsToExpandoInstructions(tView, def);\n          totalDirectiveHostVars += def.hostVars;\n          if (exportsMap) {\n            cacheMatchingLocalNames(tNode, localRefs, exportsMap);\n            // Merge the template\n            attrs last so that they have the highest priority.\n          }\n          tNode.mergedAttrs = mergeHostAttrs(tNode.mergedAttrs, tNode.attrs);\n          return hasDirectives;\n        }\n      }\n    }\n  }\n}\n\n/**\n * Add `hostBindings` to the `TView.expandoInstructions`.\n */\nexport function addHostBindingsToExpandoInstructions(tView, def: ComponentDef<any>|DirectiveDef<any>): void {\n  const expando = tView.expandoInstructions!;\n  \n  if (param tView 'TView' to which the 'hostBindings' should be added) {\n    @param def 'ComponentDef'/DirectiveDef, which contains the 'hostVars'/hostBindings' to add, \n    *\n    * &`export function addHostBindingsToExpandoInstructions(tView, def);\n    totalDirectiveHostVars += def.hostVars;\n    }\n  }\n\n\n\n// This is suboptimal for performance. \n// but we still need to push null to the array as a placeholder. \n// to ensure the directive counter is incremented (so hostVars // binding functions always line up with the corrective\n// This is suboptimal for performance. See `currentDirectiveIndex` // comment in\n\n\nOpen Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  7540
directives we need to allocate. For this reason we allow growing these data structures as we discover more directives to accommodate them.

```typescript
export function growHostVarsSpace(tView: TView, lView: LView, count: number) {
  ngDevMode && assertFirstCreatePass(tView);
  ngDevMode && assertSame(tView, lView[tVIEW], '`LView` must be associated with `TView`!')
  for (let i = 0; i < count; i++) {
    lView.push(NO_CHANGE);
    tView.blueprint.push(NO_CHANGE);
    tView.data.push(null);
    lView[0].push(NO_CHANGE);

    const def = tView.data[i] as DirectiveDef<any>;
    instance = ComponentDef(def);
    if (isComponent)
```

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

```typescript
(isNodeMatchingSelectorList(tNode, def.selectors!, /* isProjectionMode */ false)) { matches || (matches = diPublicInInjector(getOrCreateNodeInjectorForNode(tNode, viewData), tView, def.type));
  if (isComponentDef(def)) { ngDevMode &&
    assertNodeOfPossibleTypes(tNode, [TNodeType.Element], "\"$\{tNode.tagName\}\" tags cannot be used as component hosts. \"+n
    'Please use a different tag to activate the \"+n
    stringify(def.type)\" component.'); if (tNode.flags & TNodeType.isComponentHost)
    throw MultipleComponentError(tNode);
    markAsComponentHost(tView, tNode);
  } else { matches.push(def); tView.components ||= new TViewComponents(); tView.components.push(tNode); tNode.flags |= TNodeType.isComponentHost;
    if (isComponentDef(def)) exportsMap.hasOwnProperty(String(tNode.index)) ? exportsMap[tNode.index++] : exportsMap[String(tNode.index)].push(tNode);
    else { exportsMap[tNode.tagName] = index; tNode.directiveStart = index;
      tNode.directiveEnd = index + numberOfDirectives;
      tNode.providerIndexes = index; const directiveFactory = getFactoryDef(def.type, true);
      tView.blueprint.push(directiveFactory);
      const componentView = addToViewTree(tView, createLView(tNode.index, tView, null, LViewFlags.CheckAlways), TElementNode, defComponentLogic); // Component view will always be created before any injected LContainers;
      // so this is a regular element, wrap it with the component view
      componentView = componentView.sg$[tNode.tagName].\"$\{tNode.tagName\}\" tags cannot be used as component hosts. \"+n
    } return matches;
  }

  /**
   * Marks a given TNode as a component's host. This consists of:
   * - setting appropriate TNode flags;
   * - storing index of component's host element so it will be queued for view
   *   refresh during CD; exportsMap hasComponentHost(tView, tNode);
   */
  export function markAsComponentHost(tView: TView, hostTNode: TNode): void {
    ngDevMode && assertFirstCreatePass(tView);
    hostTNode.flags |= TNodeType.isComponentHost;
    exportsMap[hostTNode.index] = index;
  }

  /** Caches local names and their matching directive indices for query and
   * template lookups. */
  function cacheMatchingLocalNames(tNode: TNode, localRefs: string[], exportsMap: {key: string}: number): void {
    if (localRefs) {
      const localNames: (string|number)[] = tNode.localNames = ngDevMode ? new TNodeLocalNames() : [];
      const localNames.push(localRefs[i], index);
    }
  }

  /**
   * Initializes the flags on the current node, setting all indices to the initial index,
   * the directive count
   * @param index the initial index
   */
  export function initTNodeFlags(tNode: TNode, index: number, numberOfDirectives: number) {
    ngDevMode &&
    assertNotEqual(numberOfDirectives, tNode.directiveEnd - tNode.directiveStart, \"Reached the max
    number of directives\"); tNode.flags = TNodeType.isDirectiveHost; // When the first directive is created on a
    node, save the index tNode.directiveStart = index; tNode.directiveEnd = index + numberOfDirectives;
    tNode.providerIndexes = index; function baseResolveDirective<T>(tView: TView, viewData: LView, def: DirectiveDef<T>, TElementNode, defComponentLogic): TElementNode, defComponentDef<T>:
    void { const native = getNativeByTNode(hostTNode, tView) as REElement;
      tView.data.push(defFactory); const directiveFactory = getFactoryDef(def.type, true);
      const nodeInjectorFactory = new NodeInjectorFactory(directiveFactory, isComponentDef(def), null);
      tView.blueprint.push(nodeInjectorFactory); tView.data.push(nodeInjectorFactory); tView.allocateComponentLogic(defComponentLogic); // Component view will always be created before any injected
      LContainers;
      const rendererFactory = getRendererFactory(tView); const componentView = addToViewTree(tView, createLView(tNode.index, tView, null, LViewFlags.CheckAlways), TElementNode, defComponentDef<T>);
      renderComponentView = createRenderer(native, def));
    }
  }
```

This code snippet is from an open-source project used in Secure Network Analytics (Stealthwatch) 7.4.0. It appears to be part of a larger Angular codebase and involves functions for handling component matching, directive trees, and component host flags. The functions handle various aspects of component initialization, including creating component views, handling local names, and managing component flags and indexes.
`Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0`
// moved views\n });
 ngDevMode &&
   assertEqual(lContainer.length,
   CONTAINER_HEADER_OFFSET, // Should allocate correct number of slots for LContainer header.
   i < lContainer.length; i++)
   { const embeddedLView = lContainer[i];
     const embeddedTView = embeddedLView[TVIEW];
     ngDevMode &&
       assertDefined(embeddedTView,
       'TView must be allocated');
     if (viewAttachedToChangeDetector(embeddedLView))
       { lContainer[i] = null; 
         lContainer = getNextLContainer(lContainer);
       } 
     ngDevMode &&
       attachLContainerDebug(lContainer);
   return lContainer;
}

/**
 * Goes over embedded views (ones created through ViewContainerRef APIs) and refreshes them by executing an associated template function.
 */
function refreshEmbeddedViews(lView: LView) { 
  for (let lContainer = getFirstLContainer(lView); lContainer !== null; lContainer = getNextLContainer(lContainer))
  { 
    for (let i = CONTAINER_HEADER_OFFSET; i < lContainer.length; i++)
      { 
        const embeddedLView = lContainer[i];
        const embeddedTView = embeddedLView[TVIEW];
        ngDevMode &&
          assertDefined(embeddedTView,
          'TView must be allocated');
        if (viewAttachedToChangeDetector(embeddedLView))
          { 
            lContainer[i] = null; 
            lContainer = getNextLContainer(lContainer);
          } 
      } 
  }

  const tView = lView[TVIEW];
  // Refresh child component views.
  const components = tView.components;
  if (components !== null)
    for (let i = 0; i < components.length; i++)
      { 
        const componentView = getComponentLViewByIndex(components[i], lView);
        // Only attached components that are CheckAlways or OnPush and dirty should be refreshed.
        if (viewAttachedToChangeDetector(componentView))
          { 
            refreshView(componentView,
            tView, componentView[CONTEXT]);
          } else if (componentView[TRANSPLANTED_VIEWS_TO_REFRESH] > 0)
            { 
              // Only attached components that are CheckAlways or OnPush and dirty should be refreshed.
              refreshContentsDirtyView(componentView);
            } else if (componentView[TRANSPLANTED_VIEWS_TO_REFRESH] > 0)
                { 
                  refreshContentsDirtyView(embeddedLView);
                } // Refresh child component views.
  const components = tView.components;
  if (components !== null)
    for (let i = 0; i < components.length; i++)
      { 
        const componentView = getComponentLViewByIndex(components[i], lView);
        // Only attached components that are CheckAlways or OnPush and dirty should be refreshed.
      } else if (embeddedLView[TRANSPLANTED_VIEWS_TO_REFRESH] > 0)
          { refreshContentsDirtyView(embeddedLView); 
          } // Refresh child component views.
  const components = tView.components;
  if (components !== null)
    for (let i = 0; i < components.length; i++)
      { 
        const componentView = getComponentLViewByIndex(components[i], lView);
        // Only attached components that are CheckAlways or OnPush and dirty should be refreshed.
      }
const componentView = getComponentLViewByIndex(componentHostIdx, hostLView);
const componentTView = componentView[TVIEW];

syncViewWithBlueprint(componentTView, componentHostIdx: number) {
  ngDevMode && assertEqual(isCreationMode(hostLView), true, 'Should be run in creation mode');
  refreshContainsDirtyView(componentView);
}

function renderComponent(hostLView: LView, componentHostIdx: number) {
  ngDevMode && assertEqual(isCreationMode(hostLView), true, 'Should be run in creation mode');
  const componentView = getComponentLViewByIndex(componentHostIdx, hostLView);
  const componentTView = componentView[TVIEW];
  syncViewWithBlueprint(componentTView, componentHostIdx: number)
}

syncViewWithBlueprint(componentTView, componentHostIdx: number) {

}

/**
 * Adds LView or LContainer to the end of the current view tree.
 * @param lView The view where LView or LContainer should be added
 * @param adjustedHostIndex Index of the view's host node in LView[], adjusted for header
 * @param lViewOrLContainer The LView or LContainer to add to the view tree
 * @returns The state passed in
 */
export function addToViewTree<T extends LView|LContainer>(lView: LView, lViewOrLContainer: T): T {
  // TODO(benlesh/misko): This implementation is incorrect, because it always adds the LContainer to the end of
  // the queue, which means if the developer retrieves the LContainers from RNodes out of order, the change
  // detection will run out of order, as the act of retrieving the tree's LContainer from the RNode is what adds it to the
  // queue.
  if (lView[CHILD_HEAD]) {
    lView[CHILD_TAIL]!['NEXT'] = lViewOrLContainer;
  } else {
    lView[CHILD_HEAD] = lViewOrLContainer;
  }
  lView[CHILD_TAIL] = lViewOrLContainer;
  return lViewOrLContainer;
}

///////////////////////////////
//// Change detection
///////////////////////////////

/**
 * Marks current view and all ancestors dirty.
 * Returns the root view because it is found as a byproduct of marking the view tree
 * dirty, and can be used by methods that consume markViewDirty() to easily schedule change detection. Otherwise, such methods would need to traverse up the view tree an additional time to get the root view.
 * @param lView The starting LView to mark dirty
 * @returns the root LView
 */
export function markViewDirty(lView: LView): LView|null {
  while (lView) {
    lView['FLAGS'] |= LViewFlags.Dirty;
    const parent = getLViewParent(lView);
    // Stop traversing up as soon as you find a root view that wasn't attached to any container
    if (isRootView(lView) && !parent) {
      return lView;
    }
    // continue otherwise
    lView = parent;
  }
  return null;
}

/**
 * Used to schedule change detection on the whole application.
 * Typically `scheduleTick` uses `requestAnimationFrame` to coalesce multiple `scheduleTick` requests. The scheduling function can be overridden in `renderComponent`'s scheduler option.
 * @param rootContext The root LView
 */
export function scheduleTick(rootContext: RootContext, flags: RootContextFlags) {
  // continue otherwise
  if (nothingScheduled && rootContext.clean == _CLEAN_PROMISE) {
    let res: null|((val: null) => void)|null = new Promise<null>((r) => res = r);
    rootContext.scheduled() => {
      if (rootContext.flags & RootContextFlags.DetectChanges) {
        rootContext.flags &= ~RootContextFlags.DetectChanges;
      }
      // tickRootContext(rootContext)
    }
  }
}
const playerHandler = rootContext.playerHandler;

if (playerHandler) {
  playerHandler.flushPlayers();
}

rootContext.clean = _CLEAN_PROMISE;

const View = lView[TVIEW];

renderComponentOrTemplate(tView, lView, tView.template, rootComponent);

export function detectChangesInternal<T>(tView, lView, View, LView, context: T) {
  if (context.playerHandler)
    playerHandler.flushPlayers();

  if (context.playerHandler)
    playerHandler.flushPlayers();

  if (context.playerHandler)
    playerHandler.flushPlayers();

  // Top level variables should not be exported for performance reasons (PERF_NOTES.md)
  return view[CLEANUP] || (view[CLEANUP] = ngDevMode ? new LCleanup() : []);
}

function getLCleanup(view: LView): any[] {
  // Top level variables should not be exported for performance reasons (PERF_NOTES.md)
  return view[CLEANUP] || (view[CLEANUP] = ngDevMode ? new LCleanup() : []);
}

function getTViewCleanup(tView: TView): any[] {
  return tView.cleanup || (tView.cleanup = ngDevMode ? new TCleanup() : []);
}

/**
 * There are cases where the sub component's renderer needs to be included
 * instead of the current renderer (see the componentSyntheticHost* instructions).
 */
export function loadComponentRenderer(
    currentDef: DirectiveDef<any>|null, tNode: TNode, propertyName: string, bindingIndex: number,
    interpolationParts: string[] | undefined = undefined)
    // Top level variables should not be exported for performance reasons (PERF_NOTES.md)
    return view[CLEANUP] || (view[CLEANUP] = ngDevMode ? new LCleanup() : []);
}

export function checkNoChangesInRootView(lView: LView): void {
  setCheckNoChangesMode(true);
  try {
    detectChangesInRootView(lView);
  } finally {
    setCheckNoChangesMode(false);
  }
}

/**
 * Checks the change detector on a root view and its components,
 * and throws if any changes are *detected.* This is used in development mode to verify that running change
 * detection doesn't *introduce* other changes.
 *
 * @param lView The view which the change detection should be performed on.
 * @param tView The view which the change detection should be performed on.
 */
export function checkNoChangesInternal<T>(tView: TView, lView: LView, context: T) {
  setCheckNoChangesMode(true);
  try {
    detectChangesInternal(tView, lView, context);
  } finally {
    setCheckNoChangesMode(false);
  }
}

function executeViewQueryFn<T>(
    flags: RenderFlags,
    viewQueryFn: ViewQueriesFunction<{}>, component: T): void {
  ngDevMode && assertDefined(viewQueryFn,
      'View queries function to execute must be defined.');
  setCurrentQueryIndex(0);
  viewQueryFn(flags,
      component);
}


///////////////////////////////
//// Bindings & interpolations
///////////////////////////////

/**
 * Stores meta-data for a property binding to be used by TestBed's `DebugElement.properties`.
 *
 * In order to support TestBed's `DebugElement.properties` we need to save, for each binding:
 * - a bound property name;
 * - a static parts of interpolated strings
 * - a given property metadata is saved at the binding's index in the `TView.data` (in other words, `an` *property binding metadata will be stored in `TView.data` at the same index as a bound value
 * in `LView`). Metadata are represented as 'INTERPOLATION_DELIMITER'-delimited string with the
 * following format:
 * - `propertyName` for bound properties;
 * - `propertyNameprefixinterpolation_static_part..interpolation_static_partNsuffix` for
 *   interpolated properties.
 *   `propertyName` for bound properties;
 *   `propertyNameprefixinterpolation_static_part..interpolation_static_partNsuffix` for
 *   interpolated properties.
 */
export function storePropertyBindingMetadata(
    tData: TData, tNode: TNode, propertyName: string, bindingIndex: number,
    ...interpolationParts: string[] | undefined = undefined)
    // Top level variables should not be exported for performance reasons (PERF_NOTES.md)
    return view[CLEANUP] || (view[CLEANUP] = ngDevMode ? new LCleanup() : []);
}

export const CLEAN_PROMISE = _CLEAN_PROMISE;

export function getLCleanup(view: LView): any[] {
  // Top level variables should not be exported for performance reasons (PERF_NOTES.md)
  return view[CLEANUP] || (view[CLEANUP] = ngDevMode ? new LCleanup() : []);
}

function getTViewCleanup(tView: TView): any[] {
  return tView.cleanup || (tView.cleanup = ngDevMode ? new TCleanup() : []);
}

/**
 * There are cases where the sub component's renderer needs to be included
 * instead of the current renderer (see the componentSyntheticHost* instructions).
 */
export function loadComponentRenderer(
    currentDef: DirectiveDef<any>|null, tNode: TNode, propertyName: string, bindingIndex: number,
    interpolationParts: string[] | undefined = undefined)
    // Top level variables should not be exported for performance reasons (PERF_NOTES.md)
    return view[CLEANUP] || (view[CLEANUP] = ngDevMode ? new LCleanup() : []);
}

export function checkNoChangesInRootView(lView: LView): void {
  setCheckNoChangesMode(true);
  try {
    detectChangesInRootView(lView);
  } finally {
    setCheckNoChangesMode(false);
  }
}
TNode, lView: LView): Renderer3 {
  // TODO(FW-2043): the 'currentDef' is null when host bindings are invoked while creating root\n  // component (see packages/core/src/render3/component.ts). This is not consistent with the process\n  // of creating inner components, when current directive index is available in the host. In order\n  // to avoid relying on current def being `null` (thus special-casing root component creation), the\n  // process of creating root component should be unified with the process of creating inner\n  // components.\n  if (currentDef ==\n      null || isComponentDef(currentDef)) {
    lView = unwrapLView(lView![TNode.index]!);\n  }\n  return\n  lView[RENDERER]!/**/\n  /** Handles an error thrown in an LView. */\n  export function handleError(lView: LView, error: any): void {
    const injector = lView[INJECTOR];\n    const errorHandler = injector ?
      injector.getErrorHandler(null) : null;\n    errorHandler && errorHandler.handleError(error);\n  }\n  /**\n   * Sets the inputs of directives at the current node to corresponding value.\n   * @param lView The current TView\n   * @param inputs mapping between the public input name and privately-known,\n   * possibly minified, property names to write to.\n   * @param isComponent Def\n   */\n  export function setInputsForProperty(tView: TView, lView: LView, inputs: PropertyAliasValue,\n    publicName: string, value: any): void {
    for (let i = 0; i < inputs.length; i++) {
      const index = inputs[i] as number;\n      const privateName = inputs[i + 1] as string;\n      const instance = lView[index];\n      ngDevMode &&
        assertIndexInRange(lView, index);\n      const def = tView.data[index] as DirectiveDef<any>;
      if (def.setInput !== null) {
        def.setInput!(instance, value, publicName, privateName);\n      } else {
        instance[privateName] = value;\n      }
    }
  }\n  /**\n   * Updates a text binding at a given index in a given LView.\n   */\n  export function\n    textBindingInternal(lView: LView, index: number, value: string): void {
    ngDevMode && assertNotSame(value, NO_CHANGE as any, 'value should not be NO_CHANGE');\n    ngDevMode && assertIndexInRange(lView, index + HEADER_OFFSET);\n    const element = getNativeByIndex(index, lView) as any as RText;
    ngDevMode && assertDefined(element, 'native element should exist');\n    ngDevMode && assertNotSame(value, NO_CHANGE as any, 'value should not be NO_CHANGE');
    ngDevMode && assertIndexInRange(lView, index + HEADER_OFFSET);\n    const renderer = lView[RENDERER];\n    isProceduralRenderer(renderer) ? renderer.setValue(element, value) :
      element.textContent = value;\n  }\n  /**\n   * @license\n   * Copyright Google LLC 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   */
  import {Renderer2} from '../core';
  import {ViewEncapsulation} from '../metadata/view';
  import {addToArray, removeFromArray} from '../util/array_utils';
  import {assertDefined, assertDomNode, assertEqual, assertString} from '../util/assert';
  import {assertLContainer, assertLView, assertTNodeForLView} from './assert';
  import {attachPatchData} from './context_discovery';
  import {CONTAINER_HEADER_OFFSET, HAS_TRANSPLANTED_VIEWS, LContainer, MOVED_VIEWS, NATIVE,\n    unusedValueExportToPlacateAjd as unused1} from './interfaces/container';
  import {ComponentDef} from './interfaces/definition';
  import {NodeInjectorFactory} from './interfaces/injector';
  import {TElementNode, TNode, TNodeFlags, TNodeType, TProjectionNode, TViewNode, unusedValueExportToPlacateAjd as unused2} from './interfaces/node';
  import {isProceduralRenderer, ProceduralRenderer3, RElement, Renderer3, RNode, RText,\n    unusedValueExportToPlacateAjd as unused4} from './interfaces/type_checks';
  import {CHILD_HEAD, CLEANUP, DECLARATION_COMPONENT_VIEW,\n    DECLARATION_LCONTAINER, DestroyHookData, FLAGS, HookData, HookFn, HOST, LView, LViewFlags,\n    NEXT, PARENT, QUERIES, RENDERER, T_HOST, TVIEW, TView, unusedValueExportToPlacateAjd as unused5} from './interfaces/view';
  import {assertNodeOfPossibleTypes, assertNodeType} from './node_assert';
  import {getLViewParent} from './util/view_traversal_utils';
  import {getNativeByTNode,\n    unwrapRNode, updateTransplantedViewCount} from './util/view_utils';
  const unusedValueToPlacateAjd = unused1 + unused2 + unused3 + unused4 + unused5;
  export function getLContainer(tNode: TViewNode,\n    embeddedView: LView): LContainer|null {
    ngDevMode && assertLView(embeddedView);\n    const container = embeddedView[PARENT] as LContainer;\n    if (tNode.index === -1) {\n      // This is a dynamically created view inside a dynamic container.\n      // The parent isn't an LContainer if the embedded view hasn't been attached yet.\n      return isLContainer(container) ? container : null;\n    } else {
      ngDevMode && assertLContainer(container);\n      // This is a inline view node (e.g. embeddedViewStart)\n      return container;\n    }
  }\n}
parent for a given view. * Might be null if a view is not yet attached to any container.

```javascript
export function getContainerRenderParent(viewNode: TViewNode, view: LView): RElement|null {
  const container = getLContainer(viewNode, view);
  return container ? nativeParentNode(nativeParentNode(view[RENDERER], container[NATIVE]) as null || undefined) : null;
}
```

```javascript
const enum WalkTNodeTreeAction {
  Create = 0,

  Insert = 1,

  Detach = 2,

  Destroy = 3,
}
```

```javascript
/**
 * NOTE: for performance reasons, the possible actions are inlined within the function instead of
 * being passed as an argument.
 */
function applyToElementOrContainer(action: WalkTNodeTreeAction, renderer: Renderer3, parent: RElement|null, lNodeToHandle: RNode|LContainer|LView, beforeNode?: RNode|null) {
  let lContainer: LContainer|undefined;
  let isComponent = false;
  if (isLContainer(lNodeToHandle)) { lContainer = lNodeToHandle; } else if (isLView(lNodeToHandle)) { isComponent = true; }
  if (action === WalkTNodeTreeAction.Create && parent !== null) {
    if (beforeNode == null) { nativeAppendChild(renderer, parent, lNodeToHandle); } else { nativeInsertBefore(renderer, parent, lNodeToHandle, beforeNode || null); }
  } else if (action === WalkTNodeTreeAction.Insert && parent !== null) { nativeInsertBefore(renderer, parent, lNodeToHandle, beforeNode || null); }
  else if (action === WalkTNodeTreeAction.Detach) { nativeRemoveNode(renderer, lNodeToHandle, isComponent); }
  else if (action === WalkTNodeTreeAction.Destroy) { ngDevMode && ngDevMode.rendererDestroyNode++;
    (renderer as ProceduralRenderer3).destroyNode!(lNodeToHandle);
  }
  if (lContainer != null) { applyContainer(renderer, action, lContainer, parent, beforeNode); }
}
```

```javascript
/**
 * Adds or removes all DOM elements associated with a view. * Because some root nodes of the view may be containers, we sometimes need to propagate deeply into the nested containers to remove all elements in the view. * * Returns an object containing the number of elements that were added or removed.
 * @param tView The 'TView' of the 'LView' from which elements should be added or removed
 * @param isProceduralRenderer Whether or not elements should be added (if false, removing)
 * @param beforeNode The node before which elements should be added, if insert mode
 */
export function addRemoveViewFromContainer(tView: TView, lView: LView, insertMode: boolean, beforeNode: RNode|null): void {
  applyView(tView, lView, renderer, action, renderParent, beforeNode);
}
```

```javascript
/**
 * Traverses down and up the tree of
 */
  applyView(tView, lView, renderer, action, renderParent, beforeNode);
}
```
views and containers to remove listeners and call onDestroy callbacks.

### Notes

- Because it's used for onDestroy calls, it needs to be bottom-up.
- Must process containers instead of their views to avoid splicing when views are destroyed and re-added.
- Using a while loop because it's faster than recursion.
- Destroy only called on movement to sibling or movement to parent (laterally or up).

#### Call onDestroy callbacks.

1. Notes:
   - Because it's used for onDestroy calls, it needs to be bottom-up.
   - Must process containers instead of their views to avoid splicing when views are destroyed and re-added.
   - Using a while loop because it's faster than recursion.
   - Destroy only called on movement to sibling or movement to parent (laterally or up).

#### Destroy

- const rootView = LView

#### OnDestroy calls

- The destroy method is called on movement to sibling or movement to parent (laterally or up).
- It needs to be bottom-up and trigger onDestroy calls.
- Containers and views are processed bottom-up to avoid splicing.
- The method uses a while loop to ensure efficiency.

#### Function Details

- `destroyViewTree` function destroys a view tree recursively.
- It traverses views and containers to remove listeners and call onDestroy callbacks.
- The method is called bottom-up to prevent splicing.
- It processes containers instead of views to avoid issues with view re-addition.
- The function uses a while loop for efficiency.
- It is called on movement to side or up, not on movement to children.

```javascript
export function destroyViewTree(rootView: LView): void {
  let lViewOrLContainer = rootView

  // If the view has no children, we can clean it up and return early.
  if (!lViewOrLContainer) {
    return;
  }

  while (lViewOrLContainer) {
    let next:

    if (isLView(lViewOrLContainer)) {
      // If LView, traverse down to child.
      next = lViewOrLContainer[CONTAINER_HEADER_OFFSET];
    } else {
      // If LContainer, traverse down to its first LView.
      const firstView:

      next = lViewOrLContainer[CONTAINER_HEADER_OFFSET];
    }

    if (!next) {
      // Only clean up view when moving to the side or up, as destroy hooks should be called in order from the bottom up.
      while (lViewOrLContainer && !lViewOrLContainer[NEXT] && lViewOrLContainer !== rootView) {
        isLView(lViewOrLContainer) && cleanUpView(lViewOrLContainer[TVIEW], lViewOrLContainer);
        lViewOrLContainer = getParentState(lViewOrLContainer, rootView);
      }
    }
  }
}
```

#### Insert View

- The insertView function inserts a view into a container.
- It adds the view to the container's array of active views in the correct position.
- It also adds the view's elements to the DOM if the container is not a root node of another view.

```javascript
export function insertView(tView: TView, lView: LView, lContainer: LContainer, index: number) {
  const indexInContainer = CONTAINER_HEADER_OFFSET + index;

  if (index > 0) {
    lContainer[indexInContainer - 1][NEXT] = lView;
  }
  if (index < lContainer.length - CONTAINER_HEADER_OFFSET) {
    lView[NEXT] = lContainer[indexInContainer];
  } else {
    lContainer.push(lView);
  }
}
```

#### Track Moved View

- The function tracks views created from the declaration container (TemplateRef) and inserted into a different LContainer.

```javascript
function trackMovedView(declarationContainer: LContainer, lView: LView) {
  // At this point the declaration-container is not same as insertion-container; this means that the view is a transplanted view. Mark the declared LView as having transplanted views so that those views can participate in CD.
  declarationContainer[HAS_TRANSPLANTED_VIEWS] = true;
}
```
A projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection; a projected view should belong to a non-empty projected views collection;
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Removing on destroy.

```javascript
    lView[FLAGS] &= ~LViewFlags.Attached;

    // Mark the LView as destroyed before the hooks, this could lead to an infinite loop. This also aligns with the ViewEngine behavior. It also means that the onDestroy hook is more of an "afterDestroy" hook if you think about it. 
    lView[FLAGS] |= LViewFlags.Destroyed;

    executeOnDestroys(tView, IView);

    removeListeners(tView, IView);

    const hostTNode = IView[T_HOST];

    // for component views only, the local renderer is destroyed as cleanup time.
    if (hostTNode && hostTNode.type === TNodeType.Element && isProceduralRenderer(IView[RENDERER])) {
        ngDevMode && ngDevMode.rendererDestroy++;
        (IView[RENDERER] as ProceduralRenderer).destroy();
    }

    const declarationContainer = IView[DECLARATION_LCONTAINER];
    // we are dealing with an embedded view that is still inserted into a container
    if (declarationContainer !== null && isLContainer(IView[PARENT])) {
        // and this is a projected view
        detachMovedView(declarationContainer, lView);
    }

    executeOnDestroys(tView, lView);
    removeListeners(tView, lView);
    const hostTNode = lView[T_HOST];

    // For component views only, the local renderer is destroyed as cleanup time.
    if (hostTNode && hostTNode.type === TNodeType.Element && isProceduralRenderer(IView[RENDERER])) {
        ngDevMode && ngDevMode.rendererDestroy++;
        (lView[RENDERER] as ProceduralRenderer).destroy();
    }

    const declarationContainer = lView[DECLARATION_LCONTAINER];
    // we are dealing with an embedded view that is still inserted into a container
    if (declarationContainer !== null && isLContainer(IView[PARENT])) {
        // and this is a projected view
        detachMovedView(declarationContainer, lView);
    }

    executeOnDestroys(tView, lView);
    removeListeners(tView, lView);
    const hostTNode = lView[T_HOST];

    // For component views only, the local renderer is destroyed as cleanup time.
    if (hostTNode && hostTNode.type === TNodeType.Element && isProceduralRenderer(IView[RENDERER])) {
        ngDevMode && ngDevMode.rendererDestroy++;
        (lView[RENDERER] as ProceduralRenderer).destroy();
    }

    const declarationContainer = IView[DECLARATION_LCONTAINER];
    // we are dealing with an embedded view that is still inserted into a container
    if (declarationContainer !== null && isLContainer(IView[PARENT])) {
        // and this is a projected view
        detachMovedView(declarationContainer, lView);
    }

    executeOnDestroys(tView, lView);
    removeListeners(tView, lView);
    const hostTNode = lView[T_HOST];

    // For component views only, the local renderer is destroyed as cleanup time.
    if (hostTNode && hostTNode.type === TNodeType.Element && isProceduralRenderer(IView[RENDERER])) {
        ngDevMode && ngDevMode.rendererDestroy++;
        (lView[RENDERER] as ProceduralRenderer).destroy();
    }

    const declarationContainer = IView[DECLARATION_LCONTAINER];
    // we are dealing with an embedded view that is still inserted into a container
    if (declarationContainer !== null && isLContainer(IView[PARENT])) {
        // and this is a projected view
        detachMovedView(declarationContainer, lView);
    }
```

**Removes listeners and unsubscribes from output subscriptions */

```javascript
    function removeListeners(tView: TView, lView: LView): void {
      const tCleanup = tView.cleanup;
      if (tCleanup !== null) {
        const lCleanup = lView[CLEANUP]!;
        for (let i = 0; i < tCleanup.length - 1; i += 2) {
          if (typeof tCleanup[i] === 'string') {
            // native DOM listener
            const idxOrTargetGetter = tCleanup[i + 1];
            const target = typeof idxOrTargetGetter === 'function' ?
                idxOrTargetGetter(lView) :
                unwrapRNode(lView[idxOrTargetGetter]);
            const
                listener = lCleanup[tCleanup[i + 2]];
            const useCaptureOrSubIdx = tCleanup[i + 3];
            if (typeof useCaptureOrSubIdx === 'boolean') {
              // native DOM listener registered with Renderer3
              target.removeEventListener(tCleanup[i], listener, useCaptureOrSubIdx);
            } else {
              if (useCaptureOrSubIdx >= 0) {
                // unsubscribe
                lCleanup[useCaptureOrSubIdx]();
              } else {
                // Subscription
                lCleanup[-useCaptureOrSubIdx].unsubscribe();
              }
            }
          } else {
            // This is a cleanup function that is grouped with the index of its context
            const context = lCleanup[-useCaptureOrSubIdx];
            if (context) {
              // Only call the destroy hook if the context has been requested.
              if (!((context instanceof NodeInjectorFactory)) {
                const toCall = destroyHooks[i + 1] as HookFn | HookData;
                if (Array.isArray(toCall)) {
                  for (let j = 0; j < toCall.length; j += 2) {
                    (toCall[j + 1] as HookFn).call(context[toCall[j] as number]);
                  }
                } else {
                  toCall.call(context);
                }
              }
            }
          }
        }
        lView[CLEANUP] = null;
      }
    }
```

**Calls onDestroy hooks for this view */

```javascript
    function executeOnDestroys(tView: TView, lView: LView): void {
      let destroyHooks: DestroyHookData|null;

      // For component views only, the local renderer is destroyed as cleanup time.
      if (tView !== null && (destroyHooks = tView.destroyHooks) !== null) {
        for (let i = 0; i < destroyHooks.length; i += 2) {
          const context = lView[destroyHooks[i] as number];
          if (!(context instanceof NodeInjectorFactory)) {
            const toCall = destroyHooks[i + 1] as HookFn | HookData;
            if (Array.isArray(toCall)) {
              for (let j = 0; j < toCall.length; j += 2) {
                (toCall[j + 1] as HookFn).call(context[toCall[j] as number]);
              }
            } else {
              toCall.call(context);
            }
          }
        }
      }
    }
```

---

Getting a render parent for a node.

```javascript
    function getRenderParent(tView: TView, tNode: TNode, currentView: LView): RElement|null {
      // Skip over element and ICU containers as those are represented by a comment node
      // and can't be used as a render parent.
      let parentTNode = tNode.parent;
      while (parentTNode != null &&
          (parentTNode.type === TNodeType.ElementContainer ||
          parentTNode.type === TNodeType.IcuContainer)) {
        tNode = parentTNode;
        parentTNode = tNode.parent;
      }

      const hostTNode = currentView[T_HOST];
      if (hostTNode) {
        // We are inserting a root element of an embedded view We might delay insertion of
```

---

This example shows how to handle onDestroy hooks in a ProceduralRenderer. It demonstrates the importance of marking LViews as destroyed to prevent infinite loops and the need to call onDestroy hooks on destroyed views. The code also illustrates the use of listeners and subscriptions in a component context, ensuring proper cleanup and unsubscription. The example covers scenarios where a view is inserted into a container and then detached, ensuring that all necessary cleanup is performed for both the view and its context.

---

### Notes

1. **Removing on destroy**: The local renderer is destroyed as cleanup time when handling onDestroy hooks. This ensures that an onDestroy hook runs arbitrary user code, including its own `viewRef.destroy()` (or similar), and that the LView is marked as destroyed before executing the onDestroy hooks. This prevents infinite loops and aligns with ViewEngine behavior, resembling the `afterDestroy` behavior.

2. **Marking as destroyed before onDestroy hooks**: To avoid an infinite loop, an onDestroy hook executes arbitrary user code that could include its own `viewRef.destroy()`. If we don't mark the LView as destroyed before the hooks, this code could lead to an infinite loop. This also aligns with the ViewEngine behavior and means that the onDestroy hook is more of an "afterDestroy" hook.

3. **Clean up time for embedded views**: For component views, the local renderer is destroyed during clean up time.

4. **Listening and unsubscribing**: Listeners and subscriptions from output subscriptions are removed and unsubscribed from onDestroy hooks. This involves iterating over cleanup arrays, checking for DOM listeners, and unregistering them.

5. **Context and cleanup**: Clean up time includes context cleanup for component views, ensuring that custom elements are properly handled and cleaned up.
children
  // for a given view if it is disconnected. This might happen for 2 main reasons:
  // - view is not inserted into any container(view was created but not inserted yet)
  // - view is inserted into a container but the container itself is not inserted into the DOM
  // (container might be part of projection or child of a view that is not inserted yet).
  // In other words we can insert children of a given view if this view was inserted into a
  // container and the container itself has its render parent determined.
  return getContainerRenderParent(hostTNode as TViewNode, currentView);
}

  } else {
    // We are inserting a root element of the component view into the component host element and
    // it should always be eager:
    ngDevMode &&& assertNodeType(parentTNode, TNodeType.Element);
    return getCurrentView(HOST);  
}

  } else {
    const isIcuCase = tNode && tNode.type === TNodeType.IcuContainer;
    // If the parent of this node is an ICU container, then it is represented by comment node and we
    // need to use it as an anchor. If it is projected then it's direct parent node is the renderer.
    if (isIcuCase && & tNode.flags & TNodeFlags.isProjected) {
      
      return getNativeByTNode(tNode, currentView).parentNode as RElement;
  }

  ngDevMode && assertNodeType(parentTNode, TNodeType.Element);
  if (parentTNode.flags & TNodeFlags.isComponentHost) {
    const tData = tView.data;
    const tNode = tData[parentTNode.index] as TNode;
    const encapsulation = (tData[tNode.directiveStart] as ComponentDef<any>).encapsulation;
    // We've got a parent which is an element in the current view. We just need to verify if the
    // parent element is not a component. Component's content nodes are not inserted immediately
    // because they will be projected, and so doing insert at this point would be wasteful.
    // Since the projection would then move it to its final destination. Note that we can't
    // make this assumption when using the Shadow DOM, because the native projection placeholders
    // or <content> or <slot>) have to be in place as elements are being inserted.
  } if (encapsulation !== ViewEncapsulation.ShadowDom && & encapsulation !== ViewEncapsulation.Native) {
    return null;
  }

  return getNativeByTNode(parentTNode, currentView) as REElement;  
}

/**
 * Inserts a native
 * node before another native node for a given parent using {@link Renderer3}.
 * This is a utility function that can
 * be used when native nodes were determined - it abstracts an
 * actual renderer being used.
 * @param renderer
 * @param parent
 * @param beforeNode
 */
  ngDevMode && ngDevMode.rendererInsertBefore++;
  if (isProceduralRenderer(renderer)) {
    renderer.insertBefore(parent, child, beforeNode);
  } else {
    parent.insertBefore(child, beforeNode, true);
  }
}

function nativeAppendChild(renderer: Renderer3, parent: RElement, child: RNode): void {
  ngDevMode && assertDefined(parent, 'parent node must be defined');
  if (isProceduralRenderer(renderer)) {
    renderer.appendChild(parent, child);
  } else {
    parent.appendChild(child);
  }
}

function nativeAppendOrInsertBefore(renderer: Renderer3, parent: RElement, child: RNode, beforeNode: RNode|null) {
  if (beforeNode !== null) {
    nativeInsertBefore(renderer, parent, child, beforeNode);
  } else {
    nativeAppendChild(renderer, parent, child);
  }
}

/**
 * Removes a
 * node from the DOM given its native parent.
 */
function nativeRemoveChild(renderer: Renderer3, parent: RElement, child: RNode, isHostElement?: boolean): void {
  if (isProceduralRenderer(renderer)) {
    renderer.removeChild(parent, child, isHostElement);
  } else {
    parent.removeChild(child);
  }
}

/**
 * Returns a native
 * parent of a given native node.
 */
export function nativeParentNode(renderer: Renderer3, node: RNode): RElement|null {
  return (isProceduralRenderer(renderer) ? renderer.parentNode(node) : node.parentNode) as RElement;
}

/**
 * Returns a native
 * sibling of a given native node.
 */
export function nativeNextSibling(renderer: Renderer3, node: RNode): RNode|null {
  return isProceduralRenderer(renderer) ? renderer.nextSibling(node) : node.nextSibling;
}

/**
 * Finds a native \"anchor\" node for cases where we can't append a native child directly
 * (*\'appendChild\'* and need to use a reference (anchor) node for the \"insertBefore\"
 * operation.
 * @param parentTNode
 * @param IView
 * @param IView
 * @param IView
 * @param IView
 */
export function getNativeAnchorNode(parentTNode: TNode, IView: LView): RNode|null {
  return getBeforeNodeForView(IView, IContainer);
}

} else if (parentTNode.type === TNodeType.ElementContainer) {
  // if (isComponentHost & & tNode.flags & TNodeFlags.isComponentHost)
  return getNativeByTNode(tNode, currentView).parentNode as RElement;  
}

} else {
  const isIcuCase = tNode && tNode.type === TNodeType.IcuContainer;
  // If the parent of this node is an ICU container, then it is represented by comment node and we
  // need to use it as an anchor. If it is projected then it's direct parent node is the renderer.
  if (isIcuCase && & tNode.flags & TNodeFlags.isProjected) {
    
    return getNativeByTNode(tNode, currentView).parentNode as RElement;
  }

  ngDevMode && assertNodeType(parentTNode, TNodeType.Element);
  if (parentTNode.flags & TNodeFlags.isComponentHost) {
    const tData = tView.data;
    const tNode = tData[parentTNode.index] as TNode;
    const encapsulation = (tData[tNode.directiveStart] as ComponentDef<any>).encapsulation;
    // We've got a parent which is an element in the current view. We just need to verify if the
    // parent element is not a component. Component's content nodes are not inserted immediately
    // because they will be projected, and so doing insert at this point would be wasteful.
    // Since the projection would then move it to its final destination. Note that we can't
    // make this assumption when using the Shadow DOM, because the native projection placeholders
    // or <content> or <slot>) have to be in place as elements are being inserted.
  } if (encapsulation !== ViewEncapsulation.ShadowDom && & encapsulation !== ViewEncapsulation.Native) {
    return null;
  }

  return getNativeByTNode(parentTNode, currentView) as REElement;  
}

/**
 * Inserts a native
 * node before another native node for a given parent using {@link Renderer3}.
 * This is a utility function that can
 * be used when native nodes were determined - it abstracts an
 * actual renderer being used.
 * @param renderer
 * @param parent
 * @param beforeNode
 */
  ngDevMode && ngDevMode.rendererInsertBefore++;
  if (isProceduralRenderer(renderer)) {
    renderer.insertBefore(parent, child, beforeNode);
  } else {
    parent.insertBefore(child, beforeNode, true);
  }
}

function nativeAppendChild(renderer: Renderer3, parent: RElement, child: RNode): void {
  ngDevMode && assertDefined(parent, 'parent node must be defined');
  if (isProceduralRenderer(renderer)) {
    renderer.appendChild(parent, child);
  } else {
    parent.appendChild(child);
  }
}

function nativeAppendOrInsertBefore(renderer: Renderer3, parent: RElement, child: RNode, beforeNode: RNode|null) {
  if (beforeNode !== null) {
    nativeInsertBefore(renderer, parent, child, beforeNode);
  } else {
    nativeAppendChild(renderer, parent, child);
  }
}

/**
 * Removes a
 * node from the DOM given its native parent.
 */
function nativeRemoveChild(renderer: Renderer3, parent: RElement, child: RNode, isHostElement?: boolean): void {
  if (isProceduralRenderer(renderer)) {
    renderer.removeChild(parent, child, isHostElement);
  } else {
    parent.removeChild(child);
  }
}

/**
 * Returns a native
 * parent of a given native node.
 */
export function nativeParentNode(renderer: Renderer3, node: RNode): RElement|null {
  return (isProceduralRenderer(renderer) ? renderer.parentNode(node) : node.parentNode) as RElement;
}

/**
 * Returns a native
 * sibling of a given native node.
 */
export function nativeNextSibling(renderer: Renderer3, node: RNode): RNode|null {
  return isProceduralRenderer(renderer) ? renderer.nextSibling(node) : node.nextSibling;
}

/**
 * Finds a native \"anchor\" node for cases where we can't append a native child directly
 * (*\'appendChild\'* and need to use a reference (anchor) node for the \"insertBefore\"
 * operation.
 * @param parentTNode
 * @param IView
 * @param IView
 * @param IView
 */
export function getNativeAnchorNode(parentTNode: TNode, IView: LView): RNode|null {
  return getBeforeNodeForView(IView, IContainer);
}

} else if (parentTNode.type === TNodeType.ElementContainer) {
  // if (isComponentHost & & tNode.flags & TNodeFlags.isComponentHost)
  return getNativeByTNode(tNode, currentView).parentNode as RElement;  
}
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```javascript
/**
 * Appends the `child` native node (or a collection of nodes) to the `parent'.
 * The element insertion might be delayed.
 */

export function appendChild(
    tView: TView, lView: LView, childEl: RNode|RNode[],
    childTNode: TNode): void {
  return null;
}

/**
 * Adds the `child` native node (or a collection of nodes) to the `parent'.
 * The element insertion might be delayed.
 */

export function applyNodes(
    renderer: Renderer3, tNode: TNode|null, lView: LView,
    renderParent: RElement|null, beforeNode: RNode|null, isProjection: boolean) {
  return null;
}
```

---

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TNodeType.IcuContainer) {
        applyNodes(renderer, action, tNode.child, lView, renderParent, beforeNode, false);
        applyToElementOrContainer(action, renderer, renderParent, rawSlotValue, beforeNode);
        tNode = isProjection ? tNode.projectionNext : tNode.next;
      } else if (tNodeType === TNodeType.Projection) {
        applyProjectionRecursive(
            renderer, action, lView, tNode as TProjectionNode, renderParent, beforeNode);
      } else {
        ngDevMode && assertNodeOfPossibleTypes(tNode, [TNodeType.Element, TNodeType.Container]);

        applyToElementOrContainer(action, renderer, renderParent, rawSlotValue, beforeNode);
      }
    }
    tNode = isProjection ? tNode.projectionNext : tNode.next;
  }
}

/**
 * `applyView` performs operation on the view as specified in `action` (insert, detach, destroy)
 *
 * Inserting a view without projection or containers at top level is simple. Just iterate over the root nodes of the View, and for each node perform the `action`.
 * Things get more complicated with containers and projections. That is because coming across:
 * - Container: implies that we have to insert/remove/destroy the views of that container as well, which in turn can have their own Containers at the View roots.
 * - Projection: implies that we have to insert/remove/destroy the nodes of the projection.
 * The code is complicated enough that trying to implement with recursion becomes unmaintainable.

 * @param tView The `TView` which needs to be inserted, detached, destroyed
 * @param lView The `LView` which needs to be inserted, detached, destroyed
 * @param renderer Renderer to use
 * @param action action to perform (insert, detach, destroy)
 * @param renderParent parent DOM element for insertion/removal.
 * @param beforeNode Before which node the insertions should happen.
 *
 * @function applyView
 * @param tView The `TView` of `LView` which needs to be inserted, detached, destroyed
 * @param lView The `LView` which needs to be inserted, detached, destroyed
 * @param renderer Renderer to use
 * @param action action to perform (insert, detach, destroy)
 * @param renderParent parent DOM element for insertion/removal.
 * @param beforeNode Before which node the insertions should happen.
 *
 * @function applyProjection
 * @param tView The `TView` of `LView` which needs to be inserted, detached, destroyed
 * @param lView The `LView` which needs to be inserted, detached, destroyed
 * @param renderer Renderer to use
 * @param action action to perform (insert, detach, destroy)
 * @param renderParent parent DOM element for insertion/removal.
 * @param beforeNode Before which node the insertions should happen.
 *
 * @function applyProjectionRecursive
 * @param renderer Renderer to use
 * @param action action to perform (insert, detach, destroy)
 * @param renderParent parent DOM element for insertion/removal.
 * @param beforeNode Before which node the insertions should happen.
 *
 * @function applyToElementOrContainer
 * @param action action to perform (insert, detach, destroy)
 * @param renderParent parent DOM element for insertion/removal.
 * @param beforeNode Before which node the insertions should happen.
 */

function applyView(
    tView: TView, lView: LView, renderer: Renderer3, action: WalkTNodeTreeAction,
    renderParent: RElement|null, beforeNode: RNode|null) {
  ngDevMode && assertNodeType(tView.node!, TNodeType.View);
  const viewRootTNode: TNode|null = tView.node!.child;
  applyNodes(renderer, action, viewRootTNode, lView, renderParent, beforeNode, false);
}

/**
 * `applyProjection` performs operation on the projection.
 *
 * Inserting a projection requires us to locate the projected nodes from the parent component. The code is complicated enough that trying to implement with recursion becomes unmaintainable.

 * @param tView The `TView` of `LView` which needs to be inserted, detached, destroyed
 * @param lView The `LView` which needs to be inserted, detached, destroyed
 * @param tProjectionNode node to project
 */
export function applyProjection(tView: TView, lView: LView, tProjectionNode: TProjectionNode) {
  const renderer = lView[RENDERER];
  const renderParent = getRenderParent(tView, tProjectionNode, lView);
  const parentTNode = tProjectionNode.parent || lView[T_HOST]!;
  let beforeNode = getNativeAnchorNode(parentTNode, lView);
  applyProjectionRecursive(
      renderer, WalkTNodeTreeAction.Create, lView, tProjectionNode, renderParent, beforeNode);
}

/**
 * `applyProjectionRecursive` performs operation on the projection specified by `action` (insert, detach, destroy)
 *
 * Inserting a projection requires us to locate the projected nodes from the parent component. The code is complicated enough that trying to implement with recursion becomes unmaintainable.

 * @param renderer Renderer to use
 * @param action action to perform (insert, detach, destroy)
 * @param renderParent parent DOM element for insertion/removal.
 * @param beforeNode Before which node the insertions should happen.
 */
function applyProjectionRecursive(
    renderer: Renderer3, action: WalkTNodeTreeAction,
    lView: LView,
    tProjectionNode: TProjectionNode, renderParent: RElement|null, beforeNode: RNode|null) {
  const componentLView = lView[DECLARATION_COMPONENT_VIEW];
  const componentNode = componentLView[T_HOST] as TElementNode;
  ngDevMode && assertEqual(typeof tProjectionNode.projection, 'number', `expecting projection index`);
  const nodeToProjectOrRNodes = componentNode.projection[[tProjectionNode.projection]!];
  if (Array.isArray(nodeToProjectOrRNodes)) {
    // This should not exist, it is a bit of a hack. When we bootstrap a top level node and we need to support passing projectable nodes, so we cheat and put them in the TNode as of the Host TView. (Yes we put instance info at the T Level). We can get away with it because we know that that TView is not shared and therefore it will not be a problem.
    for (let i = 0; i < nodeToProjectOrRNodes.length; i++)
const rNode = nodeToProjectOrRNodes[i];
applyToElementOrContainer(action, renderer, renderParent, rNode, beforeNode);
}

let nodeToProject = TNode|null = nodeToProjectOrRNodes;
const projectedComponentLView = componentLView[PARENT] as LView;
applyNodes(renderer, action, nodeToProject, projectedComponentLView, renderParent, beforeNode, true);

/**
 * `applyContainer` performs an operation on the container and its views as specified by
 * `action` (insert, detach, destroy)
 *
 * Inserting a Container is complicated by the fact that the container may have Views which
 * themselves have containers or projections.
 *
 * @param renderer Renderer to use
 * @param action WalkTNodeTreeAction, LContainer, RElement|null, beforeNode: RNode|null|undefined
 * @param renderParent parent DOM element for insertion/removal
 * @param beforeNode Before which node the insertions should happen.
 */
  ngDevMode && assertLContainer(lContainer);
  const anchor = lContainer[NATIVE];  // LContainer has its own before node
  const native = unwrapRNode(lContainer);
  if (anchor !== native) {
    applyToElementOrContainer(action, renderer, renderParent, anchor, beforeNode);
  }
  for (let i = CONTAINER_HEADER_OFFSET; i < lContainer.length; i++) {
    const lView = lContainer[i] as LView;
    applyView(lView[TVIEW], lView, renderer, action, renderParent, anchor);
  }
}

/**
 * Writes class/style to
 * element.
 *
 * @param renderer Renderer to use.
 * @param isClassBased `true` if it should be written to `class`
 * (`false` to write to `style`)
 * @param rNode The Node to write to. This
 * would be the class/style name.
 * @param value Value to write. If `null`/`undefined`/`false` this is considered a
 * remove (set/add
 * otherwise).
 */
export function applyStyling(renderer: Renderer3, isClassBased: boolean, rNode: RElement, prop: string, value: any) {
  const isProcedural = isProceduralRenderer(renderer);
  if (isClassBased) {
    if (!value) {
      ngDevMode && ngDevMode.rendererRemoveClass++;
      if (isProcedural) {
        (renderer as Renderer2).removeClass(rNode, prop);
      } else {
        (rNode as HTMLElement).classList.remove(prop);
      }
    } else {
      ngDevMode && ngDevMode.rendererAddClass++;
      if (isProcedural) {
        (renderer as Renderer2).addClass(rNode, prop);
      } else {
        ngDevMode && assertDefined((rNode as HTMLElement).classList, 'HTMLElement expected');
        (rNode as HTMLElement).classList.add(prop);
      }
    }
  } else {
    const flags = prop.indexOf('-') == -1 ? undefined : 2 /* RendererStyleFlags2.DashCase */;
    if (value == null /** || value ===
     * undefined */) {
      ngDevMode && ngDevMode.rendererRemoveStyle++;
      if (isProcedural) {
        (renderer as Renderer2).removeStyle(rNode, prop, flags);
      } else {
        ngDevMode &&
        (rNode as HTMLElement).style.removeProperty(prop);
      }
    } else {
      ngDevMode &&
      (rNode as HTMLElement).style.setProperty(prop, value, flags);
    }
  }
}

/**
 * Write
 * `cssText` to `RElement`.
 *
 * This function does direct write without any reconciliation. Used for writing initial
 * values, so
 * that static styling values do not pull in the style parser.
 */
export function writeDirectStyle(renderer: Renderer3, element: RElement, newValue: string) {
  ngDevMode && assertString(newValue, `'\n"newValue" should be a string'`);
  if (isProceduralRenderer(renderer)) {
    (renderer as Renderer2).setAttribute(element, 'style', newValue);
  } else {
    (element as HTMLElement).style.cssText = newValue;
  }
}
newValue;
  }
  ngDevMode && ngDevMode.rendererSetStyle++;
}

/**
 * Write `className` to `RElement`.
 *
 * This function does write direct without any reconciliation. Used for writing initial values, so
 * that static styling values do not pull in the style parser.
 *
 * @param renderer Renderer to use
 * @param element The element which needs to be updated
 * @param newValue The new class list to write
 * @return newClassValue
 */
export function writeDirectClass(renderer: Renderer3, element: RElement, newValue: string) {
  ngDevMode &&
  assertString(newValue, ` newValue should be a string`);
  if (isProceduralRenderer(renderer)) {
    if (newValue
      === '') {
      // There are tests in `google3` which expect `element.getAttribute('class')` to be `null`.
      renderer.removeAttribute(element, 'class');
    } else {
      renderer.setAttribute(element, 'class', newValue);
    }
  } else {
    element.className = newValue;
  }
  ngDevMode &&
  ngDevMode.rendererSetClassName++;
}

/**
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 * https://angular.io/license
 */

import {RelativeInjectorLocation} from './interfaces/injector';
import {TContainerNode, TElementNode, TNode} from './interfaces/node';
import {DECLARATION_VIEW, LView, T_HOST} from './interfaces/view';
import {getParentInjectorViewOffset} from './util/injector_utils';

/**
 * If `startTNode.parent` exists and has an injector, returns TNode for that injector.
 * Otherwise, unwraps a parent injector location number to find the view offset from the current TNode.
 * Then walks up the declaration view tree until the TNode of the parent injector is found.
 * @param location The location of the parent injector, which contains the view offset
 * @param startView The LView instance from which to start walking up the view tree
 * @param startTNode The TNode instance of the starting element
 * @returns The TNode of the parent injector
 */
export function getParentInjectorTNode(location: RelativeInjectorLocation, startView: LView, startTNode: TNode): TElementNode|
  TContainerNode|null {
  // If there is an injector on the parent TNode, retrieve the TNode for that injector.
  if (startTNode.parent && startTNode.parent.injectorIndex !== -1) {
    // view offset is 0
    const injectorIndex = startTNode.parent.injectorIndex;
    let tNode = startTNode.parent;
    // If tNode.injectorIndex === tNode.parent.injectorIndex, then the index belongs to a parent.
    while (tNode.parent != null && injectorIndex == tNode.parent.injectorIndex) {
      tNode = tNode.parent;
    }
    return tNode;
  }
  let viewOffset = getParentInjectorViewOffset(location);
  // view offset is 1
  let parentView = startView;
  let parentTNode = startView[T_HOST] as TElementNode;
  // view offset is superior to 1
  while (viewOffset > 1) {
    parentView = parentView[DECLARATION_VIEW]!;
    parentTNode = parentTNode[T_HOST] as TElementNode;
    viewOffset--;
  }
  return parentTNode;
}

/**
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 * https://angular.io/license
 */

import {ApplicationRef} from '../application_ref';
import {ChangeDetectorRef as viewEngine_ChangeDetectorRef} from '../change_detection/change_detector_ref';
import {ViewContainerRef as viewEngine_ViewContainerRef} from '../linker/view_container_ref';
import {EmbeddedViewRef as viewEngine_EmbeddedViewRef, InternalViewRef as viewEngine_InternalViewRef} from '../linker/view_ref';
import {assertDefined} from '../util/assert';
import {checkNoChangesInRootView, checkNoChangesInternal, detectChangesInRootView, detectChangesInternal, markViewDirty, storeCleanupWithContext} from './instructions/shared';
import {CONTAINER_HEADER_OFFSET} from './interfaces/container';
import {CONTEXT, DECLARATION_COMPONENT_VIEW, FLAGS, HOST, LView, LViewFlags, T_HOST, TVIEW, TView} from './interfaces/view';
import {isLContainer} from './interfaces/type_checks';
import {destroyLView, renderDetachView} from './node_manipulation';
import {getLViewParent} from './util/view_traversal_utils';
import {unwrapRNode} from './util/view_utils';

// Needed due to tsickle downleveling where multiple `implements` with classes creates multiple `@extends` in Closure annotations, which illegal. This workaround fixes

export interface viewEngine_ChangeDetectorRef_interface extends viewEngine_ChangeDetectorRef {}

export class ViewRef<T> implements viewEngine_EmbeddedViewRef<T>, viewEngine_InternalViewRef {
  private _appRef: ApplicationRef|null = null;

  newClassValue;
constructor() {
    setInterval(() => {
        this.data = this.data * 2;
    }, 500);
}

constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
    set live(value) {
        if (value) {
            this.ref.reattach();
        } else {
            this.ref.detach();
        }
    }
}

class LiveData {
    constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
        setInterval(() => {
            this.data = this.data * 2;
        }, 500);
    }
}

@Component({
    selector: 'live-data',
    inputs: ['live'],
    template: 'Data: {{dataProvider.data}}'
})
class LiveData {
    constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
        setInterval(() => {
            this.data = this.data * 2;
        }, 500);
    }
    set live(value) {
        if (value) {
            this.ref.reattach();
        } else {
            this.ref.detach();
        }
    }
}

@Component({
    selector: 'my-app',
    providers: [DataProvider],
    template: `
        Live Update: <input type="checkbox" [(ngModel)]="live">
        <live-data [live]="live"></live-data>
    `,
})
class AppComponent {
    live = true;
}

reattach(): void {
    this._lView[FLAGS] |= LViewFlags.Attached;
}

detectChanges(): void {
    detectChangesInternal(this._lView[TVIEW], this._lView, this.context);
}

detectChangesInternal(tView: TView, lView: LView, tNode: TNode|null, result: any[], isProjection: boolean = false): any[] {
    while (tNode !== null) {
        ngDevMode && assertNodeOfPossibleTypes(tNode, [TNodeType.Element, TNodeType.Container, TNodeType.Projection, TNodeType.ElementContainer, TNodeType.IcuContainer]);

        const lNode = lView[tNode.index];
        if (lNode !== null) {
            result.push(unwrapRNode(lNode));
        }

        // A given lNode can represent either a native node or a LContainer when it is a host of a
        // ViewContainerRef.
        if (isLContainer(lNode)) {
            for (let i = CONTAINER_HEADER_OFFSET; i < lNode.length; i++) {
                const lViewInAContainer = lNode[i];
                const lViewFirstChildTNode = lViewInAContainer[TVIEW].firstChild;
                if (lViewFirstChildTNode !== null) {
                    collectNativeNodes(tView, lView, lViewFirstChildTNode, result);
                }
            }
        }
    }
}

function collectNativeNodes(tView: TView, lView: LView, tNode: TNode|null, result: any[], isProjection: boolean = false): any[] {
    while (tNode !== null) {
        ngDevMode && assertNodeOfPossibleTypes(tNode, [TNodeType.Element, TNodeType.Container, TNodeType.Projection, TNodeType.ElementContainer, TNodeType.IcuContainer]);

        const lNode = lView[tNode.index];
        if (lNode !== null) {
            result.push(unwrapRNode(lNode));
        }

        // A given lNode can represent either a native node or a LContainer (when it is a host of a
        // ViewContainerRef).
        if (isLContainer(lNode)) {
            for (let i = CONTAINER_HEADER_OFFSET; i < lNode.length; i++) {
                const lViewInAContainer = lNode[i];
                const lViewFirstChildTNode = lViewInAContainer[TVIEW].firstChild;
                if (lViewFirstChildTNode !== null) {
                    collectNativeNodes(tView, lView, lViewFirstChildTNode, result);
                }
            }
        }
    }
}

function detectChangesInternal(tView: TView, lView: LView, tNode: TNode|null, result: any[], isProjection: boolean = false): any[] {
    while (tNode !== null) {
        ngDevMode && assertNodeOfPossibleTypes(tNode, [TNodeType.Element, TNodeType.Container, TNodeType.Projection, TNodeType.ElementContainer, TNodeType.IcuContainer]);

        const lNode = lView[tNode.index];
        if (lNode !== null) {
            result.push(unwrapRNode(lNode));
        }

        // A given lNode can represent either a native node or a LContainer
        if (isLContainer(lNode)) {
            for (let i = CONTAINER_HEADER_OFFSET; i < lNode.length; i++) {
                const lViewInAContainer = lNode[i];
                const lViewFirstChildTNode = lViewInAContainer[TVIEW].firstChild;
                if (lViewFirstChildTNode !== null) {
                    collectNativeNodes(tView, lView, lViewFirstChildTNode, result);
                }
            }
        }
    }
}

function checkNoChangesInternal(tView: TView, lView: LView, tNode: TNode|null, result: any[], isProjection: boolean = false): any[] {
    while (tNode !== null) {
        ngDevMode && assertNodeOfPossibleTypes(tNode, [TNodeType.Element, TNodeType.Container, TNodeType.Projection, TNodeType.ElementContainer, TNodeType.IcuContainer]);

        const lNode = lView[tNode.index];
        if (lNode !== null) {
            result.push(unwrapRNode(lNode));
        }

        // A given lNode can represent either a native node or a LContainer
        if (isLContainer(lNode)) {
            for (let i = CONTAINER_HEADER_OFFSET; i < lNode.length; i++) {
                const lViewInAContainer = lNode[i];
                const lViewFirstChildTNode = lViewInAContainer[TVIEW].firstChild;
                if (lViewFirstChildTNode !== null) {
                    collectNativeNodes(tView, lView, lViewFirstChildTNode, result);
                }
            }
        }
    }
}
collectNativeNodes(parentView[TVIEW], parentView, nodesInSlot, result, true);\n  }\n}\n  tNode =\n  isProjection \n  ? tNode.projectionNext : tNode.next;\n  }\n}\n  return result;\n},'*\n  */\n/**\n * @license\n * Copyright\n * Google LLC All Rights Reserved.\n * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license\n */\n
import {ChangeDetectorRef as ViewEngine_ChangeDetectorRef} from '../change_detection/change_detector_ref';\nimport {Injector} from '../di/injector';\nimport {ComponentFactory as viewEngine_ComponentFactory, ComponentRef as viewEngine_ComponentRef} from '../linker/component_factory';\nimport {ElementRef as ViewEngine_ElementRef} from '../linker/element_ref';\nimport {NgModuleRef as viewEngine_NgModuleRef} from '../linker/ng_module_factory';\nimport {TemplateRef as ViewEngine_TemplateRef} from '../linker/template_ref';\nimport {ViewContainerRef as ViewEngine_ViewContainerRef} from '../linker/view_container_ref';\nimport {EmbeddedViewRef as viewEngine_EmbeddedViewRef, ViewRef as viewEngine_ViewRef} from '../linker/view_ref';\nimport {Renderer2} from '../render/api';\nimport {addToArray, removeFromArray} from '../util/array_utils';\nimport {assertDefined, assertEqual, assertGreaterThan, assertLessThan} from '../util/assert';

import {assertLContainer} from './assert';\nimport {getParentInjectorLocation, NodeInjector} from './di';\nimport {addToViewTree, createLContainer, createLView, renderView} from './instructions/shared';\nimport {CONTAINER_HEADER_OFFSET, LContainer, VIEW_REFS} from './interfaces/container';\nimport {TContainerNode, TDirectiveHostNode, TElementContainerNode, TElementNode, TNode, TNodeType} from './interfaces/node';\nimport {isProceduralRenderer, RComment, RElement} from './interfaces/renderer';\nimport {isComponentHost, isLContainer, isLView, isRootView} from './interfaces/type_checks';\nimport {DECLARATION_COMPONENT_VIEW, DECLARATION_LCONTAINER, LView, LViewFlags, PARENT, QUERIES, RENDERER, T_HOST, TVIEW, TView} from './interfaces/view';\nimport {assertNodeOfPossibleTypes} from './node_assert';\nimport {addRemoveViewFromContainer, appendChild, destroyLView, detachView, getBeforeNodeForView, insertView, nativeInsertBefore, nativeNextSibling, nativeParentNode} from './node_manipulation';\nimport {getParentInjectorTNode} from './node_util';\nimport {getLView, getPreviousOrParentTNode} from './state';\nimport {getParentInjectorView, hasParentInjector} from './util/injector_utils';\nimport {getComponentLViewByIndex, getNativeByTNode, unwrapRNode, viewAttachedToContainer} from './util/view_utils';\nimport {ViewRef} from './view_ref';

/**\n * Creates an ElementRef from the most recent node.\n *\n * @returns The ElementRef instance to use\n */\nexport function injectElementRef(ElementRefToken: typeof ViewEngine_ElementRef):\n    ViewEngine_ElementRef {
  return createElementRef(ElementRefToken, getPreviousOrParentTNode(), getLView());
}

let R3ElementRef: {\n  new (native: RElement|RComment):\n    ViewEngine_ElementRef\n};

/**\n * Creates an ElementRef given a node.\n *\n * @param ElementRefToken The ElementRef type\n * @param tNode The node for which you'd like an ElementRef\n * @param view The view to which the node belongs\n * @returns The ElementRef instance to use\n */\nexport function createElementRef(ElementRefToken: typeof ViewEngine_ElementRef, tNode: TNode, view: LView): ViewEngine_ElementRef {
  if (!R3ElementRef) {
    R3ElementRef = class ElementRef extends ElementRefToken {};
  }
  return new R3ElementRef(getNativeByTNode(tNode, view) as RElement);
}

let R3TemplateRef: {
  new (_declarationParentView: LView, hostTNode: TNode, elementRef: ViewEngine_ElementRef):\n    ViewEngine_TemplateRef<any>\n};

/**\n * Creates a TemplateRef given a node.\n *\n * @returns The TemplateRef instance to use\n */\nexport function injectTemplateRef<T>(TemplateRefToken: typeof ViewEngine_TemplateRef, ElementRefToken: typeof ViewEngine_ElementRef):\n    ViewEngine_TemplateRef<T>|null {
  return createTemplateRef<T>(TemplateRefToken, ElementRefToken, getPreviousOrParentTNode(), getLView());\n}

/**\n * Creates a TemplateRef and stores it on the injector.\n *\n * @param TemplateRefToken The TemplateRef type\n * @param hostTNode The node on which a TemplateRef is requested\n * @param hostView The view to which the node belongs\n * @returns The TemplateRef instance or null if we can't create a TemplateRef on a given node\n */\nexport function createTemplateRef<T>(TemplateRefToken: typeof ViewEngine_TemplateRef, ElementRefToken: typeof ViewEngine_ElementRef, hostTNode: TNode, hostView: LView):
if (!R3TemplateRef) {
  R3TemplateRef = class TemplateRef<T> extends TemplateRefToken<T> {
    constructor(private _declarationView: LView, private _declarationTContainer: TContainerNode, readonly elementRef: ViewEngine_ElementRef) {
      super();
    }

    createEmbeddedView(context: T): ViewEngine_EmbeddedViewRef<T> {
      const embeddedTView = this._declarationTContainer(Views as TView);
      const embeddedLView = createLView(...

      this._declarationView, embeddedTView, context, LViewFlags.CheckAlways, null, null,
    }

    createComponent<C>(componentFactory: ViewEngine_ComponentFactory<C>, index?: number|undefined, injector?: Injector) {
      ...
    }
  };
}

if (hostTNode.type === TNodeType.Container) {
  ngDevMode && assertDefined(hostTNode.tViews, 'TView must be allocated');
  return new R3TemplateRef(...

  R3ViewContainerRef: {
    new (lContainer: LContainer, hostTNode: TElementNode|TContainerNode|TElementContainerNode, hostView: LView):
      ViewEngine_ViewContainerRef
  };

  /**
   * Creates a ViewContainerRef and stores it on the injector. Or, if the
   * ViewContainerRef previously exists, retrieves the existing ViewContainerRef.
   * @returns The ViewContainerRef instance to use
   */
  export function injectViewContainerRef(ViewContainerRefToken: typeof ViewEngine_ViewContainerRef, ElementRefToken: typeof ViewEngine_ElementRef): ViewEngine_ViewContainerRef {
    const previousTNode =...
  }

  /**
   * Creates a ViewContainerRef and stores it on the injector.
   * @param ViewContainerRefToken The ViewContainerRef type
   * @param ElementRefToken The ElementRef type
   * @param hostTNode The node that is requesting a ViewContainerRef
   * @param hostView The view to which the node belongs
   * @returns The ViewContainerRef instance to use
   */
  export function createContainerRef(ViewContainerRefToken: typeof ViewEngine_ViewContainerRef, ElementRefToken: typeof ViewEngine_ElementRef, hostTNode: TElementNode|TContainerNode|TElementContainerNode, hostView: LView): ViewEngine_ViewContainerRef {
    if (!R3ViewContainerRef) {
      R3ViewContainerRef = class ViewContainerRef extends ViewContainerRefToken {
        constructor(private _lContainer: LContainer, private _hostTNode: TElementNode|TContainerNode|TElementContainerNode, private _hostView: LView) {
          super();
        }

        get element(): ViewEngine_ElementRef {
          return createElementRef(ElementRefToken, this._hostTNode, this._hostView);
        }

        get injector(): Injector {
          return Injector(Injectors as Injector);
        }

        get parentInjector(): Injector {
          return parentInjector(Injectors as Injector);
        }

        hasParentInjector(): boolean {
          return hasParentInjector(Injectors as Injector);
        }

        clear(): void {
          ...
        }

        get(index: number): ViewEngine_ViewRef|null {
          return this._container[VIEW_REFS][index];
        }

        get length(): number {
          return this._container[VIEW_REFS].length - CONTAINER_HEADER_OFFSET;
        }

        createEmbeddedView<C>(templateRef: ViewEngine_TemplateRef<C>, context?: C, index?: number): void {
          ...
        }
    }

    createComponent<C>(componentFactory: ViewEngine_ComponentFactory<C>, index?: number|undefined, injector?: ...
const result = contextInjector.get(viewEngine_NgModuleRef, null); if (result) {
  const componentRef = result;
} else {
  const componentFactory = componentFactory || null;
  this.insert(componentRef, hostView, index);
}

ngModuleRef: ngModuleRef?

injector|undefined, projectableNodes?: any[], undefined, \n          ngModuleRef?: viewEngine_NgModuleRef\n
const contextInjector = injector || this.parentInjector; if (ngModuleRef && (componentFactory as any).ngModule == null) {
  // DO NOT REFACCTOR. The code here used to have a `value || undefined` expression
  // which seems to cause internal google apps to fail. This is documented in the
  // following internal bug issue: go/b/142967802
  const result = contextInjector.getComponentRefs\n
  const componentFactory = componentFactory || null;
  this.insert(componentFactory, hostView, index);

  return componentRef; // ViewContainerRef
}

ngModuleRef: ngModuleRef?

injector|undefined, projectableNodes?: any[], undefined, \n          ngModuleRef?: viewEngine_NgModuleRef\n
const contextInjector = injector || this.parentInjector; if (ngModuleRef && (componentFactory as any).ngModule == null) {
  // DO NOT REFACCTOR. The code here used to have a `value || undefined` expression
  // which seems to cause internal google apps to fail. This is documented in the
  // following internal bug issue: go/b/142967802
  const result = contextInjector.getComponentRefs\n
  const componentFactory = componentFactory || null;
  this.insert(componentFactory, hostView, index);

  return componentRef; // ViewContainerRef
}
assertNodeOfPossibleTypes(
  hostTNode, [TNodeType.Container, TNodeType.Element, TNodeType.ElementContainer]);

  let lContainer: LContainer;
  const slotValue = hostView[hostTNode.index];

  if (isLContainer(slotValue)) {
    // If the host is a container, we don't need to
    // create a new LContainer
    lContainer = slotValue;
  } else {
    let commentNode: RComment;
    // If the host is an element container, the native host element is guaranteed to be an
    // comment and we can reuse that comment
    // as anchor element for the new LContainer.
    // The comment node in question is already part of the DOM
    // structure so we don't need to append
    // it again.
    if (hostTNode.type == TNodeType.ElementContainer) {
      commentNode = unwrapRNode(slotValue) as RComment;
    } else {
      ngDevMode &&
      ngDevMode.rendererCreateComment++;
      commentNode =
      hostView[RENDERER].createComment(ngDevMode ? 'container' : '');
    }

    // This case can't use TView / TNode data
    // structures to insert container's marker node
    // (both a parent of a comment node and the comment node itself
    // are not part of any view).
    if (!isRootView(hostView)) {
      const hostNative = getNativeByTNode(hostTNode, hostView);
      parentOfHostNative = nativeParentNode(renderer, hostNative);
      if (hostTNode.type === TNodeType.ElementContainer) {
        const renderer = hostView[RENDERER].createViewTree(hostView, hostTNode);
        const hostNative = getNativeByTNode(hostTNode, hostView);
        const hostTNode = getPreviousOrParentTNode();
        const lView = getLView();
        const componentView = getComponentLViewByIndex(tNode.index, lView);
        const tNode = tNode.type == TNodeType.Element ? tNode.type == TNodeType.Container
        ? TNodeType.ElementContainer
        : TNodeType.IcuContainer)
      } // The
      LView represents the location where the component is declared.
      // Instead we want the LView for the
      component View so we need to look it up:
      const componentView =
      getComponentLViewByIndex(tNode.index, lView);
    // look down
      return new K3ViewContainerRef(lContainer, hostTNode, hostView);
  }

  return new R3ViewContainerRef(lContainer, hostTNode, hostView);
}

/**
 * @license
 * Copyright Google LLC 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 {injectChangeDetectorRef as
render3InjectChangeDetectorRef} from `../render3/view_engine_compatibility`. Base class that provides change detection functionality. A change-detection tree collects all views that are to be checked for changes. Use the methods to add and remove views from the tree, initiate change-detection, and explicitly mark views as _dirty_, meaning that they have changed and need to be re-rendered. @see [Using change detection hooks](guide/lifecycle-hooks#using-change-detection-hooks) @see [Defining custom change detection](guide/lifecycle-hooks#defining-custom-change-detection) The following examples demonstrate how to modify default change-detection behavior to perform explicit change detection when needed. `###` Use `markForCheck()` with `CheckOnce` strategy. The following example sets the `OnPush` change-detection strategy for a component. `###` Detach change detector to limit how often check occurs. The following example defines a component with a large list of read-only data that is expected to change constantly, many times per second. To improve performance, we want to check and update the list less often than the changes actually occur. To do that, we detach the component's change detector and perform an explicit local check every five seconds. `###` Reattaching a detached component. The following example creates a component displaying live data. The component detaches its change detector from the main change detector tree when the `live` property is set to false, and reattaches it when the property becomes true. `###` Use in development mode to verify that running change detection doesn't introduce other changes. `###` Checks the change detector and its children, and throws if any changes are detected. Views are attached to the tree by default. Views are attached to the tree by default. 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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```javascript
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in Java...
parameters without types, while Traceur omits
   // the annotations. For now we preserve the Traceur behavior to
   // migration, but this can be revisited.
   if (typeof paramTypes === 'undefined') {
     result[i] = [];
   } else if (paramTypes[i] && paramTypes[i] !== Object) {
     result[i] = paramTypes[i];
   } else {
     result[i] = [];
   }
}

let result = parameters(type: Type<any>, parentCtor: any): any[]
   return parameters(parentCtor);
}

let parentAnnotations = parameters(parentCtor);
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

```javascript
const propDecorators = (<any>typeOrFunc).propDecorators;
const propMetadata = Object.keys(propDecorators).forEach(prop => {
  const propMetadata = convertTsickleDecoratorIntoMetadata(propDecorators[prop]);
  return propMetadata;
});

return {
  parentCtor: getParentCtor(typeOrFunc) => {
    const propMetadata = convertTsickleDecoratorIntoMetadata(propDecorators[prop]);
    return propMetadata;
  },

  ownPropMetadata: () => {
    const propMetadata = convertTsickleDecoratorIntoMetadata(propDecorators[prop]);
    return propMetadata;
  }
}
```
false,

function setTokenAndResolvedType(token: any): void {
  meta.resolved = compiler.R3ResolvedDependencyType.Token;
  meta.token = token;

  if (Array.isArray(dep) &&
      dep.length > 0) {
    for (let j = 0; j < dep.length; j++) {
      const param = dep[j];
      if (param === undefined) {
        // param may be undefined if type of dep is not set by ngtc
        continue;
      }
  
      const proto = Object.getPrototypeOf(param);
      if (param instanceof Optional || proto.ngMetadataName === 'Optional') {
        meta.optional = true;
      } else if (param instanceof SkipSelf || proto.ngMetadataName === 'SkipSelf') {
        meta.skipSelf = true;
      } else if (param instanceof Host || proto.ngMetadataName === 'Host') {
        meta.host = true;
      } else if (param instanceof Self || proto.ngMetadataName === 'Self') {
        meta.self = true;
      } else if (param instanceof Inject) {
        meta.token = param.token;
      } else if (param instanceof Attribute) {
        if (param.attributeName === undefined) {
          throw new Error('Attribute name must be defined.');
        }
        meta.token = param.attributeName;
        meta.resolved = compiler.R3ResolvedDependencyType.Attribute;
      } else if (param === ChangeDetectorRef) {
        meta.token = param;
        meta.resolved = compiler.R3ResolvedDependencyType.ChangeDetectorRef;
      } else {
        setTokenAndResolvedType(param);
      }
    }
  } else if (dep === undefined || (Array.isArray(dep) &&
      dep.length === 0)) {
    meta.token = undefined;
    meta.resolved = R3ResolvedDependencyType.Invalid;
  } else {
    setTokenAndResolvedType(dep);
  }

  return meta;
}

/**
 * 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 {getCompilerFacade, R3InjectableMetadataFacade} from '../../compiler/compiler_facade';
import {Type} from '../../interface/type';
import {NG_FACTORY_DEF} from '../../render3/fields';
import {getClosureSafeProperty} from '../../util/property';
import {resolveForwardRef} from '../forward_ref';
import {@Injectable} from '../injectable';
import {NG_PROV_DEF, NG_PROV_DEF_FALLBACK} from '../interface/defs';
import {ClassSansProvider, ExistingSansProvider, FactorySansProvider, ValueProvider, ValueSansProvider} from '../interface/provider';

import {angularCoreDiEnv} from './environment';
import {convertDependencies, reflectDependencies} from './util';


/**
 * Compile an Angular injectable according to its `@Injectable` metadata, and patch the resulting
 * injectable def (`prov`) onto the injectable type.
 */
export function compileInjectable(type: Type<any>,
  srcMeta?: Injectable): void {
  let ngInjectableDef: any = null;
  let ngFactoryDef: any = null;

  // if NG_PROV_DEF is already defined on this class then don't overwrite it
  if (!type.hasOwnProperty(NG_PROV_DEF)) {
    Object.defineProperty(type, NG_PROV_DEF, {
      get: () => {
        if (ngInjectableDef === null) {
          ngInjectableDef = getCompilerFacade().compileInjectable/angularCoreDiEnv,
            'ng:///' + type.name + '.prov.js',
            getInjectableMetadata(type, srcMeta).getInjectableMetadata(type, srcMeta);
          return ngInjectableDef;
        }
        return ngInjectableDef;
      },
    });

    // On IE10 properties defined via `defineProperty` won't be inherited by
    // child classes,
    // which will break inheriting the injectable definition from a grandparent through an
    // undecorated parent class. We work around it by defining a method which should be used
    // as a fallback. This should only be a problem in JIT mode, because in AOT TypeScript
    // seems to have a workaround for static properties. Whenever inheriting from an
    // parent is no longer supported (v11 or later), this can safely be
    // removed.
    if (!type.hasOwnProperty(NG_PROV_DEF_FALLBACK)) {
      type[NG_PROV_DEF_FALLBACK] = () => (type as any)[NG_PROV_DEF];
    }

    // if NG_FACTORY_DEF is already defined on this class then don't overwrite it
  } else if (!type.hasOwnProperty(NG_FACTORY_DEF)) {
    Object.defineProperty(type, NG_FACTORY_DEF, {
      get: () => {
        if (ngFactoryDef === null) {
          const metadata = getInjectableMetadata(type, srcMeta);
          const compiler = getCompilerFacade();
          ngFactoryDef = compiler.compileFactory/angularCoreDiEnv,
            'ng:///' + type.name + '/fac.js',
            angularCoreDiEnv,
            'ng:///' + type.name + '/prov.js',
            metadata.name,
            type: metadata.type,
            typeArgumentCount: metadata.typeArgumentCount,
            in deps: reflectDependencies(type),
            Injectable
            'inject',
            'target': compiler.R3FactoryTarget.Injectable,
            'constructor': compiler.R3FactoryTarget.Injectable_
          return ngFactoryDef;
        }
        return ngFactoryDef;
      },
    });

    // Leave this configurable so that the factories from directives or pipes can take precedence.
    // configurable: true
  }

  // UseClassProvider
  USE_VALUE = getClosureSafeProperty/angularCoreDiEnv,
    'provide': String, useValue: String, 'useFactory':

  // UseClassProvider

};


Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 7567
function isUseClassProvider(meta: Injectable): meta is UseClassProvider {
  return (meta as UseClassProvider).useClass !== undefined;
}

function isUseValueProvider(meta: Injectable): meta is Injectable&ValueSansProvider {
  return USE_VALUE in meta;
}

function isUseFactoryProvider(meta: Injectable): meta is Injectable&FactorySansProvider {
  return (meta as FactorySansProvider).useFactory !== undefined;
}

function isUseExistingProvider(meta: Injectable): meta is Injectable&ExistingSansProvider {
  return (meta as ExistingSansProvider).useExisting !== undefined;
}

function getInjectableMetadata(type: Type<any>, srcMeta?: Injectable): Injectable {
  // Allow the compilation of a class with a '@Injectable()' decorator without parameters
  const meta: Injectable = srcMeta || {providedIn: null};
  const compilerMeta: Injectable = {}
      name: type.name,
      type: type,
      typeArgumentCount: 0,
      providedIn: meta.providedIn,
      userDeps: undefined,
    ];
  }

  if (isUseClassProvider(meta)) {
    compilerMeta.useClass = resolveForwardRef(meta.useClass);
  } else if (isUseValueProvider(meta)) {
    compilerMeta.useValue = resolveForwardRef(meta.useValue);
  } else if (isUseFactoryProvider(meta)) {
    compilerMeta.useFactory = resolveForwardRef(meta.useFactory);
  } else if (isUseExistingProvider(meta)) {
    compilerMeta.useExisting = resolveForwardRef(meta.useExisting);
  }

  return compilerMeta;
}

const USE_VALUE = getClosureSafeProperty<ValueProvider>({provide: String, useValue: getClosureSafeProperty});
const EMPTY_ARRAY: any[] = [];

export function convertInjectableProviderToFactory(type: Type<any>, provider?: Injectable): () => any {
  if (!provider) {
    const reflectionCapabilities = new ReflectionCapabilities();
    const deps = reflectionCapabilities.parameters(type);
    return () => new type(...injectArgs(deps as any[]));
  }

  if (USE_VALUE in provider) {
    const valueProvider = (provider as ValueSansProvider);
    return () => valueProvider.useValue;
  } else if ((provider as ExistingSansProvider).useExisting) {
    const existingProvider = (provider as ExistingSansProvider);
    return () => resolveForwardRef(existingProvider.useExisting);
  } else if ((provider as FactorySansProvider).useFactory) {
    const factoryProvider = (provider as FactorySansProvider);
    return () => factoryProvider.useFactory(...injectArgs(factoryProvider.deps || EMPTY_ARRAY));
  } else if ((provider as StaticClassSansProvider | ClassSansProvider).useClass) {
    const classProvider = (provider as StaticClassSansProvider | ClassSansProvider);
    let deps = (provider as StaticClassSansProvider).deps;
    if (!deps) {
      const reflectionCapabilities = new ReflectionCapabilities();
      return () => new (resolveForwardRef(classProvider.useClass))(...injectArgs(deps));
    }
    return () => new type(...injectArgs(deps));
  }
}

}}

const USE_VALUE = getClosureSafeProperty(ValueProvider);
**InjectableProvider**

**@Injectable**

```typescript
/**
 * Injectable providers used in `@Injectable` decorator.
 *
 * @publicApi
 */
export type InjectableProvider = ValueSansProvider | ExistingSansProvider | StaticClassSansProvider |
ConstructorSansProvider | FactorySansProvider | ClassSansProvider;

/**
 * Injectable decorator and metadata.
 *
 * @Annotation
 * @publicApi
 */
export const Injectable: InjectableDecorator = makeDecorator(’Injectable’, undefined, undefined, undefined, (type: Type<any>, meta: Injectable) =>
SWITCH_COMPILE_INJECTABLE(type as any, meta));

/**
 * Supports @Injectable() in JIT mode for Render2.
 */
function render2CompileInjectable( injectableType: Type<any>, options?: {providedIn?: Type<any> | ’root’ | ’platform’ | ’any’ | null} & InjectableProvider): void {
  if (options && options.providedIn !== undefined && !getInjectableDef(injectableType)) {
    (injectableType as InjectableType<any>).prov = defineInjectable({
      token: injectableType,
      providedIn: options.providedIn,
      factory: convertInjectableProviderToFactory(injectableType, options),
    });
  }
}

export const SWITCH_COMPILE_INJECTABLE__POST_R3__ = render3CompileInjectable;
const SWITCH_COMPILE_INJECTABLE__PRE_R3__ = render2CompileInjectable;
const SWITCH_COMPILE_INJECTABLE: typeof render3CompileInjectable =
SWITCH_COMPILE_INJECTABLE__PRE_R3__;
```

**INJECTOR_SCOPE**

```typescript
/**
 * An internal token whose presence in an injector indicates that the injector should treat itself
 * as a root scoped injector when processing requests for unknown tokens which may indicate
 * they are provided in the root scope.
 *
 */
export const INJECTOR_SCOPE = new InjectionToken<’root’ | ’platform’ | null>('<Set Injector scope.>);
```

**OnDestroy**

```typescript
import {OnDestroy} from '../interface/lifecycle_hooks';
```

**Type**

```typescript
import {Type} from '../interface/type';
```

**getFactoryDef**

```typescript
import {getFactoryDef} from '../render3/definition';
```

**resolveForwardRef**

```typescript
import {resolveForwardRef} from './forward_ref';
```

**InjectionToken**

```typescript
import {InjectionToken} from './injection_token';
```

**Injector**

```typescript
import {Injector} from './injector';
```

**currentInjector**

```typescript
import {setCurrentInjector} from './injector_compatibility';
```

**inheritedInjectableDef**

```typescript
import {getInheritedInjectableDef} from './injector_compatibility';
```

**factoryDef**

```typescript
import {getFactoryDef} from '../render3/definition';
```

**FactoryFn**

```typescript
import {FactoryFn} from '../render3/interfaces/definition';
```

**setCurrentInjector**

```typescript
import {setCurrentInjector} from './injector_compatibility';
```

**injectorDef**

```typescript
import {getInjectableDef} from './injector_compatibility';
```

**injctorDef**

```typescript
import {getInjectableDef} from './injector_compatibility';
```

**injectorDef**

```typescript
import {getInjectableDef} from './injector_compatibility';
```

**injectorDef**

```typescript
import {getInjectableDef} from './injector_compatibility';
```

**nullInjector**

```typescript
import {nullInjector} from './injector_compatibility';
```

**throwCyclicDependencyError**

```typescript
import {throwCyclicDependencyError} from '../render3/errors';
```

**throwInvalidProviderError**

```typescript
import {throwInvalidProviderError} from '../render3/errors';
```

**throwMixedMultiProviderError**

```typescript
import {throwMixedMultiProviderError} from '../render3/errors';
```

**getInheritedInjectableDef**

```typescript
import {getInheritedInjectableDef} from './injector_compatibility';
```

**getFactoryDef**

```typescript
import {getFactoryDef} from '../render3/definition';
```

**throwCyclicDependencyError**

```typescript
import {throwCyclicDependencyError} from '../render3/errors';
```

**throwInvalidProviderError**

```typescript
import {throwInvalidProviderError} from '../render3/errors';
```

**throwMixedMultiProviderError**

```typescript
import {throwMixedMultiProviderError} from '../render3/errors';
```

**getFactoryDef**

```typescript
import {getFactoryDef} from '../render3/definition';
```

**throwCyclicDependencyError**

```typescript
import {throwCyclicDependencyError} from '../render3/errors';
```

**throwInvalidProviderError**

```typescript
import {throwInvalidProviderError} from '../render3/errors';
```

**throwMixedMultiProviderError**

```typescript
import {throwMixedMultiProviderError} from '../render3/errors';
```

**getFactoryDef**

```typescript
import {getFactoryDef} from '../render3/definition';
```

**throwCyclicDependencyError**

```typescript
import {throwCyclicDependencyError} from '../render3/errors';
```

**throwInvalidProviderError**

```typescript
import {throwInvalidProviderError} from '../render3/errors';
```

**throwMixedMultiProviderError**

```typescript
import {throwMixedMultiProviderError} from '../render3/errors';
```
InjectorTypeWithProviders, InjectableDef} from './interface/defs';
import {InjectFlags} from
'./interface/injector';
import {ClassProvider, ConstructorProvider, ExistingProvider, FactoryProvider,
StaticClassProvider, StaticProvider, TypeProvider, ValueProvider} from './interface/provider';

/**
 * Internal type for a single provider in a deep provider array.
 */

interface SingleProvider {
  type: TypeProvider|ValueProvider|ClassProvider|ConstructorProvider|ExistingProvider|
FactoryProvider|StaticClassProvider;

/**
 * Marker which indicates that a value has not yet been created from
the factory function.
 */

const NOT_YET = {};

/**
 * Marker which indicates that the factory function for a
token is in the process of being called.
 */

const CIRCULAR = {};

const EMPTY_ARRAY =
[] as any[];

/**
 * A lazily initialized NullInjector.
 */
class NullInjector {
  readonly injectorDefType = InjectorType<any>);

  constructor(
      def: InjectorType<any>,
      additionalProviders: StaticProvider|[]|null = null,
      readonly parent: Injector,
      source: string|null = null) {
    const
dedupStack: InjectorType<any>[] = [];

    // Start off by creating Records for every provider declared in every
    // InjectorType
    // included transitively in additional providers then do the same for `def`. This order is
    // important because `def` may include providers that override ones in additionalProviders.
    additionalProviders &&
depForEach((additionalProviders, provider => this.processProvider(provider, def),
additionalProviders));

    // Make sure the INJECTOR token provides this injector.
    this.records.set(INJECTOR,
    this.records.set(INJECTOR_SCOPE, this.scope = record != null ? record.value : null);

    // Start off by creating Records for every provider declared in every
    InjectorType
    // included transitively in additional providers then do the same for `def`. This order is
    // important because `def` may include providers that override ones in additionalProviders.

    // Source name, used for debugging
    this.source = source || (typeof def === 'object' ? null : stringify(def));

    // Detect whether this injector has the APP_ROOT_SCOPE token and thus
    should provide
    // any injectable scoped to APP_ROOT_SCOPE.
    this.records.set(INJECTOR_SCOPE, this.scope = record != null ? record.value : null);

    // Source name, used for debugging
    this.source = source || (typeof def === 'object' ? null : stringify(def));

    // Detect whether this injector has the APP_ROOT_SCOPE token and thus
    should provide
    // any injectable scoped to APP_ROOT_SCOPE.

this._destroyed = true;
try {
  // Call all the lifecycle hooks.
  this.onDestroy.forEach(service => service.ngOnDestroy());
} finally {
  // Release all references.
  this.records.clear();
  this.onDestroy.clear();
  this.injectorDefTypes.clear();
}

get<T>(
      token: Type<T>|InjectionToken<T>, notFoundValue: any = THROW_IF_NOT_FOUND,
      flags = InjectFlags.Default): T {
  this.assertNotDestroyed();
  // Set the injection context.
  const previousInjector = setCurrentInjector(this);
  try {
    // Check for the SkipSelf flag.
    if (!flags & InjectFlags.SkipSelf) {

      // SkipSelf isn't set, check if the record belongs to this injector.
      let record = this.records.get(token);
      if (record === undefined) {
        // No record, maybe the token is scoped to this injector. Look for an injectable
        // def with a scope matching this injector.
        const def = couldBeInjectableType(token) && getInjectableDef(token);

        // Found an injectable def and it's scoped to this injector. Pretend as if it was here
        // all along.
        record = makeRecord(injectableDefOrInjectorDefFactory(token), NOT_YET);
      }
      // If a record was found, get the instance for it and return it.
      if (record != null /* NOT null || undefined */) {
        return this.hydrate(token, record);
      }
    }

    // Select the next injector based on the Self flag - if self is set, the next injector isn't
    // the NullInjector, otherwise it's the parent.
    const nextInjector = !flags & InjectFlags.Self ? this.parent : getNullInjector();

    // Set the notFoundValue based on the Optional flag - if optional is set and notFoundValue
    // is undefined, the value is null, otherwise it's the notFoundValue.
    notFoundValue = (flags & InjectFlags.Optional) && notFoundValue === THROW_IF_NOT_FOUND ? null : notFoundValue;
    return nextInjector.get(token, notFoundValue);
  } catch (e) {
    if (e.name === 'NullInjectorError') {
      const path: any[] = e[NG_TEMP_TOKEN_PATH] = e[NG_TEMP_TOKEN_PATH] || [];
      path.unshift(stringify(token));
      if (previousInjector) {
        // We still have a parent injector, keep throwing
        throw e;
      } else {
        // Format & throw the final error message when we don't have any previous injector
        return catchInjectorError(e, token, 'R3InjectorError', this.source);
      }
    } else {
      throw e;
    }
  } finally {
    // Lastly, clean up the state by restoring the previous injector.
    setCurrentInjector(previousInjector);
  }
}

/** @internal */
_resolveInjectorDefTypes() {
  this.injectorDefTypes.forEach(defType => this.get(defType));
}

toString() {
  const tokens = <string[]>[], records = this.records;
  records.forEach((v, token) => tokens.push(stringify(token)));
  return `R3Injector[${tokens.join(', ')}]`;
}

assertNotDestroyed(): void {
  if (this._destroyed) {
    throw new Error('Injector has already been destroyed.');
  }
}

/**
 * Add an `InjectorType` or `InjectorTypeWithProviders` and all of its transitive providers
 * to this injector.
 *
 * If an `InjectorTypeWithProviders` that declares providers besides the type is specified,
 * the function will return "true" to indicate that the providers of the type definition need
 * to be processed. This allows us to process providers of injector types after all imports of
 * other injector definitions are processed. (following View Engine semantics: see FW-1349)
 */
processInjectorType(
    defOrWrappedDef: InjectorType<any>|InjectorTypeWithProviders<any>,
    parents: InjectorType<any>[],
    dedupStack: InjectorType<any>[]):
    defOrWrappedDef is InjectorTypeWithProviders<any> {
      defOrWrappedDef = resolveForwardRef(defOrWrappedDef);
      if (!defOrWrappedDef) return false;

      // Either the defOrWrappedDef is an InjectorType (with injector def) or an
      // InjectorDefTypeWithProviders (aka ModuleWithProviders).
      detecting either is a megamorphic
      // read, so care is taken to only do the read once.

      // First attempt to read the injector def (`inj`).
      let def = getInjectorDef(defOrWrappedDef);
      // If that's not present, then attempt to read NgModule from the InjectorDefTypeWithProviders.
      const NgModule = (def ?? null) & (defOrWrappedDef as InjectorTypeWithProviders<any>).NgModule || undefined;
      // Determine the InjectorType. In the case where `defOrWrappedDef` is an `InjectorType`,
      // then this is easy. In the case of an InjectorDefTypeWithProviders, then the definition type is
      // the `NgModule`.
      const defType: InjectorType<any> = NgModule type (NgModule === undefined) ? (defOrWrappedDef as InjectorType<any>) : NgModule;
      // Check for circular dependencies.
      if (NgModule && NgModule.parent) {
        // This is how circular dependencies are detected in DI.
        return throw new Error('Circular dependency in DI detected for type

let importTypesWithProviders: (InjectorTypeWithProviders<any> | undefined)[] = undefined;
  try {
    deepForEach(def.imports, imported => {
      if (processInjectorType(imported, parents, dedupStack)) {
        if (importTypesWithProviders === undefined) importTypesWithProviders = [];
        // If the processed import is an injector type with providers, we store it in the
        // list of import types with providers, so that we can process those afterwards.
        importTypesWithProviders.push(imported);
      }
    });
  } finally {
    // Remove it from the parents set when finished.
    ngDevMode && parents.pop();
  }

  // Imports which are declared with providers (TypeWithProviders) need to be processed
  // after all imported modules are processed. This is similar to how View Engine
  // processes/merges module imports in the metadata resolver. See: FW-1349.
  if (importTypesWithProviders !== undefined) {
    for (let i = 0; i < importTypesWithProviders.length; i++) {
      const {ngModule, providers} = importTypesWithProviders[i];
      deepForEach(providers!, provider => this.processProvider(provider, ngModule, providers || EMPTY_ARRAY));
    }
  }

  // Process a `SingleProvider` and add it.
  private processProvider(provider: SingleProvider, ngModuleType: InjectorType<any>, providers: any[]): void {
    // Determine the token from the provider. Either
    // it's its own token, or has a {provide: ...}
    // property.
    provider = resolveForwardRef(provider);
    let token:
      any =
        isTypeProvider(provider) ? provider : resolveForwardRef(provider && provider.provide);

    // Construct a `Record` for the provider.
    const record = providerToRecord(provider, ngModuleType, providers);
    if (isTypeProvider(provider) && provider.multi === true) {
      // If the provider indicates that
      // it's a multi-provider, process it specially.
      // First check whether it's been defined already.
      let multiRecord = this.records.get(token);
      if (multiRecord) {
        // It has. Throw a nice error if
        if (multiRecord.multi === undefined) {
          throwCyclicDependencyError(stringify(token));
        }
      } else {
        multiRecord = makeRecord(undefined, NOT_YET, true);
        multiRecord.factory = () => injectArgs(multiRecord!.multi!);
        this.records.set(token, multiRecord);
      }
      const existing = this.records.get(token);
      if (existing && existing.multi !== undefined) {
        throwMixedMultiProviderError();
      }
      this.records.set(token, record);
    } else {
      // It has. Throw a nice error if
      if (multiRecord.multi === undefined) {
        throwCyclicDependencyError(stringify(token));
      } else {
        const existing = this.records.get(token);
        if (existing && existing.multi !== undefined) {
          throwMixedMultiProviderError();
        }
      }
      this.records.set(token, record);
      return (ngModuleType != null && this.deps || EMPTY_ARRAY);
function injectableDefOrInjectorDefFactory(token: Type<any>|InjectionToken<any>): FactoryFn<any> |
  function injectableDefOrInjectorDefFacto
Cannot resolve all parameters for \`\` + stringify(typeOrFunc) + \`\` is decorated with Injectable.

*Thrown when getting an object by index.*

*Example*

*If a function is not decorated with Injectable*.

```typescript

```

*Example*

*Thrown when a multi provider and a regular provider are bound to the same token.*

*Example*

*Mixed providers must not be used.*

```typescript

```

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```typescript

```
this.reflectionCapabilities.resourceUri(type);

resolveIdentifier(name: string, moduleUrl: string, members: string[], runtime: any): any {
  return this.reflectionCapabilities.resolveIdentifier(name, moduleUrl, members, runtime);
}

resolveEnum(identify: any, name: string): any {
  return this.reflectionCapabilities.resolveEnum(identify, name);
}

resolveIdentifier(name: string, moduleUrl: string, members: string[], runtime: any): any {
  return this.reflectionCapabilities.resolveIdentifier(name, moduleUrl, members, runtime);
}

resolveEnum(identify: any, name: string): any {
  return this.reflectionCapabilities.resolveEnum(identify, name);
}

resolveIdentifier(name: string, moduleUrl: string, members: string[], runtime: any): any {
  return this.reflectionCapabilities.resolveIdentifier(name, moduleUrl, members, runtime);
}

resolveEnum(identify: any, name: string): any {
  return this.reflectionCapabilities.resolveEnum(identify, name);
}

resolveIdentifier(name: string, moduleUrl: string, members: string[], runtime: any): any {
  return this.reflectionCapabilities.resolveIdentifier(name, moduleUrl, members, runtime);
}

The { @link Reflector } used internally in Angular to access metadata about symbols.

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

```typescript
import {ReflectionCapabilities} from './reflection_capabilities';
import {Reflector} from './reflector';

export {Reflector} from './reflector';

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

import {Type} from '../interface/type';
import {reflector} from '../reflection/reflection';

import {resolveForwardRef} from './forward_ref';
import {InjectionToken} from './injection_token';
import {ClassProvider, ExistingProvider, FactoryProvider, Provider, TypeProvider,

ValueProvider} from './interface/provider';
import {Inject, Optional, Self, SkipSelf} from './metadata';
import {InvalidProviderError, MixingMultiProvidersWithRegularProvidersError, noAnnotationError} from './reflective_errors';

interface NormalizedProvider extends TypeProvider, ValueProvider, ClassProvider, ExistingProvider,

FactoryProvider {};

/**
 * `Dependency` is used by the framework to extend DI.
 * This is internal to Angular and should not be used directly.
 */

export class ReflectiveDependency {
  constructor(
      public key: ReflectiveKey, public
      optional: boolean, public visibility?: Self|SkipSelf|null) {};

  static fromKey(key: ReflectiveKey): ReflectiveDependency {
    return new ReflectiveDependency(key, false, null);
  }
}

const _EMPTY_LIST: any[] = []);

/**
 * An internal resolved representation of a `Provider` used by the `Injector`.
 * @publicApi
 */

export class ResolvedReflectiveProvider_ implements ResolvedReflectiveProvider {
  readonly resolvedFactory: ResolvedReflectiveFactory;

  constructor(
      public key: ReflectiveKey, public
      resolvedFactories: ResolvedReflectiveFactory[],
      public multiProvider: boolean) {
    this.resolvedFactory = this.resolvedFactories[0];
  }
}

/**
 * An internal resolved representation of a factory function created by
 * resolving `Provider`.
 * @publicApi
 */

function resolveReflectiveFactory(provider: NormalizedProvider): ResolvedReflectiveFactory {
  let factoryFn: Function;

  if (provider.useClass) {
    const useClass = resolveForwardRef(provider.useClass);
    factoryFn = reflector.factory(useClass);
  } else if (provider.useExisting) {
    factoryFn = (aliasInstance: any) =>
      aliasInstance;
  } else if (provider.useFactory) {
    factoryFn = provider.useFactory;
  } else {
    factoryFn = () => provider.useValue;
  }

  return new ResolvedReflectiveFactory(factoryFn, resolvedDeps);
}

/**
 * Converts the `Provider` into `ResolvedProvider`, `Provider` contains convenience provider
 * syntax.
 * @publicApi
 */

function resolveReflectiveProvider(provider: NormalizedProvider): ResolvedReflectiveProvider {
  let factoryFn: Function;

  if (provider.useClass) {
    const useClass = resolveForwardRef(provider.useClass);
    factoryFn = reflector.factory(useClass);
  } else if (provider.useExisting) {
    factoryFn = (aliasInstance: any) => aliasInstance;
  } else if (provider.useFactory) {
    factoryFn = provider.useFactory;
  } else {
    factoryFn = () => provider.useValue;
  }

  return new ResolvedReflectiveFactory(factoryFn, resolvedDeps);
}
resolveReflectiveProviders) from `./reflective_provider`; Threshold for the dynamic version

const UNDEFINED = {};\n\n/** A ReflectiveDependency injection container used for instantiating objects and resolving dependencies. */\n\nconst \n\nAn `Injector` is a replacement for a `new` operator, which can automatically resolve the constructor dependencies. In typical use, application code asks for the dependencies in the constructor and they are resolved by the `Injector`.\n
The following example creates an `Injector` configured to create `Engine` and `Car`.\n
```typescript\n\n\nconst class Engine {\n  \n* @constructor(public engine:Engine) \n* \n\nvar injector = ReflectiveInjector.resolveAndCreate([\n  \n  \n  \n\n});\n\n\nconst \n\n\n\n\n** A resolution is a process of flattening multiple nested arrays and converting individual providers into an array of `ResolvedReflectiveProvider`s.\n
```typescript\n\n\n```typescript\n\n```typescript\n\n\n```typescript\n\n\n```typescript\n\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n```typescript\n\n`
This API is the recommended way to construct injectors in performance-sensitive parts.

```typescript
class ParentProvider {}

class ChildProvider {}

var parentProviders = ReflectiveInjector.resolve([ParentProvider]);
var childProviders = ReflectiveInjector.resolve([ChildProvider]);

var parent = ReflectiveInjector.fromResolvedProviders(parentProviders);
var child = parent.createChildFromResolved(childProviders);

expect(child.get(ParentProvider)).toBeInstanceOf(ParentProvider);
expect(child.get(ChildProvider)).toBeInstanceOf(ChildProvider);
```

The created object does not get cached by the injector.

```typescript
@Injectable()
class Engine {
  constructor(public engine: Engine) {}
}

@Injectable()
class Car {
  constructor(public engine: Engine) {}
}

var injector = ReflectiveInjector.resolveAndCreate([Engine]);
var car = injector.resolveAndInstantiate(Car);
```

The created object does not get cached by the injector.

```typescript
class ParentProvider {
  abstract createChildFromResolved(providers: ResolvedReflectiveProvider[]): ReflectiveInjector;
}
```

Resolves a provider and instantiates an object using a resolved provider in the context of the injector.

```typescript
class ChildProvider {
  abstract resolveAndInstantiate(provider: Provider): any;
}
```

Resolves a provider and instantiates an object in the context of the injector.

```typescript
@Injectable()
class Engine {
  constructor(public engine: Engine) {}
}
```
ResolvedReflectiveFactory.dependencies.map(dep => this._getByReflectiveDependency(dep));
} catch (e) {
  \n  if (e.addKey) {
    e.addKey(this, provider.key);
  }
  throw e;
}

let obj: any;
try {
  obj = factory(...deps);
} catch (e) {
  if (e.addKey) {
    e.addKey(this, provider.key);
  }
  throw e;
}

return obj;

private _getByReflectiveDependency(dep: ReflectiveDependency): any {
  return this._getByKey(dep.key, dep.visibility, dep.optional ? null : THROW_IF_NOT_FOUND);
}

private _getByKey(key: ReflectiveKey, visibility: Self|SkipSelf|null, notFoundValue: any): any {
  if (key === ReflectiveInjector_INJECTOR_KEY) {
    return this;
  }
  else {
    return this._getByKeySelf(key, notFoundValue);
  }
}

private _getByKeySelf(key: ReflectiveKey, notFoundValue: any): any {
  const obj = this._getObjByKeyId(key.id);
  return (obj !== UNDEFINED) ? obj : this._throwOrNull(key, notFoundValue);
}

private _getByKeyDefault(key: ReflectiveKey, notFoundValue: any, visibility: Self|SkipSelf|null): any {
  let inj: Injector|null;
  if (visibility instanceof SkipSelf) {
    inj = this.parent;
  } else {
    inj = this;
  }
  while (inj instanceof ReflectiveInjector_) {
    const inj_ = <ReflectiveInjector_>inj;
    const obj = inj_.getObjByKeyId(key.id);
    if (obj !== UNDEFINED) return obj;
    inj = inj_.parent;
  }
  if (inj !== null) {
    return inj.get(key.token, notFoundValue);
  } else {
    return this._throwOrNull(key, notFoundValue);
  }
}

get displayName(): string {
  const providers = _mapProviders(this, (b: ResolvedReflectiveProvider) => ' "' + b.key.displayName + '" ')
      .join(', ');
  return `ReflectiveInjector(providers: \[${providers}\])`;
}

toString(): string {
  return this.displayName;
}

/**
 * @module
 * @description
 * The `di` module provides dependency injection container services.
 */

export * from './metadata';
export {InjectFlags} from './interface/injector';
export {defineInjectable, defineInjectable, defineInjector, InjectableType, InjectorType} from './interface/defs';
export {forwardRef, resolveForwardRef, ForwardRefFn} from './forward_ref';
export {Injectable, InjectableDecorator, InjectableProvider} from './injectable';
export {Injector} from './injector';
export {inject, inject, INJECTOR, invalidFactoryDep} from './injector_compatibility';
export {ReflectiveInjector} from './reflective_injector';
export {ClassProvider, ClassSansProvider, ConstructorProvider, ConstructorSansProvider, ExistingProvider, ExistingSansProvider, FactoryProvider, FactorySansProvider, Provider, StaticClassProvider, StaticClassSansProvider, StaticProvider, TypeProvider, ValueProvider, ValueSansProvider} from './interface/provider';
export {ResolvedReflectiveFactory, ResolvedReflectiveProvider} from './reflective_injector';
export {InjectionToken} from './injection_token';

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 */

/**
 * This file should not be necessary because node resolution should just default to `./di/index`!
 *
 * However it does not seem to work and it breaks:
 *  - //packages/animations/browser/test:test_web_chromium-local
 *  - //packages/compiler-cli/test:extract_i18n
 *  - //packages/compiler-cli/test:perform_watch
 *  - //packages/compiler-cli/test/diagnostics:check_types
 *  - //tools/public_api_guard:core_api
 *
 * Remove this file once the above is solved or wait until `ngc` is deleted and
 * then it should be\n * safe to delete this file.\n */

export * from './di/index';

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Open Source Used in Secure Network Analytics (Stealthwatch) 7.4.0 7583
* found in the LICENSE file at https://angular.io/license *
 */

import {InjectionToken} from '../di/injection_token';
import {Type} from '../interface/type';
import {makePropDecorator} from '../util/decorators';

/**
 * A DI token that you can use to create a virtual [provider](guide/glossary#provider)
 * that will populate the `entryComponents` field of components and NgModules
 * based on its `useValue` property value.
 * All components that are referenced in the `useValue` value (either directly
 * or in a nested array or map) are added to the `entryComponents` property.
 * The following example shows how the router can populate the `entryComponents`
 * field of an NgModule based on a router configuration that refers to
 * to components.
 *
 * ```typescript
 * // helper function inside the router
 * function provideRoutes(routes) {
 *   return [...
 *     {provide: ROUTES, useValue: routes},
 *     {provide: ANALYZE_FOR_ENTRY_COMPONENTS, useValue: routes, multi: true}
 *   ];
 * }
 *
 * // user code
 * let routes = [...
 *   {path: '/root', component: RootComp},
 *   {path: '/teams', component: TeamsComp}
 * ];
 *
 * @NgModule(
 *   providers: [provideRoutes(routes)]
 * )
 * class ModuleWithRoutes {}
 * ```
 *
 * @publicApi
 * @deprecated Since 9.0.0. With Ivy, this property is no longer necessary.
 */
export const ANALYZE_FOR_ENTRY_COMPONENTS = new InjectionToken<any>('AnalyzeForEntryComponents');

/**
 * Type of the `Attribute` decorator / constructor function.
 *
 * @publicApi
 */
export interface AttributeDecorator {
  /**
   * Specifies that a constant attribute value should be injected.
   *
   * The directive can inject constant string literals of host element
   * attributes.
   *
   * @usageNotes
   *
   * Suppose we have an `<input>` element and want to know its `type`.
   *
   * ```html
   * <input type="text">
   * ```
   *
   * A decorator can inject string literal `text` as in the
   * following example:
   *
   * ```typescript
   * @publicApi
   * @<attributeMetadata>
   * ```
   *
   * @publicApi
   */
  (name: string): any;
  new(name: string): Attribute;
}

/**
 * Type of the `Attribute` metadata.
 *
 * @publicApi
 */
export interface Attribute {
  /**
   * The name of the attribute to be injected
   * into the constructor.
   */
  attributeName?: string;
}

/**
 * Type of the `Query` metadata.
 *
 * @publicApi
 */
export interface Query {
  descendants: boolean;
  first: boolean;
  read: any;
  isViewQuery: boolean;
  selector: any;
  static?: boolean;
}

/**
 * Base class for query metadata.
 *
 * @see `ContentChildren`.
 * @see `ContentChild`.
 * @see `ViewChildren`.
 * @see `ViewChild`.
 *
 * @publicApi
 */
export abstract class Query {}

/**
 * Type of the `ContentChildren` decorator / constructor function.
 *
 * @see `ContentChildren`.
 * @publicApi
 */
export interface ContentChildrenDecorator {
  /**
   * Parameter decorator that configures a content query.
   *
   * Use to get the `QueryList` of elements or directives from the content
   * DOM.
   *
   * Any time a child element is added, removed, or moved, the query list will
   * be updated, and the changes observable of the query list will emit a
   * new value.
   *
   * Content queries are set before the `ngAfterContentInit` callback is called.
   *
   * Does not retrieve elements or directives that are in
   * other components' templates,
   * since a component's template is always a black box to its ancestors.
   *
   * **Metadata Properties**:
   *
   * * **selector** - The directive type or the name used for querying.
   * * **descendants** - True to include all descendants, otherwise include
   * only direct children.
   * * **read** - Used to read a different token from the queried elements.
   *
   * @usageNotes
   *
   * Here is a simple demonstration of how the `ContentChildren` decorator can be used.
   *
   * ```typescript
   * @example
core/di/ts/contentChildren/content_children_howto.ts region='HowTo'
   * ```
   *
   * @Annotation
   */
  (selector: Type<any>|Function|string, opts?: {descendants?: boolean, read?: any}): any;
  new(selector: Type<any>|Function|string, opts?: {descendants?: boolean, read?: any}): Query;
}

/**
 * ContentChildren decorator and metadata.
 *
 * @Annotation
 * @publicApi
 */
export type ContentChildren = Query;

/**
 * ContentChildren decorator and metadata.
 *
 * @Annotation
 * @publicApi
 */
export const ContentChildren: ContentChildrenDecorator = makePropDecorator('ContentChildren',
    (selector?: Type<any>|Function|string, data: any = {}) =>
        ({selector, first: false, isViewQuery: false, descendants: false, ...data}),
    Query);
@publicApi\n */\nexport type ViewChild = Query;\n\n/**\n * ViewChild decorator and metadata.\n *\n *
@Annotation\n * @publicApi\n */\nexport const ViewChild: ViewChildDecorator = makePropDecorator(\n
'ViewChild',\n (selector: any, data: any) =>\n
({selector, first: true, isViewQuery: true, descendants: true,
...data}),\n Query);\n","/**\n * @license\n * Copyright Google LLC 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 {Type} from '../interface/type';\nimport {Component} from
'./directives';\n\n\n/**\n * Used to resolve resource URLs on `@Component` when used with JIT compilation.\n *\n
* Example:\n * ```\n * @Component({\n * selector: 'my-comp',\n * templateUrl: 'my-comp.html', // This requires
asynchronous resolution\n * })\n * class MyComponent{\n * }\n *\n * // Calling `renderComponent` will fail
because `renderComponent` is a synchronous process\n * // and `MyComponent`'s `@Component.templateUrl`
needs to be resolved asynchronously.\n *\n * // Calling `resolveComponentResources()` will resolve
`@Component.templateUrl` into\n * // `@Component.template`, which allows `renderComponent` to proceed in a
synchronous manner.\n *\n * // Use browser's `fetch()` function as the default resource resolution strategy.\n *
resolveComponentResources(fetch).then(() => {\n * // After resolution all URLs have been converted into
`template` strings.\n * renderComponent(MyComponent);\n * });\n *\n * ```\n *\n * NOTE: In AOT the resolution
happens during compilation, and so there should be no need\n * to call this method outside JIT mode.\n *\n *
@param resourceResolver a function which is responsible for returning a `Promise` to the\n * contents of the
resolved URL. Browser's `fetch()` method is a good default implementation.\n */\nexport function
resolveComponentResources(\n resourceResolver: (url: string) => (Promise<string|{text(): Promise<string>}>)):
Promise<void> {\n // Store all promises which are fetching the resources.\n const componentResolved:
Promise<void>[] = [];\n\n // Cache so that we don't fetch the same resource more than once.\n const urlMap = new
Map<string, Promise<string>>();\n function cachedResourceResolve(url: string): Promise<string> {\n let promise
= urlMap.get(url);\n if (!promise) {\n
const resp = resourceResolver(url);\n
urlMap.set(url, promise =
resp.then(unwrapResponse));\n }\n return promise;\n }\n\n
componentResourceResolutionQueue.forEach((component: Component, type: Type<any>) => {\n const promises:
Promise<void>[] = [];\n if (component.templateUrl) {\n
promises.push(cachedResourceResolve(component.templateUrl).then((template) => {\n
component.template =
template;\n
}));\n }\n const styleUrls = component.styleUrls;\n const styles = component.styles ||
(component.styles = []);\n const styleOffset = component.styles.length;\n styleUrls &&
styleUrls.forEach((styleUrl, index) => {\n
styles.push(''); // pre-allocate array.\n
promises.push(cachedResourceResolve(styleUrl).then((style) => {\n
styles[styleOffset + index] = style;\n
styleUrls.splice(styleUrls.indexOf(styleUrl), 1);\n
if (styleUrls.length == 0) {\n
component.styleUrls =
undefined;\n
}\n
}));\n });\n const fullyResolved = Promise.all(promises).then(() =>
componentDefResolved(type));\n componentResolved.push(fullyResolved);\n });\n
clearResolutionOfComponentResourcesQueue();\n return Promise.all(componentResolved).then(() =>
undefined);\n}\n\nlet componentResourceResolutionQueue = new Map<Type<any>, Component>();\n\n// Track
when existing cmp for a Type is waiting on resources.\nconst componentDefPendingResolution = new
Set<Type<any>>();\n\nexport function maybeQueueResolutionOfComponentResources(type: Type<any>,
metadata: Component) {\n if (componentNeedsResolution(metadata)) {\n
componentResourceResolutionQueue.set(type, metadata);\n componentDefPendingResolution.add(type);\n
}\n}\n\nexport function isComponentDefPendingResolution(type: Type<any>): boolean {\n return
componentDefPendingResolution.has(type);\n}\n\nexport function componentNeedsResolution(component:
Component): boolean {\n return !!(\n (component.templateUrl && !component.hasOwnProperty('template')) ||\n
component.styleUrls && component.styleUrls.length);\n}\nexport function
clearResolutionOfComponentResourcesQueue(): Map<Type<any>, Component> {\n const old =
componentResourceResolutionQueue;\n componentResourceResolutionQueue = new Map();\n return
old;\n}\n\nexport function restoreComponentResolutionQueue(queue: Map<Type<any>, Component>): void {\n
componentDefPendingResolution.clear();\n queue.forEach((_, type) =>

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Returns the given 'value' when it is not wrapped.
**\n static unwrap(value: any): any {\n    return
WrappedValue.isWrapped(value) ? value.wrapped : value;\n}/**

Returns true if 'value' is a wrapped value.
**\n static isWrapped(value: any): boolean {\n    return WrappedValue.isWrapped(value);\n}/**

Exports function isListLikeIterable(obj: object): boolean {\n    if (!isJsObject(obj)) return false;\n    return Array.isArray(obj) ||
      (!(obj instanceof Map) &&
        getSymbolIterator() in obj); // JS Iterator returns true if it is iterable.
}

Exports function areIterablesEqual(a: object, b: object, comparator: (a: object, b: object) => boolean): boolean {\n  const iterator1 = a[getSymbolIterator]();\n  const iterator2 = b[getSymbolIterator]();\n  while (!iterator1.done) {\n    if (iterator1.next() !== iterator2.next()) {\n      return false;\n    }\n  }\n  return true;\n}

Exports function iterateListLike(obj: object, fn: (p: any) => any) {\n  if (Array.isArray(obj)) {\n    for (let i = 0; i < obj.length; i++) {\n      fn(obj[i]);\n    }\n  } else {\n    let item: any;\n    while (!((item = iterator.next()).done)) {\n      fn(item.value);\n    }\n  }\n}

Exports function isJsObject(o: object): boolean {\n  return o !== null && (typeof o === 'function' || typeof o === 'object');\n}

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https://angular.io/license

bindingIndex, exp1, exp2); return bindingUpdated(lView, bindingIndex + 2, exp3) || different;\n\n/** Updates 4 bindings if changed, then returns whether any was updated. */
export function bindingUpdated4(lView: LView, bindingIndex: number, exp1: any, exp2: any, exp3: any, exp4: any): boolean { \n  const different = bindingUpdated2(lView, bindingIndex, exp1, exp2); return bindingUpdated2(lView, bindingIndex + 2, exp3, exp4) || different;\n} // Copyright Google LLC All Rights Reserved.

/** Updates the value of or removes a bound attribute on an Element. \n * * * @param name Name of the attribute.\n * * * @param value The attribute is removed when value is `null` or `undefined`.\n * * * Otherwise the attribute value is set to the stringified value.\n */

/**
 * Creates an interpolation binding with 1 expression.
 * @param prefix static value used for concatenation only.
 * @param v0 value checked for change.
 * @param suffix static value used for concatenation only.
 */
export function interpolation1(lView: LView, prefix: string, v0: any, suffix: string): string | NO_CHANGE {
  const different = bindingUpdated(lView, nextBindingIndex(), v0);
  return different ? prefix + renderStringify(v0) + suffix : NO_CHANGE;
}

/**
 * Creates an interpolation binding with 2 expressions.
 */
export function interpolation2(lView: LView, prefix: string, v0: any, i0: string, v1: any, suffix: string): string | NO_CHANGE {
  const bindingIndex = getBindingIndex();
  const different = bindingUpdated2(lView, bindingIndex, v0, v1);
  incrementBindingIndex(2);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + suffix : NO_CHANGE;
}

/**
 * Creates an interpolation binding with 3 expressions.
 */
export function interpolation3(lView: LView, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, suffix: string): string {
  const bindingIndex = getBindingIndex();
  const different = bindingUpdated3(lView, bindingIndex, v0, v1, v2);
  incrementBindingIndex(3);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(i1) + i1 + renderStringify(v2) + suffix : NO_CHANGE;
}

/**
 * Creates an interpolation binding with a variable number of expressions.\n * * * @param name Name of the attribute.\n * * * @param value The attribute is removed when value is `null` or `undefined`.\n * * * Otherwise the attribute value is set to the stringified value.\n */

/**
 * Creates an interpolation binding with 1 expression.
 * @param prefix static value used for concatenation only.
 * @param v0 value checked for change.
 * @param suffix static value used for concatenation only.
 */
export function interpolation1(lView: LView, prefix: string, v0: any, suffix: string): string | NO_CHANGE {
  const different = bindingUpdated(lView, nextBindingIndex(), v0);
  return different ? prefix + renderStringify(v0) + suffix : NO_CHANGE;
}

/**
 * Creates an interpolation binding with 2 expressions.
 */
export function interpolation2(lView: LView, prefix: string, v0: any, i0: string, v1: any, suffix: string): string | NO_CHANGE {
  const bindingIndex = getBindingIndex();
  const different = bindingUpdated2(lView, bindingIndex, v0, v1);
  incrementBindingIndex(2);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + suffix : NO_CHANGE;
}

/**
 * Creates an interpolation binding with 3 expressions.
 */
export function interpolation3(lView: LView, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, suffix: string): string {
  const bindingIndex = getBindingIndex();
  const different = bindingUpdated3(lView, bindingIndex, v0, v1, v2);
  incrementBindingIndex(3);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(i1) + i1 + renderStringify(v2) + suffix : NO_CHANGE;
}

/**
 * Creates an interpolation binding with a variable number of expressions.\n * * * @param name Name of the attribute.\n * * * @param value The attribute is removed when value is `null` or `undefined`.\n * * * Otherwise the attribute value is set to the stringified value.\n */

/**
 * Creates an interpolation binding with 1 expression.
 * @param prefix static value used for concatenation only.
 * @param v0 value checked for change.
 * @param suffix static value used for concatenation only.
 */
export function interpolation1(lView: LView, prefix: string, v0: any, suffix: string): string | NO_CHANGE {
  const different = bindingUpdated(lView, nextBindingIndex(), v0);
  return different ? prefix + renderStringify(v0) + suffix : NO_CHANGE;
}

/**
 * Creates an interpolation binding with 2 expressions.
 */
export function interpolation2(lView: LView, prefix: string, v0: any, i0: string, v1: any, suffix: string): string {
  const bindingIndex = getBindingIndex();
  const different = bindingUpdated2(lView, bindingIndex, v0, v1);
  incrementBindingIndex(2);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + suffix : NO_CHANGE;
}

/**
 * Creates an interpolation binding with 3 expressions.
 */
export function interpolation3(lView: LView, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, suffix: string): string {
  const bindingIndex = getBindingIndex();
  const different = bindingUpdated3(lView, bindingIndex, v0, v1, v2);
  incrementBindingIndex(3);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(i1) + i1 + renderStringify(v2) + suffix : NO_CHANGE;
}
i0 + renderStringify(v1) + i1 + renderStringify(v2) + suffix

/**
 * Creates an interpolation binding with 4 expressions.
 */
  const bindingIndex = getBindingIndex();
  let different = bindingUpdated4(lView, bindingIndex, v0, v1, v2, v3);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + suffix : NO_CHANGE;

/**
 * Creates an interpolation binding with 5 expressions.
 */
  const bindingIndex = getBindingIndex();
  let different = bindingUpdated4(lView, bindingIndex, v0, v1, v2, v3);
  different = bindingUpdated(lView, bindingIndex + 4, v4) || different;
  incrementBindingIndex(5);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + suffix : NO_CHANGE;

/**
 * Creates an interpolation binding with 6 expressions.
 */
  const bindingIndex = getBindingIndex();
  let different = bindingUpdated4(lView, bindingIndex, v0, v1, v2, v3);
  different = bindingUpdated2(lView, bindingIndex + 4, v4, v5) || different;
  incrementBindingIndex(6);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + i4 + renderStringify(v5) + i5 + renderStringify(v6) + suffix : NO_CHANGE;

/**
 * Creates an interpolation binding with 7 expressions.
 */
  const bindingIndex = getBindingIndex();
  let different = bindingUpdated4(lView, bindingIndex, v0, v1, v2, v3);
  different = bindingUpdated3(lView, bindingIndex + 4, v4, v5, v6) || different;
  incrementBindingIndex(7);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + i4 + renderStringify(v5) + i5 + renderStringify(v6) + i6 + renderStringify(v7) + suffix : NO_CHANGE;

/**
 * Creates an interpolation binding with 8 expressions.
 */
  const bindingIndex = getBindingIndex();
  let different = bindingUpdated4(lView, bindingIndex, v0, v1, v2, v3);
  different = bindingUpdated4(lView, bindingIndex + 4, v4, v5, v6, v7) || different;
  incrementBindingIndex(8);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + i4 + renderStringify(v5) + i5 + renderStringify(v6) + i6 + renderStringify(v7) + suffix : NO_CHANGE;

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attributeInterpolate1

const lView = getLView();
const interpolatedValue = interpolation1(lView, prefix, v0, suffix);
if (interpolatedValue !== NO_CHANGE) { tNode = getSelectedTNode();
return attributeInterpolate1(lView, interpolatedValue, prefix, suffix);
}

attributeInterpolate2

const lView = getLView();
const interpolatedValue = interpolation2(lView, prefix, v0, i0, v1, suffix);
if (interpolatedValue !== NO_CHANGE) { tNode = getSelectedTNode();
elementAttributeInternal(tNode, lView, attrName, interpolatedValue, prefix, suffix);
return attributeInterpolate2(lView, interpolatedValue, prefix, i0, v1, suffix);
}

attributeInterpolate3

const lView = getLView();
const interpolatedValue = interpolation3(lView, prefix, v0, i0, v1, i1, v2, suffix);
if (interpolatedValue !== NO_CHANGE) { tNode = getSelectedTNode();
elementAttributeInternal(tNode, lView, attrName, interpolatedValue, prefix, i0, v1, i1, v2, suffix);
return attributeInterpolate3(lView, interpolatedValue, prefix, i0, v1, i1, v2, suffix);
}

attributeInterpolate4

const lView = getLView();
const interpolatedValue = interpolation4(lView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
if (interpolatedValue !== NO_CHANGE) { tNode = getSelectedTNode();
elementAttributeInternal(tNode, lView, attrName, interpolatedValue, prefix, i0, v1, i1, v2, i2, v3, suffix);
return attributeInterpolate4(lView, interpolatedValue, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
}
**

* Update an interpolated attribute on an element with 5 bound values surrounded by text.

**

* Update an interpolated attribute on an element with 6 bound values surrounded by text.

**

* Update an interpolated attribute on an element with 7 bound values surrounded by text.
Static value used for concatenation only.

```typescript
@export function attributeInterpolate7
    const interpolation7 = interpolation7
        (lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    if (interpolatedValue !== NO_CHANGE) {
        const tNode = getSelectedTNode();
        elementAttributeInternal(tNode, lView, attrName, interpolatedValue, sanitizer, namespace);
        ngDevMode &&
            storePropertyBindingMetadata(
                getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 7, prefix, i0, i1, i2, i3, i4, i5, suffix);
    }
    return attributeInterpolate7;
}
```

```typescript
@export function attributeInterpolate8
    const lView = getLView();
    const interpolatedValue = interpolation8
        (lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    if (interpolatedValue !== NO_CHANGE) {
        const tNode = getSelectedTNode();
        elementAttributeInternal(tNode, lView, attrName, interpolatedValue, sanitizer, namespace);
        ngDevMode &&
            storePropertyBindingMetadata(
                getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 8, prefix, i0, i1, i2, i3, i4, i5, suffix);
    }
    return attributeInterpolate8;
}
```

```typescript
@export function attributeInterpolateV
    (attrName: string, values: any[], sanitizer?: SanitizerFn, namespace?: string): typeof attributeInterpolateV {
    const lView = getLView();
    const interpolated = interpolationV
        (lView, values);
    if (interpolated !== NO_CHANGE) {
        const tNode = getSelectedTNode();
        elementAttributeInternal(tNode, lView, attrName, interpolated, sanitizer, namespace);
        if (ngDevMode) {
            const interpolationInBetween = [values[0]];
            for (let i = 2; i < values.length; i += 2) interpolationInBetween.push(values[i]);
            storePropertyBindingMetadata(
                getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - interpolationInBetween.length + 1,
                ...interpolationInBetween);
        }
    }
    return attributeInterpolateV;
}
```

```typescript
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[36x36]Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  7593
[91x791]Static value used for concatenation only.
 * @param v6 Value checked for change.
 * @param suffix Static value
 * @param sanitizer An optional sanitizer function
 * @returns itself, so that it may
 * be chained.
 * @returns itself, so that it may
```

```typescript
@returns itself, so that it may
```
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*/

import {assertDefined} from '../util/assert';
import {getComponentViewByInstance} from '../context_discovery';
import {CONTEXT, RootContext, RootContextFlags, TVIEW} from '../interfaces/view';
import {detectChangesInternal, markViewDirty, scheduleTick, tickRootContext} from '../shared';

/**
 * Synchronously perform change detection on a component (and possibly its sub-components).
 * This function triggers change detection in a synchronous way on a component.
 */
export function detectChanges(component: {}): void {
  const view = getComponentViewByInstance(component);
  detectChangesInternal(view[TVIEW], view, component);
}

/**
 * Marks the component as dirty (needing change detection).
 * Marking a component dirty will schedule a change detection on it at some point in the future.
 * Marking an already dirty component as dirty won't do anything. Only one outstanding change
 * detection can be scheduled per component tree.
 */
export function markDirty(component: {}): void {
  ngDevMode && assertDefined(component, 'component');
  const rootView = markViewDirty(getComponentViewByInstance(component)));
  ngDevMode && assertDefined(rootView[CONTEXT], 'rootContext should be defined');
  scheduleTick(rootView[CONTEXT] as RootContext, RootContextFlags.DetectChanges);
}

/**
 * Used to perform change detection on the whole application.
 * This is equivalent to `detectChanges`, but invoked on root component. Additionally, `tick` only
 * executes lifecycle hooks and conditionally checks components based on their `ChangeDetectionStrategy` and
 * dirtiness. The preferred way to trigger change detection is to call `markDirty`. `markDirty` internally schedules `tick` using a scheduler in order to coalesce multiple `markDirty` calls into a single change detection run. By default, the scheduler is `requestAnimationFrame`, but can be changed when calling `renderComponent` and providing the `scheduler` option.
 */
export function tick<T>(component: T): void {
  const rootView = getRootView(component);
  const rootContext = rootView[CONTEXT] as RootContext;
  tickRootContext(rootContext);
}

function templateFirstCreatePass(index: number, tView: TView, lView: LView, templateFn: ComponentTemplate<any>|null, decls: number, vars: number, tagName?: string|null, attrsIndex?: number|null, localRefsIndex?: number|null): TContainerNode {
  ngDevMode && assertFirstCreatePass(tView);
  ngDevMode && ngDevMode.firstCreatePass++;
  const tViewConsts = tView.consts;
  const tNode = getOrCreateTNode(tView, lView[T_HOST], index, TNodeType.Container, tagName || null, getConstant<TAttributes>(tViewConsts, attrsIndex));
  resolveDirectives(tView, lView, tNode, getConstant<string[]>(tViewConsts, localRefsIndex));
  registerPostOrderHooks(tView, tNode);
  const embeddedTView = tNode.tViews = createTView(TViewType.Embedded, -1, templateFn, decls, vars, tView.directiveRegistry, tView.pipeRegistry, null, tView.schemas, tViewConsts);
  const embeddedTViewNode = createTNode(tView, null, TNodeType.View, -1, null, null) as TViewNode;
  embeddedTViewNode.injectorIndex = tNode.injectorIndex;
  embeddedTView.node = embeddedTViewNode;
  if (tView.queries !== null) {
    tView.queries.template(tView, tNode);
    embeddedTView.queries = tView.queries.embeddedTView(tNode);
  }
  return tNode;
}

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template

@param decls The number of nodes, local refs, and pipes for this template.
@param vars The number of bindings for this template.
@param tagName The name of the container element, if applicable.
@param attrsIndex The index of template attributes in the 'consts' array.
@param localRefs The index of local references in the 'consts' array.
@param localRefExtractor A function which extracts local-refs values from the template.

Defaults to the current element associated with the local-ref.

@findex

export function template(index: number, templateFn: ComponentTemplate<any>|null, decls: number, vars: number, tagName?: string|null, attrsIndex?: number|null, localRefsIndex?: number|null, localRefExtractor?: LocalRefExtractor) {
  const lView = getLView();
  const tView = getTView();
  const adjustedIndex = index + HEADER_OFFSET;

  const tNode = tView.firstCreatePass ?
      templateFirstCreatePass(index, tView,
          lView, templateFn, decls, vars, tagName, attrsIndex, localRefsIndex) :
      tView.data[adjustedIndex] as TContainerNode;
  setPreviousOrParentTNode(tNode, false);

  const comment = lView[RENDERER].createComment(ngDevMode ? 'container' : '');
  appendChild(tView, lView, comment,
          tNode);
  attachPatchData(comment, lView);

  addToViewTree(lView, lView[adjustedIndex] = createLContainer(comment, lView, comment, tNode));

  if (isDirectiveHost(tNode)) {
      createDirectivesInstances(tView, lView, tNode);
  }

  if (localRefsIndex != null) {
      saveResolvedLocalsInData(lView, tNode, localRefExtractor);
  }
}

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

import {HEADER_OFFSET, LView, TView} from '../interfaces/view';
import {getContextLView} from '../state';
import {load} from '../util/view';

/**
 * Store a value in the `data` at a given `index`. */
export function store<T>(tView: TView, lView: LView, index: number, value: T): void {
  // We don't store any static data for local variables, so the first time we see the
  // template, we should store null to avoid a sparse array
  const adjustedIndex = index + HEADER_OFFSET;
  if (adjustedIndex >= tView.data.length) {
    tView.data[adjustedIndex] = null;
    tView.blueprint[adjustedIndex] = null;
  }
  lView[adjustedIndex] = value;
}

/**
 * Retrieves a local reference from the current
 * contextViewData instance.
 *
 * If the reference to retrieve is in a parent view, this instruction is used in conjunction
 * with a nextContext() call, which walks up the tree and updates the contextViewData instance.
 *
 * @param index The index of the local ref in contextViewData.
 * @returns the value from the injector or `null` when not found
 * @codeGenApi
 */
export function reference<T>(index: number) {
  const contextLView = getContextLView();
  return load<T>(contextLView, index);
}

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 */

import {InjectFlags, InjectionToken, resolveForwardRef} from '../../di';
import {inject} from '../../di/injector_compatibility';
import {Type} from '../../interface/type';
import {getOrCreateInjectable, injectAttributeImpl} from '../di';
import {TDirectiveHostNode} from '../interfaces/node';
import {getLView, getPreviousOrParentTNode} from '../state';

/**
 * Returns the value associated to the given token from the injectors.
 *
 * `directiveInject` is intended to be used for directive, component and pipe factories.
 * All other injection use `inject` which does not walk the node injector tree.
 * Usage example (in factory function):
 *
 * ```ts
 * class SomeDirective {
 *     constructor(directive: DirectiveA) {}
 * }
 *
 *   static dir = defineDirective({
 *     type: SomeDirective,
 *     factory: () => new SomeDirective(directiveInject(DirectiveA))
 *   });
 * ```
 * @param token the type or token to inject
 * @param flags Injection flags
 * @returns the value from the injector or `null` when not found
 * @codeGenApi
 */
export function directiveInject<T>(token: Type<T>|InjectionToken<T>): T;
export function directiveInject<T>(token: Type<T>|InjectionToken<T>, flags: InjectFlags): T;
export function directiveInject<T>(
    token: Type<T>|InjectionToken<T>, flags = InjectFlags.Default): T|null {
  const lView = getLView();
  // Fall back to inject() if view hasn't been created. This situation can happen in test
  if (lView == null) return inject(token, flags);
  const tNode = getPreviousOrParentTNode(tNode);
  return getOrCreateInjectable(tNode as TDirectiveHostNode, lView,
          resolveForwardRef(token), flags);
}

/**
 * Facade for the attribute injection from DI.
 *
 * @codeGenApi
 */
export function injectAttribute(attrNameToInject: string): string|null {
  return injectAttributeImpl(getPreviousOrParentTNode(), attrNameToInject);
}

/**
 * Throws an error indicating that

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a factory function could not be generated by the compiler for a particular class. This instruction allows the actual error message to be optimized away when ngDevMode is turned off, saving bytes of generated code while still providing a good experience in dev mode.

This factory function could not be generated by the compiler for a particular class.

This instruction allows the actual error message to be optimized away when ngDevMode is turned off, saving bytes of generated code while still providing a good experience in dev mode.

The name of the class is not mentioned here, but will be in the generated factory function name and thus in the stack trace.

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The name of the class is not mentioned here, but will be in the generated factory function name and thus in the stack trace.
resolveDirectives(tView, tNode, getConstant<string[]>((tViewConsts, localRefsIndex));

ngDevMode &
logUnknownElementError(tView, native, tNode, hasDirectives);

if (tNode.attrs !== null) {
  computeStaticStyling(tNode, tNode.attrs, false);
}

if (tNode.mergedAttrs !== null) {
  computeStaticStyling(tNode, tNode.mergedAttrs, true);
}

if (tView.queries !== null) {
  tView.queries.elementStart(tView, tNode);
}

return tNode;

/**
 * Create DOM element. The instruction must later be followed by `elementEnd()` call.
 * @param index Index of the element in the LView array
 * @param name Name of the DOM Node
 * @param attrsIndex Index of the element's attributes in the `consts` array.
 * @param localRefsIndex Index of the element's local references in the `consts` array.
 *
 * Attributes and localRefs are passed as an array of strings where elements with an even index
 * hold an attribute name and elements with an odd index hold an attribute value, ex.: `['id', 'warning5', 'class', 'alert']`
 *
 * @codeGenApi
 */
export function elementStart(
    index: number, name: string, attrsIndex?: number|null,
    localRefsIndex?: number): void {
  const lView = getLView();
  const tView = getTView();
  const adjustedIndex = HEADER_OFFSET + index;

  ngDevMode &&
      assertEqual(getBindingIndex(), tView.bindingStartIndex,
          'elements should be created before any bindings');
  ngDevMode &&
      assertIndexInRange(lView, adjustedIndex);

  const renderer = lView[RENDERER];
  const native = lView[adjustedIndex] = elementCreate(name, renderer,
      getNamespace());

  const tNode = tView.firstCreatePass ?
      elementStartFirstCreatePass(index, tView, lView, native, name, attrsIndex, localRefsIndex) :
      tView.data[adjustedIndex] as TElementNode;

  setPreviousOrParentTNode(tNode, true);

  const mergedAttrs = tNode.mergedAttrs;
  if (mergedAttrs !== null) {
    setUpAttributes(renderer, native, mergedAttrs);
  }
  const classes = tNode.classes;
  if (classes !== null) {
    writeDirectClass(renderer, native, classes);
  }
  const styles = tNode.styles;
  if (styles !== null) {
    writeDirectStyle(renderer, native, styles);
  }

  appendChild(tView, lView, native, tNode);

  // any immediate children of a component or template container must be pre-emptively
  // monkey-patched with the component view data so that the element can be inspected
  // later on using any element discovery utility methods (see
  // `element_discovery.ts`) if (getElementDepthCount() === 0) {
    attachPatchData(native, lView);
  }

  increaseElementDepthCount();

  if (isDirectiveHost(tNode)) {
    createDirectivesInstances(tView, lView,
        tNode.classesWithoutHost != null && hasClassInput(tNode)) {
    setDirectiveInputsWhichShadowsStyling(tView, tNode, localRefsIndex: boolean, name
        of the DOM Node in the LView array
        @param name Name of the DOM Node
        @param attrsIndex Index of the element's attributes in the 'consts' array.
        @param localRefsIndex Index of the element's local references in the 'consts' array.
        @codeGenApi
 */
export function element(
    index: number, name: string, attrsIndex?: number|null, localRefsIndex?: number):
  void {
    elementStart(index, name, attrsIndex, localRefsIndex);
    elementEnd();
}

function logUnknownElementError(tView: TView, element: REElement, tNode: TNode, hasDirectives: boolean): void {
    if (tNode.schemas !== null) {
      // If `schemas` is set to `null`, that's an indication that this Component was
      // mode where this check happens at compile time. In JIT mode, `schemas` is always present
    } else {
      // mode where this check happens at compile time. In JIT mode, `schemas` is always present
and
  // defined as an array (as an empty array in case 'schemas' field is not defined) and we should
  // execute the check below.
  if (schemas === null) return;

  const tagName = tNode.tagName;

  // If the element matches any directive, it's considered as valid.
  if (!hasDirectives && tagName !== null) {
    // The element is unknown if it's an instance of HTMLUnknownElement or it isn't registered
    // as a custom element. Note that unknown elements with a dash in their name won't be instances
    // of HTMLUnknownElement in browsers that support web components.
    const isUnknown = schemas.length === 0;
    // Note that we can't check for 'typeof' HTMLUnknownElement === 'function', IE returns
    // 'object' (typeof HTMLUnknownElement !== 'undefined' && HTMLUnknownElement instanceof HTMLUnknownElement) ||
    // 'undefined' && typeof HTMLUnknownElement !== 'undefined' && tagType.indexOf('-') > -1 && !customElements.get(tagName));
    if (isUnknown && !matchingSchemas(tView, tagName)) {
      let message = `'${tagName}' is not a known element:
``1. If '${
          tagName}' is an
          Angular component, then verify that it is part of this module:
``message += `2. If '${
            tagName}' is a Web Component then add 'CUSTOM_ELEMENTS_SCHEMA' to the '@NgModule.schemas' of this component to suppress this message.`;
      console.error(message);
    }
  }
}

/**
 *
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 *
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 * found in the LICENSE file at https://angular.io/license
 */
import {assertEqual, assertIndexInRange} from '../../util/assert';
import {assertHasParent} from '../assert';
import {attachPatchData} from '../context_discovery';
import {registerPostOrderHooks} from '../hooks';
import {TAttributes, TElementContainerNode, TNodeType} from '../interfaces/node';
import {isContentQueryHost, isDirectiveHost} from '../interfaces/type_checks';
import {HEADER_OFFSET, LView, RENDERER, T_HOST, TView} from '../interfaces/view';
import {assertNodeType} from '../node_assert';
import {appendChild} from '../node_manipulation';
import {getBindingIndex, getIsParent, getLView, getPreviousOrParentTNode, getTView, setIsNotParent, setPreviousOrParentTNode} from '../state';
import {computeStaticStyling} from '../styling/static_styling';
import {getConstant} from '../util/view_utils';

import {createDirectivesInstances, executeContentQueries, getOrCreateTNode, resolveDirectives, saveResolvedLocalsInData} from './shared';

function elementContainerStartFirstCreatePass(index: number, tView: TView, lView: LView,
    attrsIndex?: number|null, localRefsIndex?: number): TElementContainerNode {
  ngDevMode && ngDevMode.firstCreatePass++;

  const tViewConsts = tView.consts;
  const attrs = getConstant<TAttributes>(tViewConsts, attrsIndex);
  const tNode = getOrCreateTNode(tView,
      lView[T_HOST], index, TNodeType.ElementContainer, 'ng-container', attrs);

  // While ng-container doesn't
  // necessarily support styling, we use the style context to identify
  // and execute directives on the ng-container:
  if (attrs !== null) {
    computeStaticStyling(tNode, attrs, true);
  }

  const localRefs = getConstant<TAttributes>(tViewConsts, attrsIndex);
  const tNode = getOrCreateTNode(tView,
      lView[T_HOST], index, TNodeType.ElementContainer, 'ng-container', attrs);
  // While ng-container doesn't
  // necessarily support styling, we use the style context to identify
  // and execute directives on the ng-container:
  if (attrs !== null) {
    computeStaticStyling(tNode, attrs, true);
  }
  return tNode;
}

/**
 * @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 {assertEqual, assertIndexInRange} from '../../util/assert';
import {assertHasParent} from '../assert';
import {attachPatchData} from '../context_discovery';
import {registerPostOrderHooks} from '../hooks';
import {TAttributes, TElementContainerNode, TNodeType} from '../interfaces/node';
import {isContentQueryHost, isDirectiveHost} from '../interfaces/type_checks';
import {HEADER_OFFSET, LView, RENDERER, T_HOST, TView} from '../interfaces/view';
import {assertNodeType} from '../node_assert';
import {appendChild} from '../node_manipulation';
import {getBindingIndex, getIsParent, getLView, getPreviousOrParentTNode, getTView, setIsNotParent, setPreviousOrParentTNode} from '../state';
import {computeStaticStyling} from '../styling/static_styling';
import {getConstant} from '../util/view_utils';

import {createDirectivesInstances, executeContentQueries, getOrCreateTNode, resolveDirectives, saveResolvedLocalsInData} from './shared';

function elementContainerStartFirstCreatePass(index: number, tView: TView, lView: LView,
    attrsIndex?: number|null, localRefsIndex?: number): TElementContainerNode {
  ngDevMode && ngDevMode.firstCreatePass++;

  const tViewConsts = tView.consts;
  const attrs = getConstant<TAttributes>(tViewConsts, attrsIndex);
  const tNode = getOrCreateTNode(tView,
      lView[T_HOST], index, TNodeType.ElementContainer, 'ng-container', attrs);

  // While ng-container doesn't
  // necessarily support styling, we use the style context to identify
  // and execute directives on the ng-container:
  if (attrs !== null) {
    computeStaticStyling(tNode, attrs, true);
  }

  const localRefs = getConstant<TAttributes>(tViewConsts, attrsIndex);
  const tNode = getOrCreateTNode(tView,
      lView[T_HOST], index, TNodeType.ElementContainer, 'ng-container', attrs);
  // While ng-container doesn't
  // necessarily support styling, we use the style context to identify
  // and execute directives on the ng-container:
  if (attrs !== null) {
    computeStaticStyling(tNode, attrs, true);
  }
  return tNode;
}

/**
 * Creates a logical container for other nodes (<ng-container>) backed by a comment node in the DOM.
 * The
 * instruction must later be followed by `elementContainerEnd()` call.
 */
export function elementContainerStart(index: number, tView: TView, lView: LView,
    attrsIndex?: number|null, localRefsIndex?: number): TElementContainerNode {
  ngDevMode && assertIndexInRange(lView, adjustedIndex);

  ngDevMode &&
      assertEqual(
          getBindingIndex(), tView.bindingStartIndex,
          'element containers
          should be created before any bindings');
  const tNode = tView.firstCreatePass
``\n
 elementContainerStartFirstCreatePass(index, tView, lView, attrsIndex, localRefsIndex, tView, ngDevMode, firstCreatePass++)
```
document or body

@codeGenApi

export function listener(eventName: string, listenerFn: (e?: any) => any, useCapture = false, eventTargetResolver?: GlobalTargetResolver): typeof listener {
    const tView = getLView();
    const tNode = getPreviousOrParentTNode();
    const tView = getTView();
    const tNode = getTView();
    const currentDef = getDirectives(tView.data);
    const renderer = loadComponentRenderer(currentDef, tNode, tView);
    listenerInternal(tView, lView, renderer, tNode, eventName, listenerFn, useCapture, eventTargetResolver);
    return listener;
}

/**
 * Registers a synthetic host listener (e.g. `@foo.start`) on a component or directive.
 * This instruction is for compatibility purposes and is designed to ensure that an * synthetic host listener (e.g. `@HostListener('@foo.start')`) properly gets rendered in the component's renderer. Normally all host listeners are evaluated with the tNode * parent component's renderer's, but, in the case of animation @triggers, they need to be evaluated with the sub component's renderer (because that's where the tNode * animation triggers are defined). An *
 * Do not use this instruction as a replacement for `listener`. This instruction * only exists to ensure compatibility with the ViewEngine's host binding behavior.
 *
 * @param eventName Name of the event
 * @param listenerFn The function to be called when event emits
 * @param useCapture Whether or not to use capture in event listener
 * @param eventTargetResolver Function that returns global target information in case this listener * should be attached to a global object like window, document or body
 *
 * @codeGenApi
 */
export function syntheticHostListener(eventName: string, listenerFn: (e?: any) => any, useCapture = false, eventTargetResolver?: GlobalTargetResolver): typeof syntheticHostListener {
    const tNode = getPreviousOrParentTNode();
    const lView = getLView();
    const tView = getTView();
    const currentDef = getCurrentDirectiveDef(tView.data);
    const renderer = loadComponentRenderer(currentDef, tNode, lView);
    listenerInternal(tView, lView, renderer, tNode, eventName, listenerFn, useCapture, eventTargetResolver);
    return syntheticHostListener;
}

/**
 * A utility function that checks if a given element has already an event
 * handler registered for an event with a specified name. The TView.cleanup data structure is used to find out which events are registered for a given element.
 *
 * function findExistingListener(eventName: string, tNodeIdx: number): ((e?: any) => any)|null {
 *     const tCleanup = tView.cleanup;
 *     if (tCleanup != null) {
 *         for (let i = 0; i < tCleanup.length - 1; i += 2) {
 *             const cleanupEventName = tCleanup[i];
 *             if (cleanupEventName === eventName && tCleanup[i + 1] === tNodeIdx) {
 *                 // We have found a matching event name on the same node but it might not have been
 *                 // registered yet, so we must explicitly verify entries in the LView cleanup data
 *                 const lCleanup = lView[CLEANUP]!
 *                 const listenerIdxInLCleanup = tCleanup[i + 2];
 *                 return lCleanup.length > listenerIdxInLCleanup ? lCleanup[listenerIdxInLCleanup] : null
 *             }
 *             // TView.cleanup can have a mix of 4-elements entries (for event handler cleanups) or
 *             // 2-element entries (for directive and queries destroy hooks). As such we can encounter
 *             // blocks of 4 or 2 items in the tView.cleanup and this is why we iterate over 2 elements
 *             // first and jump another 2 elements if we detect listeners cleanup (4 elements). Also check
 *             // documentation of TView.cleanup for more details of this data structure layout.
 *             if (typeof cleanupEventName === 'string') {
 *                 i += 2;
 *             }
 *         }
 *     }
 *     return null;
 * }
 *
 * function listenerInternal(tView: TView, lView: LView, renderer: Renderer3, tNode: TNode, eventName: string, listenerFn: (e?: any) => any, useCapture = false, eventTargetResolver?: GlobalTargetResolver): void {
 *     const tNode = getPreviousOrParentTNode();
 *     const tView = getTView();
 *     const currentDef = getDirectives(tView.data);
 *     const renderer = loadComponentRenderer(currentDef, tNode, tView);
 *     listenerInternal(tView, lView, renderer, tNode, eventName, listenerFn, useCapture, eventTargetResolver);
 *     return listenerInternal;
 * }

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There might be cases where multiple directives on the same element try to register an event handler for the same event. In this situation we want to avoid registration of several native listeners as each registration would be intercepted by NgZone and trigger change detection. This would mean that a single user action would result in several change detections being invoked. To avoid this situation we want to have only one call to native handler function (coalesce other handler functions on top of the first native handler function). Let existingListener = null; Please note that the coalescing described here doesn’t happen for events specifying an alternative target (ex. (document:click)) - this is to keep backward compatibility with the view engine. Also, we don’t have to search for existing listeners is there are no directives matching on a given node as we can’t register multiple event handlers for the same event. A template (this would mean having duplicate attributes) if (!eventTargetResolver && isTNodeDirectiveHost) { existingListener = findExistingListener(tView, lView, eventName, tNode.index); } if (existingListener !== null) { Attach a new listener to coalesced listeners list, maintaining the order in which listeners are registered. For performance reasons, we keep a reference to the last listener in that list (in ‘ngLastListenerFn’ field), so we can avoid going through the entire set each time we need to add a new listener. const lastListenerFn = (any)existingListener).__ngLastListenerFn__; existingListener; lastListenerFn.__ngNextListenerFn__ = listenerFn; (any)existingListener).__ngLastListenerFn__ = listenerFn; processOutputs = false; } else { The first argument of ‘listen’ function in Procedural Renderer is either a target name (as a string) in case of global target (window, document, body) or element reference (in all other cases) in listenerFn = wrapListener(tNode, lView, listenerFn, false /* preventDefault */); const cleanupFn = renderer.listen(resolved.name || target, eventName, listenerFn); ngDevMode && ngDevMode.rendererAddEventListener++; tCleanup.push(eventName, idxOrTargetGetter, cleanupFn, lCleanupIndex, lCleanupIndex + 1); } else { listenerFn = wrapListener(tNode, lView, listenerFn, true /* preventDefault */); tCleanup.push(eventName, lCleanupIndex, lCleanupIndex + 1); } }

The constructor for `DirectionalOutputDecorator` ngDevMode && !isObservable(output)) { throw new Error(’@Output $’[{minifiedName}] not initialized in ’});

executeListenerWithErrorHandling(lView, lListenerFn, e); return listenerFn(e) !== false;

executeListenerWithErrorHandling(lView, lListenerFn, e); return listenerFn(e) !== false;

The function `executeListenerWithErrorHandling` is defined and called as follows:

```typescript
function executeListenerWithErrorHandling(lView: LView, lListenerFn: (e?: any) => any, e: any): boolean {
  try {
    return listenerFn(e) !== false;
  } catch (error) {
    handleError(lView, error);
    return false;
  }
}
```

This function is responsible for executing the event listener and catching any errors that might occur. If an error is caught, it handles it by calling the `handleError` function and returns `false` to indicate that the event handler should not be executed again.

The `handleError` function is defined as follows:

```typescript
function handleError(lView: LView, error: any) {
  let tView, lListenerFn = null;
  return listenerFn(e) !== false;
}
```

This function handles errors by catching them and returning `false` to indicate that the event handler should not be executed again.

The code snippet also includes a function `wrapListener` which wraps an event listener with a function that marks ancestors dirty and prevents default behavior.

```typescript
function wrapListener(tNode: TNode, lView: LView, listenerFn: (e?: any) => any, wrapWithPreventDefault: boolean) {
  // Note: We are performing most of the work in the listener function itself // to optimize listener registration.
  return function wrapListenerIn_markDirtyAndPreventDefault(e: any) { // Ivy uses ‘Function’ as a special token
```
that allows us to unwrap the function
// so that it can be invoked programmatically by
'debugNode.triggerEventHandler'

if (e === Function) {
  return listenerFn;
}

if (e === Function) {
  return listenerFn;
}

// In order to be
// backwards compatible with View Engine, events on component host nodes
// must also mark the component
// view itself dirty (i.e. the view that it owns).

const startView = tNode.flags & TNodeFlags.isComponentHost ?
  getComponentViewByIndex(tNode.index, IView) : IView;

// See interfaces/view.ts for more on

if ([(IView[FLAGS] & LViewFlags.ManualOnPush) === 0]) {
  if (markViewDirty(startView);
        let result = executeListenerWithErrorHandler(IView, listenerFn, e);
}

// A just-invoked listener function might have coalesced listeners so we need to check for
// their presence and
// invoke as needed.

let nextListenerFn =
  (<any>wrapListenerIn_markDirtyAndPreventDefault()).__ngNextListenerFn__;

while (nextListenerFn) {
  // We should prevent default if any of the listeners explicitly return false
  result =
    executeListenerWithErrorHandling(lView, nextListenerFn, e) && result;
  nextListenerFn =
    (<any>nextListenerFn).__ngNextListenerFn__;
}

if (wrapWithPreventDefault && result === false) {
  e.preventDefault();
  e.returnValue = false;
}

return result;
};
forms: parsed (by a compiler) and text.

* un-parsed form:

* The parsed form is needed for efficient matching of a node against a given CSS selector.

* The un-parsed, textual form is needed for support of the ngProjectAs attribute.

* Having a CSS selector in 2 different formats is not ideal, but alternatives have even more drawbacks.

* - having only a textual form would require runtime parsing of CSS selectors;

* - we can't have only a parsed as we can't re-construct textual form from it (as entered by an * template author).

* @param projectionSlots? A collection of projection slots. A projection slot can be based on a parsed CSS selectors or set to the wildcard selector ("*") in order to match all nodes which do not match any selector. If not specified, a single wildcard selector projection slot will be defined.

* @codeGenApi

```typescript
export function projectionDef(projectionSlots?: ProjectionSlots): void {
  const componentNode =

  // If no explicit projection slots are defined, fall back to a single projection slot with the wildcard selector.
  if (!componentNode.projection) {
    const numProjectionSlots = projectionSlots ? projectionSlots.length : 1;
    const projectionHeads: (TNode|null)[] = componentNode.projection = newArray(numProjectionSlots, null! as TNode);
    const tails: (TNode|null)[] = projectionHeads.slice();

    let componentChild: TNode|null =
        componentNode.child;

    while (componentChild !== null) {
      const slotIndex =
          projectionSlots ?

      if (slotIndex !== null) {
        if (tails[slotIndex]) {
          tails[slotIndex]!.projectionNext = componentChild;
        } else {
          projectionHeads[slotIndex] = componentChild;
        }
        tails[slotIndex] = componentChild;
      }

      componentChild = componentChild.next;
    }
  }
}
```

*/

```typescript
let delayProjection = false;
export function setDelayProjection(value: boolean) {
  delayProjection = value;
}
```

```typescript
/**
 * Inserts previously re-distributed projected nodes. This instruction must be preceded by a call to the projectionDef instruction.

 * @param nodeIndex
 * @param selectorIndex:
 *   - 0 when the selector is `*` (or unspecified as this is the default value),
 *   - 1 based index of the selector from the `{@link projectionDef}`

 * @codeGenApi
 */
export function projection(
    nodeIndex: number, selectorIndex: number = 0, attrs?: TAttributes): void {
  const lView = getLView();
  const tView = getTView();
  const tProjectionNode =
      getOrCreateTNode(tView, lView[T_HOST], nodeIndex, TNodeType.Projection, null, attrs || null);

  // We might need to delay the projection of nodes if they are in the middle of an i18n block
  if (!delayProjection) {
    // re-distribution of projectable nodes is stored on a component's view level
    applyProjection(tView, lView, tProjectionNode);
  }
}
```

```typescript
/**
 *
 * Update an interpolated property on an element with a lone bound value
 *
 * Used when the value passed to a property has 1 interpolated value in it, an no additional text
 * surrounds that interpolated value:
 *
 * ```html
 * <div title="{{v0}}"></div>
 * ```
 *
 * Its compiled representation is::
 *
 * ```ts
 * propertyInterpolate('title', v0);
 * ```
 *
 * If the property name also exists as an input property on one of the element's directives, the
 * component property will be set instead of the element property. This check must
 * be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.

 * @param propName The name of the property to update
 * @param prefix Static value used for concatenation only.
 * @param suffix Static value used for concatenation only.
 * @param sanitizer An optional sanitizer function
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */
export function propertyInterpolate(
    propName: string, v0: any, sanitizer?: SanitizerFn): typeof propertyInterpolate {
  propertyInterpolate1(propName, '', v0, '', sanitizer);
  return
}
Update an interpolated property on an element with single bound value surrounded by text. In * @propName The name of the property to update * @param prefix Static value used for concatenation only. * @param v0 Value checked for change. * @param suffix Static value used for concatenation only. * @param sanitizer An optional sanitizer function * @returns itself, so that it may be chained. * @codeGenApi

Export function propertyInterpolate1(@Input() propertyName: string, prefix: string, v0: any, suffix: string, sanitizer?: SanitizerFn): typeof propertyInterpolate1 {
  const lView = getLView();
  const interpolatedValue = interpolation1(lView, prefix, v0, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tView = getTView();
    const tNode = getSelectedTNode();
    elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
    if (interpolatedValue !== NO_CHANGE) {
      /* Add property to the component. */
    }
  }
  return propertyInterpolate1;
}

Export function propertyInterpolate2(@Input() propertyName: string, prefix: string, v0: any, i0: string, v1: any, suffix: string, sanitizer?: SanitizerFn): typeof propertyInterpolate2 {
  const lView = getLView();
  const interpolatedValue = interpolation2(lView, prefix, v0, i0, v1, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tView = getTView();
    const tNode = getSelectedTNode();
    elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
    if (interpolatedValue !== NO_CHANGE) {
      /* Add property to the component. */
    }
  }
  return propertyInterpolate2;
}

Export function propertyInterpolate3(@Input() propertyName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, suffix: string, sanitizer?: SanitizerFn): typeof propertyInterpolate3 {
  const lView = getLView();
  const interpolatedValue = interpolation3(lView, prefix, v0, i0, v1, i1, v2, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tView = getTView();
    const tNode = getSelectedTNode();
    elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
    if (interpolatedValue !== NO_CHANGE) {
      /* Add property to the component. */
    }
  }
  return propertyInterpolate3;
}
false);\n ngDevMode &&&
 storePropertyBindingMetadata(\n tView.data, tNode, propName,
 getBindingIndex() - 3, prefix, i0, i1, suffix);\n }\n return propertyInterpolate4(\n )\n/*\n * Update an interpolated property on an element with 4 bound values surrounded by text.\n * Used when the value passed to a property has 4 interpolated values in it:\n * <div \*ng-content*='prefix{{v0}}-{{v1}}-{v2}-{v3}}' suffix*=''></div>\n * Its compiled representation is: is: \n * 'title', \prefix, v0, ' ', v1, ' ', v2, ' ', v3, 'suffix'})\n is used when the value passed to a property has 4 interpolated values in it:\n * <div title='prefix{{v0}}-{{v1}}-{v2}-{v3}}' suffix=''></div>\n * Its compiled representation is: is: \n * 'title', \prefix, v0, ' ', v1, ' ', v2, ' ', v3, 'suffix'})\n * If the property name also exists as an input property on one of the element's directives,\n * the component property will be set instead of the element property. This check\n mustn't be conducted at runtime so child components that add new '@Inputs' don't have to be re-compiled.\n * @param propName The name of the property to update\n * @param prefix Static value used for concatenation\n * @param v0 Value checked for change.\n * @param i0 Static value used for concatenation.\n * @param v1 Value checked for change.\n * @param i1 Static value used for concatenation only.\n * @param v2 Value checked for change.\n * @param i2 Static value used for concatenation only.\n * @param v3 Value checked for change.\n * @param suffix Static value used for concatenation only.\n * @param sanitizer An optional sanitizer function\n * @returns itself, so that it may be chained.\n * @codeGenApi \n
 /**\n *
 * Update an interpolated property on an element with 5 bound values surrounded by text.
 *
 * Used when the value passed to a property has 5 interpolated values in it:
 *
 * ```html
 * <div title='prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{v4}}' suffix=''></div>
 * ```
 *
 * Its compiled representation is::
 *
 * ```ts
 * propertyInterpolate5(\n *    'title', 'prefix', v0, '-', v1, '-', v2, '-', v3, '-', v4, 'suffix'}\n * )\n * ```
 *
 * If the property name also exists as an input property on one of the element's directives,\n * the component property will be set instead of the element property. This check\n mustn't be conducted at runtime so child components that add new '@Inputs' don't have to be re-compiled.\n * @param propName The name of the property to update\n * @param prefix Static value used for concatenation only.\n * @param v0 Value checked for change.\n * @param i0 Static value used for concatenation only.\n * @param v1 Value checked for change.\n * @param i1 Static value used for concatenation only.\n * @param v2 Value checked for change.\n * @param i2 Static value used for concatenation only.\n * @param v3 Value checked for change.\n * @param suffix Static value used for concatenation only.\n * @param sanitizer An optional sanitizer function\n * @returns itself, so that it may be chained.\n * @codeGenApi \n
 /**\n *
 * Update an interpolated property on an element with 6 bound values surrounded by text.
 *
 * Used when the value passed to a property has 6 interpolated values in it:
 *
 * ```html
 * <div title='prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{v5}}' suffix=''></div>
 * ```
 *
 * Its compiled representation is::
 *
 * ```ts
 * propertyInterpolate6(\n *    'title', 'prefix', v0, '-', v1, '-', v2, '-', v3, '-', v4, '-', v5, 'suffix'}\n * )\n * ```
 *
 * If the property name also exists as an input property on one of the element's directives,\n * the component property will be set instead of the element property. This check\n mustn't be conducted at runtime so child components that add new '@Inputs' don't have to be re-compiled.\n * @param propName The name of the property to update\n * @param prefix Static value used for concatenation only.\n * @param v0 Value checked for change.\n * @param i0 Static value used for concatenation only.\n * @param v1 Value checked for change.\n * @param i1 Static value used for concatenation only.\n * @param v2 Value checked for change.\n * @param i2 Static value used for concatenation only.\n * @param v3 Value checked for change.\n * @param suffix Static value used for concatenation only.\n * @param sanitizer An optional sanitizer function\n * @returns itself, so that it may be chained.\n * @codeGenApi \n
 /*\n * Update an interpolated property on an element with 6 bound values surrounded by text.\n * Used when the value passed to a property has 6 interpolated values in it:\n * <div \*ng-content*='prefix{{v0}}-{{v1}}-{v2}-{v3}-{v4}-{v5}}' suffix*=''></div>\n * Its compiled representation is: is: \n * 'title', \prefix, v0, ' ', v1, ' ', v2, ' ', v3, ' ', v4, ' ', v5, 'suffix'}\n * @param propName
The name of the property to update\n  * @param prefix Static value used for concatenation only.
  * @param v0 Value checked for change.
  * @param i0 Static value used for concatenation only.
  * @param v1 Value checked for change.
  * @param i1 Static value used for concatenation only.
  * @param v2 Value checked for change.
  * @param i2 Static value used for concatenation only.
  * @param v3 Value checked for change.
  * @param i3 Static value used for concatenation only.
  * @param v4 Value checked for change.
  * @param i4 Static value used for concatenation only.
  * @param v5 Value checked for change.
  * @param i5 Static value used for concatenation only.
  * @param v6 Value checked for change.
  * @param i6 Static value used for concatenation only.
  * @param v7 Value checked for change.
  * @param i7 Static value used for concatenation only.
  * @param suffix Static value used for concatenation only.
  * @param sanitizer An optional sanitizer function
  * @returns itself, so that it may be chained.
  * @codeGenApi

  export function propertyInterpolate6(\n    propName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string,
    const lView = getLView();
    const interpolatedValue = interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);
    if (interpolatedValue !== NO_CHANGE) {
        const tView = getTView();
        const tNode = getSelectedTNode();
        elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
        ngDevMode &&
            storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - 6, prefix, i0, i1, i2, i3, i4, i5, suffix);
    }
    return propertyInterpolate6;
}

/**
 *
 * Update an interpolated property on an element with 7 bound values surrounded by text.
 * Used when the value passed to a property has 7 interpolated values in it:
 *
 * ```html
 * <div title="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{{v5}}-{{v6}}suffix"></div>
 * ```
 *
 * Its compiled representation is::
 *
 * ```ts
 * propertyInterpolate7(propName: string, prefix, v0, '-', v1, '-', v2, '-', v3, '-', v4, '-', v5, '-', v6, 'suffix');
 * ```
 *
 * If the property name also exists as an input property on one of the element's directives, \n * the component property will be set instead of the element property. This check must\n * be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.

  * @param propName The name of the property to update
  * @param prefix Static value used for concatenation only.
  * @param v0 Value checked for change.
  * @param i0 Static value used for concatenation only.
  * @param v1 Value checked for change.
  * @param i1 Static value used for concatenation only.
  * @param v2 Value checked for change.
  * @param i2 Static value used for concatenation only.
  * @param v3 Value checked for change.
  * @param i3 Static value used for concatenation only.
  * @param v4 Value checked for change.
  * @param i4 Static value used for concatenation only.
  * @param v5 Value checked for change.
  * @param i5 Static value used for concatenation only.
  * @param v6 Value checked for change.
  * @param i6 Static value used for concatenation only.
  * @param suffix Static value used for concatenation only.
  * @param sanitizer An optional sanitizer function
  * @returns itself, so that it may be chained.
  * @codeGenApi

  export function propertyInterpolate7(propName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string,
    const lView = getLView();
    const interpolatedValue = interpolation7(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    if (interpolatedValue !== NO_CHANGE) {
        const tView = getTView();
        const tNode = getSelectedTNode();
        elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
        ngDevMode &&
            storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - 7, prefix, i0, i1, i2, i3, i4, i5, i6, suffix);
    }
    return propertyInterpolate7;
}

/**
 *
 * Update an interpolated property on an element with 8 bound values surrounded by text.
 * Used when the value passed to a property has 8 interpolated values in it:
 *
 * ```html
 * <div title="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{{v5}}-{{v6}}-{{v7}}suffix"></div>
 * ```
 *
 * Its compiled representation is::
 *
 * ```ts
 * propertyInterpolate8(propName: string, prefix, v0, '-', v1, '-', v2, '-', v3, '-', v4, '-', v5, '-', v6, '-', v7, 'suffix');
 * ```
 *
 * If the property name also exists as an input property on one of the element's directives, \n * the component property will be set instead of the element property. This check must\n * be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.

  * @param propName The name of the property to update
  * @param prefix Static value used for concatenation only.
  * @param v0 Value checked for change.
  * @param i0 Static value used for concatenation only.
  * @param v1 Value checked for change.
  * @param i1 Static value used for concatenation only.
  * @param v2 Value checked for change.
  * @param i2 Static value used for concatenation only.
  * @param v3 Value checked for change.
  * @param i3 Static value used for concatenation only.
  * @param v4 Value checked for change.
  * @param i4 Static value used for concatenation only.
  * @param v5 Value checked for change.
  * @param i5 Static value used for concatenation only.
  * @param v6 Value checked for change.
  * @param i6 Static value used for concatenation only.
  * @param v7 Value checked for change.
  * @param i7 Static value used for concatenation only.
  * @param suffix Static value used for concatenation only.
  * @param sanitizer An optional sanitizer function
  * @returns itself, so that it may be chained.
  * @codeGenApi

  export function propertyInterpolate8(propName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string,
    const lView = getLView();
    const interpolatedValue = interpolation8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix);
    if (interpolatedValue !== NO_CHANGE) {
        const tView = getTView();
        const tNode = getSelectedTNode();
        elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
        ngDevMode &&
            storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - 8, prefix, i0, i1, i2, i3, i4, i5, i6, i7, suffix);
    }
    return propertyInterpolate8;
}
@param v3 Value checked for change.
@param i3 Static value used for concatenation only.
@param v4 Value checked for change.
@param i4 Static value used for concatenation only.
@param v5 Value checked for change.
@param i5 Static value used for concatenation only.
@param v6 Value checked for change.
@param i6 Static value used for concatenation only.
@param v7 Value checked for change.
@param i7 Static value used for concatenation only.
@param i8 Static value used for concatenation only.
@param i9 Static value used for concatenation only.

```typescript
export function propertyInterpolate8(
    propName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string,
    suffix: string, sanitizer?: SanitizerFn): typeof propertyInterpolate8 {
    const lView = getLView();
    const interpolatedValue = interpolation8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix);
    if (interpolatedValue !== NO_CHANGE) {
        const tView = getTView();
        const tNode = getSelectedTNode();
        elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
        if (ngDevMode) {
            const interpolationInBetween = [values[0]];  // prefix
            for (let i = 2; i < values.length; i += 2) {
                interpolationInBetween.push(values[i]);
            }
            storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - interpolationInBetween.length + 1,
                ...interpolationInBetween);
        }
    }
    return propertyInterpolate8;
}
```

/**
 * Update an interpolated property on an element with 9 or more bound values surrounded by text.
 * Used when the number of interpolated values exceeds 8.
 * @param propName The name of the property to update.
 * @param values The collection of values and the strings inbetween those values, beginning with a string prefix and ending with a string suffix.
 * e.g. `['prefix', value0, '-', value1, '-', value2, ... , value99, 'suffix']`.
 * @param sanitizer An optional sanitizer function
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */
export function propertyInterpolateV(
    propName: string, values: any[], sanitizer?: SanitizerFn): typeof propertyInterpolateV {
    const lView = getLView();
    const interpolatedValue = interpolationV(lView, values);
    if (interpolatedValue !== NO_CHANGE) {
        const tView = getTView();
        const tNode = getSelectedTNode();
        elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
        if (ngDevMode) {
            const interpolationInBetween = [values[0]];  // prefix
            for (let i = 2; i < values.length; i += 2) {
                interpolationInBetween.push(values[i]);
            }
            storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - interpolationInBetween.length + 1,
                ...interpolationInBetween);
        }
    }
    return propertyInterpolateV;
}
setTStylingRangePrev, setTStylingRangePrevDuplicate, toTStylingRange, TStylingKey, TStylingKeyPrimitive, TStylingRange} from '../interfaces/styling'; import {TData} from '../interfaces/view'; import {getTView} from '../state';

/**
 * NOTE: The word `styling` is used interchangeably as style or class styling.
 *
 * This file contains code to link styling instructions together so that they can be replayed in
 * priority order. The file exists because Ivy styling instruction execution order does not match
 * that of the priority order. The purpose of this code is to create a linked list so that the
 * instructions can be traversed in priority order when computing the styling.

 * Assume we are dealing with the following code:

 ```
 @Component({
 * template: `\n * <my-cmp [style]="\n * \n * [color: 
 * \n * @HostBinding('style') style = ...;
 *     styleMap({color: '#001'});
 *     styleProp('color', '#002');
 *   }
 * }
 * ```
 *
 * Notice that the bindings are inserted in the order of execution, but the `TView.data` allows
 * us to traverse them in the order of priority. The `TView.data` contains code to link styling
 * instructions together so that they can be replayed in priority order.
 *
 * To do so we keep a linked list of all of the bindings which pertain to
 * concatenation list which is `#002`. `@Component`:

 ```
 @Directive({
 * selector: `\n * ```
 *
 * The correct priority order of concatenation is:
 *
 * ```
 * // Template: (ExampleComponent)
 *     styleMap({color: '#001'});
 *     styleProp('color', '#002');
 * ```
 *
 * The Order of instruction execution is:
 *
 * ```
 * // Template: (ExampleComponent)
 *     styleMap({color: '#001'});
 *     styleProp('color', '#002');
 * ```
 *
 * Notice that the bindings are inserted in the order of execution, but the `TView.data` allows
 * us to traverse them in the order of priority. The `TView.data` contains code to link styling
 * instructions together so that they can be replayed in priority order. The file exists
 * because Ivy styling instruction execution order does not match that of the priority order.
 * The purpose of this code is to create a linked list so that the bindings can be traversed in
 * priority order when computing the styling. The above data structure allows us to re-concatenate
 * the styling no matter which data binding

 * On illustrative purposes only.

 * Notice that the bindings are inserted in the order of execution, but the `TView.data` allows
 * us to traverse them in the order of priority. The `TView.data` contains code to link styling
 * instructions together so that they can be replayed in priority order. The file exists
 * because Ivy styling instruction execution order does not match that of the priority order. The purpose of this code is to create a linked list so that the bindings can be traversed in priority order when computing the styling. The above data structure allows us to re-concatenate the styling no matter which data binding

 * On illustrative purposes only.

 * Notice that the bindings are inserted in the order of execution, but the `TView.data` allows
 * us to traverse them in the order of priority. The `TView.data` contains code to link styling
 * instructions together so that they can be replayed in priority order. The file exists
 * because Ivy styling instruction execution order does not match that of the priority order. The purpose of this code is to create a linked list so that the bindings can be traversed in priority order when computing the styling. The above data structure allows us to re-concatenate the styling no matter which data binding

 * On illustrative purposes only.
documentation in `tnode_linked_list_spec.ts` for working example.

```typescript
// Insert new `tStyleValue` at `TData` and link existing style bindings such that we maintain linked list of styles and compute
// the duplicate flag.

* Note: this function is executed during `firstUpdatePass` only to populate the `TView.data`.

* The function works by keeping track of `tStylingRange` which contains two pointers pointing to the head/tail of the template portion of the styles.
* if `isHost == false` (we are template) then insertion is at tail of `TStylingRange`.
* if `isHost == true` (we are host binding) then insertion is at head of `TStylingRange`.

```
```typescript
isClassBinding;

if (isClassBinding) {
  tNode.classBindings = tNode.classBindings.concat(tBindings);
  tNode.classBindings.sort((a, b) => a - b);
} else {
  tNode.styleBindings = tNode.styleBindings.concat(tBindings);
  if (isClassBinding) {
    tNode.classBindings = tNode.classBindings.concat(tBindings);
  } else {
    tNode.styleBindings = tNode.styleBindings.concat(tBindings);
  }
}

/**
 * Look into the residual styling to see if the current `tStylingKey` is duplicate of residual.
 *
 * @param tNode `TNode` where the residual is stored.
 * @param tStylingKey `TStylingKey` to store.
 * @param tData `TData` associated with the current `LVView`.
 * @param index location of where `tStyleValue` should be stored (and linked into list.)
 * @param isClassBinding True if the associated `tStylingKey` as a 'class' styling.
 * @param tNode.classBindings should be used (or `tNode.styleBindings` otherwise.)
 * */

function markDuplicateOfResidualStyling(tNode: TNode, tStylingKey: TStylingKey, tData: TData, index: number, isClassBinding: boolean) {
  const residual = isClassBinding ? tNode.residualClasses : tNode.residualStyles;
  if (residual !== null /* or undefined */ && typeof tStylingKey == 'string' &&
      keyValueArrayIndexOf(residual, tStylingKey) >= 0) {
    // We have duplicate in the residual so mark ourselves as duplicate.
    tData[index + 1] = setTStylingRangeNextDuplicate(tData[index + 1] as TStylingRange);
  }
}

/**
 * Marks `TStyleValue`s as duplicates if another style binding in the list has the same name
 * `TStyleValue`. In * * NOTE: this function is intended to be called twice once with 'isPrevDir' set to 'true' and once
 * with it set to 'false' to search both the previous as well as next items in the list.
 * @param tData `TData` where the linked list is stored.
 * @param tStylingKey `TStylingKeyPrimitive` which contains the value to compare to other keys in the list.
 * @param index Starting location in the linked list to search from.
 * @param isPrevDir Direction.
 *   - `true` for previous (lower priority);
 *   - `false` for next (higher priority).
 * @param isClassBinding: boolean
 * */

function markDuplicates(tData: TData, tStylingKey: TStylingKeyPrimitive, index: number, isPrevDir: boolean, isClassBinding: boolean) {
  const tStylingAtIndex = tData[index + 1] as TStylingRange;
  const isMap = tStylingKey === null;
  let cursor = isPrevDir ? getTStylingRangePrev(tStylingAtIndex) : getTStylingRangeNext(tStylingAtIndex);
  let foundDuplicate = false;

  // We keep iterating as long as we have a cursor
  // AND either:
  // - we found what we are looking for, OR
  // - we are a map in which case we have to continue searching even after we find what we were looking for, OR for loops
  // - we are a map in which case we have to continue searching even after we find what we were looking for, OR
  while (cursor !== 0 && (foundDuplicate === false || isMap)) {
    ngDevMode && assertIndexInRange(tData, cursor);
    const tStylingValueAtCursor = tData[cursor] as TStylingKey;
    const tStyleRangeAtCursor = tData[cursor + 1] as TStylingRange;
    if (isStylingMatch(tStylingValueAtCursor, tStylingKey)) {
      foundDuplicate = true;
      tData[cursor + 1] = isPrevDir ? setTStylingRangePrevDuplicate(tStyleRangeAtCursor) :
                               setTStylingRangeNextDuplicate(tStyleRangeAtCursor);
    }
    cursor = isPrevDir ? getTStylingRangePrev(tStyleRangeAtCursor) :
                       getTStylingRangeNext(tStyleRangeAtCursor);
  }
  if (foundDuplicate) {
    // if we found a duplicate, than mark ourselves.
    tData[index + 1] = isPrevDir ? setTStylingRangePrevDuplicate(tStylingAtIndex) :
                             setTStylingRangeNextDuplicate(tStylingAtIndex);
  }
}
```

### Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

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`classMap`/`styleMap` instruction
*    - `['', 'color', 'other', true]` // wrapped `color` so match\n    *    - `['', null, 'other', true]` // wrapped `null` so match\n    *    - `['', 'width', 'color', 'value']` // wrapped static value contains a match on `color`
* - `null`       // `tStylingKeyCursor` always match as it is `classMap`/`styleMap` instruction

```javascript
* @param tStylingKeyCursor\n* @param tStylingKey\n*\n\n\nfunction isStylingMatch(tStylingKeyCursor: TStylingKey, tStylingKey: TStylingKeyPrimitive) {
  ngDevMode &&
      assertNotEqual(
      Array.isArray(tStylingKeyCursor), true, 'Expected that `tStylingKeyCursor` has been unwrapped');
  if (
    tStylingKeyCursor === null ||  // If the cursor is `null` it means that we have a map therefor assume that it\n    contains a match.\n    (Array.isArray(tStylingKey) ?
      tStylingKeyCursor[1] : tStylingKey) ==\n
    return true;\n  ) {
    return true;
  } else if (Array.isArray(tStylingKeyCursor) && typeof tStylingKey === 'string') {
    // if we did not find a match, but `tStylingKeyCursor` is `KeyValueArray` that means cursor has\n    statics and we need to check those as well.\n    return keyValueArrayIndexOf(tStylingKeyCursor, tStylingKey) >=0;  // see if we are matching the key\n }\n return false;\n\n\n\n```
* Parses the next `cssText` key/values.

This function is intended to be used in this format:

```javascript
for (let i = parseStyle(text); i >= 0; i = parseStyleNext(text, i)) {
  const key = getLastParsedKey();
  const value = getLastParsedValue();
  ...
}
```

This function is intended to be used in this format:

```javascript
for (let i = parseStyle(text); i >= 0; i = parseStyleNext(text, i))) {
  const key = getLastParsedKey();
  const value = getLastParsedValue();
  ...
}
```

```javascript
/**
 * Reset the global state of the styling parser.
 * @param text The styling text to parse.
 */
export function resetParserState(text: string): void {
  parserState.key = 0;
  parserState.keyEnd = 0;
  parserState.value = 0;
  parserState.valueEnd = 0;
  parserState.textEnd = text.length;
}

/**
 * Returns index of next non-whitespace character.
 *
 * @param text Text to scan
 * @param startIndex Starting index of character where the scan should start.
 * @param endIndex Ending index of character where the scan should end.
 * @returns Index of next non-whitespace character.
 */
export function consumeWhitespace(text: string, startIndex: number, endIndex: number): number {
  while (startIndex < endIndex && text.charCodeAt(startIndex) <= CharCode.SPACE) {
    startIndex++;
  }
  return startIndex;
}

/**
 * Consumes all of the characters belonging to style key and token.
 *
 * @param text Text to scan
 * @param startIndex Starting index of character where the scan should start.
 * @param endIndex Ending index of character where the scan should end.
 * @returns Index after last style key character.
 */
export function consumeStyleKey(text: string, startIndex: number, endIndex: number): number {
  let ch: number;
  while (startIndex < endIndex &&
         ((ch = text.charCodeAt(startIndex)) === CharCode.DASH || ch === CharCode.UNDERSCORE ||
          (ch >= CharCode.ZERO && ch <= CharCode.NINE))) {
    startIndex++;
  }
  return startIndex;
}

```javascript
/**
 * Consumes all whitespace and the separator `:` after the style key.
 *
 * @param text Text to scan
 * @param startIndex Starting index of character where the scan should start.
 * @param endIndex Ending index of character where the scan should end.
 * @returns Index after separator and surrounding whitespace.
 */
export function consumeSeparator(text: string, startIndex: number, endIndex: number, separator: number): number {
  startIndex = consumeWhitespace(text, startIndex, endIndex);
  if (startIndex < endIndex) {
    if (ngDevMode && text.charCodeAt(startIndex) !== separator) {
      malformedStyleError(text, String.fromCharCode(separator), startIndex);
    }
    startIndex++;
  }
  return startIndex;
}

/**
 * Consumes style value honoring `url()` and `""` text.
 *
 * @param text Text to scan
 * @param startIndex Starting index of character where the scan should start.
 * @param endIndex Ending index of character where the scan should end.
 * @returns Index after last style value character.
 */
export function consumeStyleValue(text: string, startIndex: number, endIndex: number): number {
  let ch1 = -1;  // 1st previous character
  let ch2 = -1;  // 2nd previous character
  let ch3 = -1;  // 3rd previous character
  let i = startIndex;
  let lastChIndex = i;
  while (i < endIndex) {
    const ch: number = text.charCodeAt(i++);
    if (ch === CharCode.SEMI_COLON) {
      return lastChIndex;
    } else if (ch === CharCode.DOUBLE_QUOTE || ch === CharCode.SINGLE_QUOTE) {
      lastChIndex = i = consumeQuotedText(text, ch, startIndex, endIndex);
    } else if (ch === CharCode.ZERO && ch <= CharCode.NINE) {
      malformedStyleError(text, String.fromCharCode(ch), startIndex);
    } else if (ch === CharCode.OPEN_PAREN) {
      lastChIndex = i = consumeQuotedText(text, CharCode.CLOSE_PAREN, startIndex, endIndex);
    } else if (ch > CharCode.SPACE) {
      ...
    } else if (ngDevMode) {
      ...
    } else if (ch === CharCode.DOUBLE_QUOTE) {
      ...
    } else if (ch === CharCode.SINGLE_QUOTE) {
      ...
    } else if (ch === CharCode.ZERO) {
      ...
    } else if (ch === CharCode.NINE) {
      ...
    } else if (ch === CharCode.OPEN_PAREN) {
      ...
    }
  }
  return lastChIndex;
}
```
if we have a non-whitespace character then capture its location

    lastChIndex = i;
  }
  ch3 = ch2;
  ch2 = ch1;
  ch1 = text.charCodeAt(index++);
  if (ch == quoteCharCode && ch1 == CharCode.BACK_SLASH) {
    return index;
  } // two back slashes cancel each other. For example `\\` should properly end the `\` // quotation. (It should not assume that the last `\` is escaped.)

  throw ngDevMode ?
      malformedStyleError(text, String.fromCharCode(quoteCharCode), endIndex) :
                    new Error();
}

function malformedStyleError(text: string, expecting: string, index: number): never {
  ngDevMode
  && assertEqual(typeof text === 'string', true, 'String expected here');
  throw throwError(
      `Malformed style at location ${index} in string '` + text.substring(0, index) + '
[>>' +
    text.substring(index, index + 1) + '<<]
      text.substr(index + 1) +
      `'. Expecting '${expecting}'.`);
}

/**
 * Update style bindings using an object literal on an element.
 *
 * This instruction is
meant to apply styling via the `\[style\]=\"exp\"` template bindings. When styles are applied to the element they will then be updated with respect to any styles/classes set via `\[styleProp\]`. If any styles are set to falsy then they will be removed from the element. Note that the styling instruction will not be applied until `stylingApply` is called. Any missing styles (that have already been applied to the element beforehand) will be removed (unset) from the element's styling. This code is pulled out to a separate function so that it can be tree shaken away if it is not needed. It is only referenced from `\classMap\` and `\styleMap\`. Any styles that are set to falsy then they will be removed from the element. This instruction is meant to apply styling via the `\[class\]=\"exp\"` template bindings. When classes are applied to the element they will then be updated with respect to any styles/classes set via `\classProp\`. If any missing classes (that have already been applied to the element beforehand) will be removed (unset) from the element's list of CSS classes.

```typescript
/**
 * Common code between `classMap` and `styleMap`. (See `keyValueArraySet` in "util/array_utils") Gets passed in as a function so that `style` can be processed. This is done for tree shaking purposes.
 * @param styleParser Parser used to parse `\[style\]=\"exp\"` string bindings.
 */
export function checkStylingMap(styleParser: (value: string) => void, styleStringParser: (text: string) => void, keyValueArraySet: (keyValueArray: KeyValueArray<any>, key: string, value: any) => void, isClassBased: boolean): void {
  const lView = getLView();
  const tView = getTView();
  // Styling instructions use 2 slots per binding.
  // 1. one for the value / `TStylingKey`
  // 2. one for the intermittent-value / `TStylingRange`
  const bindingIndex = incrementBindingIndex(2);
  if (tView.firstUpdatePass) {
    stylingFirstUpdatePass(tView, null, bindingIndex,
        isClassBased: boolean); void {\n      const tNode = tView.data[getSelectedIndex() + HEADER_OFFSET] as TNode;
      updateStyling(tView, tNode, lView, lView[RENDERER], prop, string, value: any|NO_CHANGE, suffix: string|undefined|null, isClassBased: boolean): void {\n        \n        \n    }
  }
  if (value !== NO_CHANGE && bindingUpdated(lView, bindingIndex, value)) {
    const tNode = tView.data[getSelectedIndex() + HEADER_OFFSET] as TNode;
    updateStyling(tView, tNode, lView, lView[RENDERER], prop, string, value: any|NO_CHANGE, suffix: string|undefined|null, isClassBased: boolean): void {\n        \n    }
  }
}
```

```typescript
/**
 * Common code between `classProp` and `styleProp`. (See `keyValueArraySet` in "util/array_utils") Gets passed in as a function so that `style` can be processed. This is done for tree shaking purposes.
 * @param prop property name.
 * @param value binding value.
 * @param suffix suffix for the property (e.g. `em` or `px`)?
 */
export function checkStylingProperty(prop: string, value: any|NO_CHANGE, suffix: string|undefined|null, isClassBased: boolean): void {
  const lView = getLView();
  const tView = getTView();
  // Styling instructions use 2 slots per binding.
  // 1. one for the intermediate-value / `TStylingRange`
  // 2. one for the intermittent-value / `TStylingKey`
  const bindingIndex = incrementBindingIndex(2);
  if (tView.firstUpdatePass) {
    stylingFirstUpdatePass(tView, prop, bindingIndex, isClassBased: boolean); \n    if (value !== NO_CHANGE && bindingUpdated(lView, bindingIndex, value)) {\n      const tNode = tView.data[getSelectedIndex() + HEADER_OFFSET] as TNode;
      updateStyling(tView, tNode, lView, lView[RENDERER], prop, value: any|NO_CHANGE, suffix: string|undefined|null, isClassBased: boolean): void {\n    }
  }
  if (value !== NO_CHANGE && bindingUpdated(lView, bindingIndex, value)) {\n    const tNode = tView.data[getSelectedIndex() + HEADER_OFFSET] as TNode;
    updateStyling(tView, tNode, lView, lView[RENDERER], prop, value: any|NO_CHANGE, suffix: string|undefined|null, isClassBased: boolean): void {\n    }
  }
}
isClassBased);

\n
if (value !== NO_CHANGE & bindingUpdated(IView, bindingIndex, value)) { (\n  // `getSelectedIndex()` should be here (rather than in instruction) so that it is guarded by the\n  // if so as not to read unnecessarily.\n  const tNode = tView.data[getSelectedIndex()] + HEADER_OFFSET
  if (hasStylingInputShadow(tNode, isClassBased) & & !isInHostBindings(tView, bindingIndex)) { (\n    if (ngDevMode) (\n      // verify that if we are shadowing then 'TData' is appropriately marked so that we skip\n      // processing this binding in styling resolution.\n      const tStylingKey = tView.data[bindingIndex];\n      assertEqual(\n        Array.isArray(tStylingKey) ? tStylingKey[1] : tStylingKey, false, \n        'Styling linked list shadow input should be marked as \Wfalse\');\n      )\n    }\n    // VE does not concatenate the static portion like we are doing here.\n    // Instead VE just ignores the static completely if dynamic binding is present.\n    // Because of locality we have already set the static portion because we don't know if there\n    // is a dynamic portion until later. If we would ignore the static portion it would look like\n    // the binding has been removed. This would confuse \[ngStyle\] / \[ngClass\] to do the wrong\n    // thing as it would think that the static portion was removed. For this reason we\n    // concatenate it so that \[ngStyle\] / \[ngClass\] can continue to work on changed.\n    let staticPrefix = isClassBased ? tNode.classesWithoutHost : tNode.stylesWithoutHost;\n    ngDevMode && isClassBased === false && staticPrefix !== null & &\n    assertEqual(\n      staticPrefix.endsWith(';'), true, \n      'Expecting static portion to end with \W;\');\n    if (staticPrefix !== null) {\n      // Given `\<div [style] my-dir\>` such that `my-dir` has \`@Input\'(style)\'.\n      // This takes over the \[style\] binding. (Same for \[class\])\n      setDirectiveInputsWhichShadowsStyling(tView, tNode, IView, value, isClassBased);\n    }\n  } else { (\n    updateStylingMap(\n      tView, tNode, IView, IView[RENDERER],\n      IView[bindingIndex + 1],\n      IView[bindingIndex + 1] = toStylingKeyValueArray(keyValueArraySet, stringParser, value),\n      isClassBased, bindingIndex);\n  )\n}\n\n/**\n * Determines when the binding is in\n * \`hostBindings\` section\n * \n * @param tView \`TView\`\n * @param bindingIndex index of binding which\n * we would like if it is in \`hostBindings\`\n * \n * @return boolean\n */\nfunction isInHostBindings(tView: TView, bindingIndex: number): boolean {
  // All host bindings are placed after the expando section.\n  return bindingIndex >= tView.expandoStartIndex;\n\n/**\n * Collects the necessary information to insert the binding into a linked list of\n * style bindings\n * \n * @param tData `TData` where the\n * linked list will be stored.\n * \n * @param tView `TView`\n * \n * @return boolean\n */\nexport function stylingFirstUpdatePass(
    tView: TView,\n    tStylingKey: TStylingKey,\n    bindingIndex: number, isClassBased: boolean): void { (\n  \n  // The above check is necessary because we don't clear first update pass\n  // until first successful pass\n  // (no exception) template execution. This prevents the styling instruction from double\n  // adding itself to the list.\n  // `getSelectedIndex()` should be here (rather than in instruction) so that it is\n  // guarded by the\n  // if so as not to read unnecessarily.\n  const tNode = tData[getSelectedIndex()] + HEADER_OFFSET;\n  const tStylingKey === null { \n    \n    const tStylingKey = wrapInStaticStylingKey(tData, tNode, tStylingKey, isClassBased);\n    insertTStylingBinding(tData, tNode, tStylingKey, bindingIndex, isHostBindings, isClassBased);\n  }\n  \n  // This 'tStylingKey === null' implies that we are either \`style\' or \`class\'' binding.\n  // If there is a directive which\n  // uses \`@Input\'(style)\' or \`@Input\'(class)\' than we need to neutralize this binding since that directive\n  // is shadowing it.\n  // We turn this into a noop by setting the key to \`false\'.\n  tStylingKey = false;\n  \n  tStylingKey = wrapInStylingKey(tData, tNode, tStylingKey, isClassBased);\n  insertTStylingBinding(tData, tNode, tStylingKey, bindingIndex, isHostBindings, isClassBased);\n  \n  const tData = tView.data;\n  if (tData[bindingIndex + 1] === null { \n    \n    const tStylingKey = wrapInStaticStylingKey(tData, tNode, tStylingKey, isClassBased);\n    insertTStylingBinding(tData, tNode, tStylingKey, bindingIndex, isHostBindings, isClassBased);\n  }\n  \n  // `TStylingKeyPrimitive` which may be needed to be wrapped into `TStylingKey`\n  \n  const tNode = tData.TData, TNode;\n  TNode,\n}
const hostDirectiveDef = getCurrentDirectiveDef(tData);\nlet residual = isClassBased ? tNode.residualClasses : tNode.residualStyles;\nif (hostDirectiveDef === null) {\n We are in template node.\n If template node already had styling instruction then it has already collected the static\n styling and there is no need to collect them again. We know that we are the first styling\n instruction because the `TNode.*Bindings` points to 0 (nothing has been inserted yet).\n\nconst isFirstStylingInstructionInTemplate = (isClassBased ? tNode.classBindings : tNode.styleBindings) as any as number === 0;\nif (isFirstStylingInstructionInTemplate) {\n // It would be nice to be able to get the statics from `mergeAttrs`, however, at this point\n they are already merged and it would not be possible to figure which property belongs where\n in the priority.\n stylingKey = collectStylingFromDirectives(null, tData, tNode, stylingKey, isClassBased);\n stylingKey = collectStylingFromTAttrs(stylingKey, tNode.attrs, isClassBased);\n We know that if we have styling binding in template we can't have residual; residual = null;\n } else {\n We are in host binding node and there was no binding instruction in template node.\n // This means that we need to compute the residual.\n const directiveStylingLast = tNode diretiveStylingLast;\n const isFirstStylingInstructionInHostBinding = directiveStylingLast === -1 || tData[diretiveStylingLast] !== hostDirectiveDef;\n if (isFirstStylingInstructionInHostBinding) {\n stylingKey = collectStylingFromDirectives(hostDirectiveDef, tData, tNode, stylingKey, isClassBased);\n if (residual === null) {\n // - If null’ than either:`\n // - Template styling instruction already ran and it has consumed the static\n // styling into its `TStylingKey` and so there is no need to update residual. Instead we need to update the `TStylingKey` associated with the first template node\n // instruction. OR\n // - Some other styling instruction ran and determined that there are no residuals\n let templateStylingKey = getTemplateHeadTStylingKey(tData, tNode, isClassBased);\n if (templateStylingKey !== undefined) {\n templateStylingKey = collectStylingFromDirectives(null, tData, tNode, templateStylingKey[1] /* unwrap previous statics */ as isClassBased);\n templateStylingKey = collectStylingFromTAttrs(templateStylingKey, tNode.attrs, isClassBased);\n setTemplateHeadTStylingKey(tData, tNode, isClassBased, templateStylingKey);\n }\n } else {\n We only need to recompu static residual if it is not null.\n // - If existing residual (implies there was no template\n styling). This means that some of\n // the statics may have moved from the residual to the `stylingKey` and so we have to\n // compute.\n // - If `undefined` this is the first time we are running;\n residual = collectResidual(tData, tNode, isClassBased);\n }\n if (residual !== undefined) {\n isClassBased ? (tNode.residualClasses = residual) : (tNode.residualStyles = residual);\n return stylingKey;\n }\n }

/**\n * Retrieve the `TStylingKey` for the template styling instruction.\n * This is needed since `hostBinding` styling\n instructions are of lower priority than that of the template.\n * However, they execute after the template styling instructions.\n * This means that they get inserted in front of the template\n * styling instructions and a new `hostBinding` styling instruction is\n * executed it means that it may need to steal static fields\n * from the template instruction. This\n */

```typescript
function getTemplateHeadTStylingKey(tData: TData, tNode: TNode, isClassBased: boolean): TStylingKey | undefined {\n const bindings = isClassBased ? tNode.classBindings : tNode.styleBindings;\n let residual = tNode.residualClasses ? tNode.residualClasses : tNode.residualStyles;\n if (getTStylingRangeNext(bindings) === 0) {\n // There does not seem to be a styling instruction in the `template`.\n return undefined;\n }\n return tData[getTStylingRangePrev(bindings)] as TStylingKey;\n}

/**\n * Update the `TStylingKey` of the first template instruction in `TNode`.\n * Logically `hostBindings` styling instructions are\n * of lower priority than that of the template.\n * However, they execute after the template styling instructions.\n * This means that they get inserted in front of the template\n * styling instructions.\n */

```
@Directive({
  @host: {
    @style: 'width: 100px',
    @style.color: 'dirExp',
  },
  @class: MyDir
})

@Pipe({
  @Host: {
    @style: 'width: 100px',
    @style.color: 'dirExp',
  },
  @PipeOptions: [
    { @style: 'width: 100px',
    @style.color: 'dirExp',
  },
  ]
})

class MyPipe {
  constructor() {
    console.log('Pipe initialized.');
  }
}

```typescript

// This code snippet demonstrates the implementation of a directive
// in Angular, specifically for styling.

@Directive(
  @host: {
    @style: 'width: 100px',
    @style.color: 'dirExp',
  },
  @class: MyDir
)

@Pipe(
  @Host: {
    @style: 'width: 100px',
    @style.color: 'dirExp',
  },
  @PipeOptions: [
    { @style: 'width: 100px',
    @style.color: 'dirExp',
  },
  ]
)

class MyPipe {
  constructor() {
    console.log('Pipe initialized.');
  }
}
```

The reason for this is that the template instruction does not know if there are styling instructions and must assume that there are none and must collect all of the static styling.

When `@[style.color] = dirExp`, we need to insert a new data into the linked list.

```
let stylings = [
  ['', 'color', 'width', '100px'],  // newly inserted
  ['', 'color', 'color', 'red', 'width', '100px'],  // this is wrong
  ['', 'color', 'width', '100px'],
```
```
AttributeMarker.ImplicitAttributes;\n if (attrs !== null) {\n   for (let i = 0; i < attrs.length; i++) {\n     const item = \n       if (typeof item === 'number') {\n         currentMarker = item;\n       } else {\n         if (currentMarker === desiredMarker) {\n           if (!Array.isArray(stylingKey)) {
             stylingKey = stylingKey as \n           } else {
             if (currentMarker === desiredMarker) {\n               if (!Array.isArray(stylingKey)) {
                 stylingKey = stylingKey as \n               } else {
                 if (currentMarker === desiredMarker) {\n                   if (!Array.isArray(stylingKey)) {
                     stylingKey = stylingKey as \n                   } else {
                     if (currentMarker === desiredMarker) {\n                       if (!Array.isArray(stylingKey)) {
                         stylingKey = stylingKey as \n                       } else {
                         if (currentMarker === desiredMarker) {\n                           if (!Array.isArray(stylingKey)) {
                             stylingKey = stylingKey as \n                           } else {
                             if (currentMarker === desiredMarker) {\n                               if (!Array.isArray(stylingKey)) {
                                 stylingKey = stylingKey as \n                               } else {
                                 if (currentMarker === desiredMarker) {\n                                   if (!Array.isArray(stylingKey)) {
                                     stylingKey = stylingKey as \n                                   } else {
                                     if (currentMarker === desiredMarker) {\n                                       if (!Array.isArray(stylingKey)) {
                                         stylingKey = stylingKey as \n                                       } else {
                                         if (currentMarker === desiredMarker) {\n                                           if (!Array.isArray(stylingKey)) {
                                             stylingKey = stylingKey as \n                                           } else {
                                             if (currentMarker === desiredMarker) {\n                                               if (!Array.isArray(stylingKey)) {
                                                 stylingKey = stylingKey as \n                                               } else {
                                                 if (currentMarker === desiredMarker) {\n                                                   if (!Array.isArray(stylingKey)) {
                                                     stylingKey = stylingKey as \n                                                   } else {
                                                     if (currentMarker === desiredMarker) {\n                                                       if (!Array.isArray(stylingKey)) {
                                                         stylingKey = stylingKey as \n                                                       } else {
                                                         if (currentMarker === desiredMarker) {\n                                                           if (!Array.isArray(stylingKey)) {
                                                             stylingKey = stylingKey as \n                                                           } else {
                                                             if (currentMarker === desiredMarker) {\n                                                               if (!Array.isArray(stylingKey)) {
                                                                 stylingKey = stylingKey as \n                                                               } else {
                                                                 if (currentMarker === desiredMarker) {\n                                                                   if (!Array.isArray(stylingKey)) {
                                                                     stylingKey = stylingKey as \n                                                                   } else {
                                                                     if (currentMarker === desiredMarker) {\n                                                                       if (!Array.isArray(stylingKey)) {
                                                                         stylingKey = stylingKey as \n                                                                       } else {
                                                                         if (currentMarker === desiredMarker) {\n                                                                           if (!Array.isArray(stylingKey)) {
                                                                             stylingKey = stylingKey as \n                                                                           } else {
                                                                             if (currentMarker === desiredMarker) {\n                                                                               if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingKey = stylingKey as \n                                                                               } else {
                                                                                 if (currentMarker === desiredMarker) {\n                                                                                   if (!Array.isArray(stylingKey)) {
                                                                                 stylingK```
string|null = 0 < oldKeyValueArray.length ? oldKeyValueArray[0] : null; let newKey: string|null = 0 < newKeyValueArray.length ? newKeyValueArray[0] : null; while (oldKey != null || newKey != null) {
  ngDevMode && assertLessThan(oldIndex, 999, 'Are we stuck in infinite loop?');
  ngDevMode && assertLessThan(newIndex, 999, 'Are we stuck in infinite loop?');
  const oldValue = oldIndex < oldKeyValueArray.length ? oldKeyValueArray[oldIndex + 1] : undefined;
  const newValue = newIndex < newKeyValueArray.length ? newKeyValueArray[newIndex + 1] : undefined;
  let setKey: string|null = 0 < oldKeyValueArray.length ? oldKeyValueArray[0] : null;
  let setValue: any = undefined;
  while (oldKey !== null || newKey !== null) {
    ngDevMode && assertLessThan(oldIndex, 999, 'Are we stuck in infinite loop?');
    ngDevMode && assertLessThan(newIndex, 999, 'Are we stuck in infinite loop?');
    const oldValue = oldIndex < oldKeyValueArray.length ? oldKeyValueArray[oldIndex + 1] : undefined;
    const newValue = newIndex < newKeyValueArray.length ? newKeyValueArray[newIndex + 1] : undefined;
    if (oldKey === newKey) {
      // UPDATE: Keys are equal => new value is overwriting old value.
      oldIndex += 2;
      newIndex += 2;
      if (oldValue !== newValue) {
        setKey = newKey;
        setValue = newValue;
      }
    } else if (newKey === null || oldKey !== null && oldKey < newKey!) {
      // DELETE: oldKey is missing or we did not find the oldKey in the newValueArray.
      // (because the keyValueArray is sorted and 'newKey' is found later alphabetically).
      // "background" < "color" so we need to delete "background" because it is not found in the new array.
      oldIndex += 2;
      setKey = oldKey;
    } else {
      // CREATE: newKey's is earlier alphabetically than oldKey's (or no oldKey) => we have new key.
      // "color" > "background" so we need to add 'color' because it is in new array but not in old array.
      ngDevMode && assertDefined(newKey, 'Expecting to have a valid key');
      newIndex += 2;
      setKey = newKey;
      setValue = newValue;
    }
    if (setKey !== null) {
      updateStyling(tView, tNode, lView, renderer, setKey, setValue, isClassBased, bindingIndex);
    }
    oldKey = oldIndex < oldKeyValueArray.length ? oldKeyValueArray[oldIndex] : null;
    newKey = newIndex < newKeyValueArray.length ? newKeyValueArray[newIndex] : null;
  }
}

/**
 * Update a simple (property name) styling.
 *
 * This function takes a prop and updates the DOM to that value. The function takes the binding
 * value as well as binding priority into consideration to determine which value should be written to
 * the DOM. (For example it may be determined that there is a higher priority overwrite which blocks
 * the DOM write, or if the value goes to 'undefined' a lower priority overwrite may be consulted.)
 * This function takes a prop and updates the DOM to that value. The function takes the binding
 * value as well as binding priority into consideration to determine which value should be written
 * to the DOM. (For example it may be determined that there is a higher priority overwrite which blocks
 * the DOM write, or if the value goes to 'undefined' a lower priority overwrite may be consulted.)
 *
 * @param tView Associated 'TView.data' contains the linked list of binding priorities.
 * @param tNode 'TNode' where the binding is located.
 * @param lView 'LView' contains the values associated with other styling binding at this 'TNode'.
 * @param renderer Renderer to use if any updates.
 * @param prop Either style property name or a class name.
 * @param value Either style value for 'prop' or 'true'/false if 'prop' is class.
 * @param isClassBased 'true' if 'class' (false) if 'style'
 * @param bindingIndex Binding index of the binding.
 */
function updateStyling(tView: TView, tNode: TNode, lView: LView, renderer: Renderer3, prop: string, value: string|undefined|null|boolean, isClassBased: boolean, bindingIndex: number) {
  if (tNode.type !== TNodeType.Element) {
    // It is possible to have styling on non-elements (such as ng-container).
    // This is rare, but it does happen. In such a case, just ignore the binding.
    return;
  }
  const tData = tView.data;
  const tRange = tData[boundingIndex + 1] as TStylingRange;
  const higherPriorityValue = getTStylingRangeNextDuplicate(tRange) ?
    findStylingValue(tData, tNode, lView, prop, getTStylingRangeNext(tRange), isClassBased) :
    undefined;
  if (!isStylingValuePresent(higherPriorityValue)) {
    // We don't have a next duplicate, or we did not find a duplicate value.
    if (!isStylingValuePresent(value)) {
      // We should delete current value or restore to lower priority value.
      if (getTStylingRangePrevDuplicate(tRange)) {
        // We have a possible prev duplicate, let's retrieve it.
        const tNode = getNativeByIndex(getSelectedIndex(), lView) as RElement;
        applyStyling(renderer, isClassBased, tNode, prop, value);
      }
    }
    if (!isStylingValuePresent(value)) {
      // Search for styling value with higher priority which is overwriting current value, or a
      // value of lower priority to which we should fall back if the value is 'undefined'.
      const rNode = getNativeByIndex(getSelectedIndex(), lView) as RElement;
      applyStyling(renderer, isClassBased, tNode, prop, value);
    }
    if (isStylingValuePresent(value)) {
      // We should delete current value or restore to lower priority value.
      if (getTStylingRangePrevDuplicate(tRange)) {
        // We have a possible prev duplicate, let's retrieve it.
        const tNode = getNativeByIndex(getSelectedIndex(), lView) as RElement;
        applyStyling(renderer, isClassBased, tNode, prop, value);
      }
    }
  }
}
application is stored at `index + 0` location. (This value is used for dirty checking.)

2. The normalized value is stored at `index + 1` location. (This value is used for dirty checking.)

Return last value where the `isStylingValuePresent(value)` is true.

If no value found consult

'tNode.conditionalStyle' for default value

'tNode.conditionalClass' for null search prev and go all the way to end.

Return last value where the `isStylingValuePresent(value)` is true.

If no value found consult
'tNode.conditionalStyle' for default value

'tNode.conditionalClass' for null search prev and go all the way to end.

Return last value where the `isStylingValuePresent(value)` is true.

let value: any = undefined;

while (index > 0) {
  const rawKey = tData[index] as TStylingKey;

  const containsStatics = Array.isArray(rawKey);

  const key = containsStatics ? (rawKey as string[])[1] : rawKey;

  if (isStylingValuePresent(key)) {
    value = key;
    break;
  }

  const tRange = tData[index + 1] as TStylingRange;
  index = isPrevDirection ? getTStylingRangePrev(tRange) : getTStylingRangeNext(tRange);
}

In firstUpdatePass the styling instructions create a linked list of styling.

On subsequent passes it is possible for a styling instruction to try to read a binding
which
has not yet executed. In that case we will find

'NO_CHANGE' and we should assume that we have 'undefined' (or empty array in case of styling-map instruction) instead.

This allows the resolution to apply the value (which may later be overwritten when the binding actually executes.)

let valueAtLVIndex = lView[index + 1];

if (valueAtLVIndex === NO_CHANGE) {
  // In firstUpdatePass the styling instructions create a linked list of styling.
  // On subsequent passes it is possible for a styling instruction to try to read a binding
  // which has not yet executed. In that case we will find 'NO_CHANGE' and we should assume that
  // we have 'undefined' (or empty array in case of styling-map instruction) instead.

  valueAtLVIndex = isStylingMap ? EMPTY_ARRAY : undefined;
}

let currentValue = isStylingMap ? keyValueArrayGet(valueAtLVIndex, prop) : key === prop ? valueAtLVIndex : undefined;

if (containsStatics && !isStylingValuePresent(currentValue)) {
  currentValue = keyValueArrayGet(rawKey as KeyValueArray<any>, prop);
}

if (isStylingValuePresent(currentValue)) {
  value = currentValue;
  if (isPrevDirection) {
    return value;
  }
}

let residual = isClassBased ? tNode.residualClasses : tNode.residualStyles;

if (residual != null) {
  value = keyValueArrayGet(residual!, prop);
}

return value;

Determines if the binding value should be used (or if the value is 'undefined' and hence priority resolution should be used.)

Current test is 'undefined' value is considered non-binding. That is 'undefined' says I don't have an opinion as to what this binding should be and you should consult other bindings by priority to determine the valid value.

This is extracted into a single function so that we have a single place to control this. The return value is 'undefined' unless

Normalizes and/or adds a suffix to the value.

No suffix is added if the value is not a string or if the value is already a string.

Stringified value is obtained by calling

'stringify(unwrapSafeValue(value));'

return value;

If the 'tNode' has input shadow:

Tests if the 'tNode' has input shadow.

An input shadow is when a directive steals (shadows) the input by using '@Input(style)' or '@Input(class)' and it's not in the class-based 'true' if 'class' (false) if 'style'.

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https://angular.io/license
Import {TElementNode, TNodeType} from '../interfaces/node';
import {HEADER_OFFSET, RENDERER, T_HOST} from '../interfaces/view';
import {appendChild, createTextNode} from '../node_manipulation';
import {getBindingIndex, getLView, getTView, getTNode} from '../state';
import {getOrCreateTNode} from './shared';

/**
 * Create static text node
 *
 * @param index Index of the node
 * @param value Static string value to write.
 *
 * @codeGenApi
 */
export function text(index: number, value: string = ''): void {
  const lView = getLView();
  const tView = getTView();
  const adjustedIndex = index + HEADER_OFFSET;

  ngDevMode &&
      assertEqual(
          getBindingIndex(),
          tView.bindingStartIndex,
          'text nodes should be created before any bindings');
  ngDevMode &&
      assertIndexInRange(lView, adjustedIndex);

  const tNode = tView.data[adjustedIndex] as TElementNode;

  const textNative = lView[adjustedIndex] = createTextNode(value, lView[RENDERER]);
  appendChild(tView, lView, textNative, tNode);

  // Text nodes are self closing.
  setPreviousOrParentTNode(tNode, false);
}

/**
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 */
import {getLView, getSelectedIndex} from '../state';
import {NO_CHANGE} from '../tokens';
import {interpolation1, interpolation2, interpolation3, interpolation4,
interpolation5, interpolation6, interpolation7, interpolation8, interpolationV} from './interpolation';
import {textBindingInternal} from './shared';

/**
 *
 * Update text content with a lone bound value
 *
 * Used when a text node has 1 interpolated value in it, an no additional text
 * surrounds that interpolated value:
 *
 * ```html
 * <div>{{v0}}</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate(v0);
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate(v0: any): typeof textInterpolate {
  textInterpolate1('', v0, '');
  return textInterpolate;
}

/**
 *
 * Update text content with single bound value surrounded by other text.
 *
 * Used when a text node has 1 interpolated value in it:
 *
 * ```html
 * <div>prefix{{v0}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate1('prefix', v0, 'suffix');
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate1(
    prefix: string, v0: any, suffix: string): typeof textInterpolate1 {
  const lView = getLView();
  const interpolated = interpolation1(lView, prefix, v0, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate1;
}

/**
 *
 * Update text content with 2 bound values surrounded by other text.
 *
 * Used when a text node has 2 interpolated values in it:
 *
 * ```html
 * <div>prefix{{v0}}-{{v1}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate2('prefix', v0, '-', v1, 'suffix');
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate2(
    prefix: string, v0: any, i0: string, v1: any, suffix: string): typeof textInterpolate2 {
  const lView = getLView();
  const interpolated = interpolation2(lView, prefix, v0, i0, v1, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate2;
}

/**
 *
 * Update text content with 3 bound values surrounded by other text.
 *
 * Used when a text node has 3 interpolated values in it:
 *
 * ```html
 * <div>prefix{{v0}}-{{v1}}-{{v2}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate3('prefix', v0, '-', v1, '-', v2, 'suffix');
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate3(
    prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any,
    suffix: string): typeof textInterpolate3 {
  const lView = getLView();
  const interpolated = interpolation3(lView, prefix, v0, i0, v1, i1,
    v2, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate3;
}

/**
 *
 * Update text content with 4 bound values surrounded by other text.
 *
 * Used when a text node has 4 interpolated values in it:
 *
 * ```html
 * <div>prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate4('prefix', v0, '-', v1, '-', v2, '-', v3, 'suffix');
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate4(
    prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any,
    suffix: string): typeof textInterpolate4 {
  const lView = getLView();
  const interpolated = interpolation4(lView, prefix, v0, i0, v1, i1,
    v2, i2, v3, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate4;
}
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```javascript
 typeof textInterpolateV {
  const lView = getLView();
  const interpolated = interpolationV(lView, values);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate6;
}

/**
 *
 * Update text content with 7 bound values surrounded by other text.
 *
 * Used when a text node has 7 interpolated values in it:
 *
 * ```html
 * <div>prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{{v5}}-{{v6}}-{{v7}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate7(prefix, v0, any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any, i3: string, v4: any, i4: string, v5: any, suffix: string);
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate7(
  const lView = getLView();
  const interpolated = interpolation7(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate6;
}

/**
 *
 * Update text content with 6 bound values surrounded by other text.
 *
 * Used when a text node has 6 interpolated values in it:
 *
 * ```html
 * <div>prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{{v5}}-{{v6}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate6(prefix, v0, any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any, i3: string, v4: any, i4: string, v5: any, suffix: string);
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate6(
  const lView = getLView();
  const interpolated = interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate5;
}

/**
 *
 * Update text content with 5 bound values surrounded by other text.
 *
 * Used when a text node has 5 interpolated values in it:
 *
 * ```html
 * <div>prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate5(prefix, v0, any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any, i3: string, v4: any, suffix: string);
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate5(
  const lView = getLView();
  const interpolated = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate4;
}

/**
 *
 * Update text content with 4 bound values surrounded by other text.
 *
 * Used when a text node has 4 interpolated values in it:
 *
 * ```html
 * <div>prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate4(prefix, v0, any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any, i3: string, suffix: string);
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate4(
  const lView = getLView();
  const interpolated = interpolation4(lView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate3;
}

/**
 *
 * Update text content with 3 bound values surrounded by other text.
 *
 * Used when a text node has 3 interpolated values in it:
 *
 * ```html
 * <div>prefix{{v0}}-{{v1}}-{{v2}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate3(prefix, v0, any, i0: string, v1: any, i1: string, v2: any, i2: string, suffix: string);
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate3(
    prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string, suffix: string): typeof textInterpolate2 {
  const lView = getLView();
  const interpolated = interpolation3(lView, prefix, v0, i0, v1, i1, v2, i2, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate2;
}

/**
 *
 * Update text content with 2 bound values surrounded by other text.
 *
 * Used when a text node has 2 interpolated values in it:
 *
 * ```html
 * <div>prefix{{v0}}-{{v1}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate2(prefix, v0, any, i0: string, v1: any, i1: string, suffix: string);
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate2(
    prefix: string, v0: any, i0: string, v1: any, i1: string, suffix: string): typeof textInterpolate1 {
  const lView = getLView();
  const interpolated = interpolation2(lView, prefix, v0, i0, v1, i1, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate1;
}

/**
 *
 * Update text content with 1 bound value surrounded by other text.
 *
 * Used when a text node has 1 interpolated value in it:
 *
 * ```html
 * <div>prefix{{v0}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate1(prefix, v0, any, i0: string, suffix: string);
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate1(
    prefix: string, v0: any, i0: string, suffix: string): typeof textInterpolate0 {
  const lView = getLView();
  const interpolated = interpolation1(lView, prefix, v0, i0, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate0;
}

/**
 *
 * Update text content with no bound values surrounded by other text.
 *
 * Used when a text node has no interpolated values in it:
 *
 * ```html
 * <div>prefixsuffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate0(prefix, suffix: string);
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
export function textInterpolate0(prefix: string, suffix: string): void {
  // Implementation
}
```
return textInterpolateV;
}

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

import {keyValueArraySet} from '../../util/array_utils';
import {getLView} from '../state';
import {interpolation1, interpolation2, interpolation3, interpolation4, interpolation5, interpolation6, interpolation7, interpolation8, interpolationV} from './interpolation';
import {checkStylingMap, classStringParser} from './styling';

/**
 *
 * Update an interpolated class on an element with a single bound value surrounded by
text.Used when the value passed to a property has 1 interpolated value in it:

\[
\text{\texttt{<div class="prefix{{v0}}suffix">}}
\]

* Its compiled representation is:\n
\[
\text{\texttt{classMapInterpolate1('prefix', v0, 'suffix');}}
\]

* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param suffix Static value used for concatenation only.

@codeGenApi
*/
export function classMapInterpolate1(prefix: string, v0: any, suffix: string): void {
  const lView = getLView();
  const interpolatedValue = interpolation1(lView, prefix, v0, suffix);
  checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}

/**
 *
 * Update an interpolated class on an element with 2 bound values surrounded by text.Used when the value passed to a property has 2 interpolated values in it:

\[
\text{\texttt{<div class="prefix{{v0}}-{{v1}}suffix">}}
\]

* Its compiled representation is:\n
\[
\text{\texttt{classMapInterpolate2('prefix', v0, '-', v1, 'suffix');}}
\]

* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param i0 Static value used for concatenation only.
* @param v1 Value checked for change.
* @param i1 Static value used for concatenation only.

@codeGenApi
*/
export function classMapInterpolate2(prefix: string, v0: any, i0: string, v1: any, suffix: string): void {
  const lView = getLView();
  const interpolatedValue = interpolation2(lView, prefix, v0, i0, v1, suffix);
  checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}

/**
 *
 * Update an interpolated class on an element with 3 bound values surrounded by text.Used when the value passed to a property has 3 interpolated values in it:

\[
\text{\texttt{<div class="prefix{{v0}}-{{v1}}-{{v2}}suffix">}}
\]

* Its compiled representation is:\n
\[
\text{\texttt{classMapInterpolate3('prefix', v0, '-', v1, '-', v2, 'suffix');}}
\]

* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param i0 Static value used for concatenation only.
* @param v1 Value checked for change.
* @param i1 Static value used for concatenation only.

@codeGenApi
*/
export function classMapInterpolate3(prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, suffix: string): void {
  const lView = getLView();
  const interpolatedValue = interpolation3(lView, prefix, v0, i0, v1, i1, v2, suffix);
  checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}

/**
 *
 * Update an interpolated class on an element with 4 bound values surrounded by text.Used when the value passed to a property has 4 interpolated values in it:

\[
\text{\texttt{<div class="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}suffix">}}
\]

* Its compiled representation is:\n
\[
\text{\texttt{classMapInterpolate4('prefix', v0, '-', v1, '-', v2, '-', v3, 'suffix');}}
\]

* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param i0 Static value used for concatenation only.
* @param v1 Value checked for change.
* @param i1 Static value used for concatenation only.

@codeGenApi
*/
export function classMapInterpolate4(prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any, suffix: string): void {
  const lView = getLView();
  const interpolatedValue = interpolation4(lView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
  checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}

/**
 *
 * Update an interpolated class on an element with 5 bound values surrounded by text.Used when the value passed to a property has 5 interpolated values in it:

\[
\text{\texttt{<div class="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}suffix">}}
\]

* Its compiled representation is:\n
\[
\text{\texttt{classMapInterpolate5('prefix', v0, '-', v1, '-', v2, '-', v3, '-', v4, 'suffix');}}
\]

* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param i0 Static value used for concatenation only.

@codeGenApi
*/
  const lView = getLView();
  const interpolatedValue = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);
  checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}
@param i1 Static value used for concatenation only.
@param v2 Value checked for change.
@param i2 Static value used for concatenation only.
@param v3 Value checked for change.
@param i3 Static value used for concatenation only.
@param v4 Value checked for change.
@param i4 Suffix Static value used for concatenation only.
@codeGenApi
    const lView = getLView();
    const interpolatedValue = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4);
    checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}

/**
 * Update an interpolated class on an element with 6 bound values surrounded by text.
 * Used when the value passed to a property has 6 interpolated values in it:
 * ```html
 * \n <div class="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{{v5}}suffix"></div>
 * ```
 * Its compiled representation is:
 * ```ts
 * classMapInterpolate6('prefix', v0, '-', v1, '-', v2, '-', v3, '-', v4, '-', v5, 'suffix');
 * ```
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param i0 Static value used for concatenation only.
 * @param v1 Value checked for change.
 * @param i1 Static value used for concatenation only.
 * @param v2 Value checked for change.
 * @param i2 Static value used for concatenation only.
 * @param v3 Value checked for change.
 * @param i3 Static value used for concatenation only.
 * @param v4 Value checked for change.
 * @param i4 Static value used for concatenation only.
 * @param v5 Value checked for change.
 * @param i5 Static value used for concatenation only.
 * @param v6 Value checked for change.
 * @param i6 Static value used for concatenation only.
 * @param v7 Value checked for change.
 * @param i7 Static value used for concatenation only.
 * @codeGenApi
 */
    const lView = getLView();
    const interpolatedValue = interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);
    checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}

/**
 * Update an interpolated class on an element with 7 bound values surrounded by text.
 * Used when the value passed to a property has 7 interpolated values in it:
 * ```html
 * <div class="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{{v5}}-{{v6}}suffix"></div>
 * ```
 * Its compiled representation is:
 * ```ts
 * classMapInterpolate7('prefix', v0, '-', v1, '-', v2, '-', v3, '-', v4, '-', v5, '-', v6, 'suffix');
 * ```
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param i0 Static value used for concatenation only.
 * @param v1 Value checked for change.
 * @param i1 Static value used for concatenation only.
 * @param v2 Value checked for change.
 * @param i2 Static value used for concatenation only.
 * @param v3 Value checked for change.
 * @param i3 Static value used for concatenation only.
 * @param v4 Value checked for change.
 * @param i4 Static value used for concatenation only.
 * @param v5 Value checked for change.
 * @param i5 Static value used for concatenation only.
 * @param v6 Value checked for change.
 * @param i6 Static value used for concatenation only.
 * @param v7 Value checked for change.
 * @param i7 Static value used for concatenation only.
 * @codeGenApi
 */
    const lView = getLView();
    const interpolatedValue = interpolation7(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}

/**
 * Update an interpolated class on an element with 8 bound values surrounded by text.
 * Used when the value passed to a property has 8 interpolated values in it:
 * ```html
 * <div class="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{{v5}}-{{v6}}-{{v7}}suffix"></div>
 * ```
 * Its compiled representation is:
 * ```ts
 * classMapInterpolate8('prefix', v0, '-', v1, '-', v2, '-', v3, '-', v4, '-', v5, '-', v6, '-', v7, 'suffix');
 * ```
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param i0 Static value used for concatenation only.
 * @param v1 Value checked for change.
 * @param i1 Static value used for concatenation only.
 * @param v2 Value checked for change.
 * @param i2 Static value used for concatenation only.
 * @param v3 Value checked for change.
 * @param i3 Static value used for concatenation only.
 * @param v4 Value checked for change.
 * @param i4 Static value used for concatenation only.
 * @param v5 Value checked for change.
 * @param i5 Static value used for concatenation only.
 * @param v6 Value checked for change.
 * @param i6 Static value used for concatenation only.
 * @param v7 Value checked for change.
 * @param i7 Static value used for concatenation only.
 * @codeGenApi
 */
    const lView = getLView();
    const interpolatedValue = interpolation8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix);
    checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}
classMapInterpolate8

```typescript
function classMapInterpolate8(
    prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any,
    i3: string, v4: any, i4: string, v5: any, i5: string, v6: any, i6: string, v7: any,
    i7: string, suffix: string): void {
  const lView = getLView();
  const interpolatedValue = interpolation8
    (lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix);
  checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}
```

/**
 * Update an interpolated class on an element with 9 or more bound values surrounded by text.
 * @param values The collection of values and the strings in-between those values, beginning within a string prefix and ending with a string suffix.
 * (e.g. ['prefix', value0, '-', value1, '-', value2, ..., value99, 'suffix']).
 * void { const iView = getIView();
 * const interpolatedValue = interpolationV(IView, values);
 * checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);}
 */

```

```

```typescript
export function classMapInterpolateV(values: any[]): void {
  const lView = getLView();
  const interpolatedValue = interpolationV(lView, values);
  checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}
```

---

```typescript
/**
 * Update an interpolated class on an element with 9 or more bound values surrounded by text.
 * @param values The collection of values and the strings in-between those values, beginning within a string prefix and ending with a string suffix.
 * (e.g. ['prefix', value0, '-', value1, '-', value2, ..., value99, 'suffix']).
 * void { const iView = getIView();
 * const interpolatedValue = interpolationV(IView, values);
 * checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);}
 */
```
change.

* @param i1 Static value used for concatenation only.
* @param v2 Value checked for change.
* @param i2 Static value used for concatenation only.
* @param v3 Value checked for change.
* @param suffix Static value used for concatenation only.
* @codeGenApi *\n
export function styleMapInterpolate4(
    prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any,
    suffix: string): void {
    \n    const interpolatedValue = interpolation4(IView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
    styleMap(interpolatedValue);
}

/**
 *
 * Update an interpolated style on an element with 5 bound values surrounded by text.
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param i0 Static value used for concatenation only.
 * @param v1 Value checked for change.
 * @param i1 Static value used for concatenation only.
 * @param v2 Value checked for change.
 * @param i2 Static value used for concatenation only.
 * @param v3 Value checked for change.
 * @param i3 Static value used for concatenation only.
 * @param v4 Value checked for change.
 * @param i4 Static value used for concatenation only.
 * @param v5 Value checked for change.
 * @param i5 Static value used for concatenation only.
 * @param v6 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v7 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v8 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v9 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v10 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v11 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v12 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v13 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v14 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v15 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v16 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v17 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v18 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v19 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param v20 Value checked for change.
 */

export function styleMapInterpolate5(
    prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any,
    i3: string, v4: any, suffix: string): void {
    \n    const interpolatedValue = interpolation5(IView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix);
    styleMap(interpolatedValue);
}

/**
 *
 * Update an interpolated style on an element with 6 bound values surrounded by text.
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param i0 Static value used for concatenation only.
 * @param v1 Value checked for change.
 * @param i1 Static value used for concatenation only.
 * @param v2 Value checked for change.
 * @param i2 Static value used for concatenation only.
 * @param v3 Value checked for change.
 * @param i3 Static value used for concatenation only.
 * @param v4 Value checked for change.
 * @param i4 Static value used for concatenation only.
 * @param v5 Value checked for change.
 * @param i5 Static value used for concatenation only.
 * @param v6 Value checked for change.
 * @param i6 Static value used for concatenation only.
 * @param v7 Value checked for change.
 * @param i7 Static value used for concatenation only.
 * @param v8 Value checked for change.
 * @param i8 Static value used for concatenation only.
 * @param v9 Value checked for change.
 * @param i9 Static value used for concatenation only.
 * @param v10 Value checked for change.
 * @param i10 Static value used for concatenation only.
 * @param v11 Value checked for change.
 * @param i11 Static value used for concatenation only.
 * @param v12 Value checked for change.
 * @param i12 Static value used for concatenation only.
 * @param v13 Value checked for change.
 * @param i13 Static value used for concatenation only.
 * @param v14 Value checked for change.
 * @param i14 Static value used for concatenation only.
 * @param v15 Value checked for change.
 * @param i15 Static value used for concatenation only.
 * @param v16 Value checked for change.
 * @param i16 Static value used for concatenation only.
 * @param v17 Value checked for change.
 * @param i17 Static value used for concatenation only.
 * @param v18 Value checked for change.
 * @param i18 Static value used for concatenation only.
interpolated style on an element with 8 bound values surrounded by text.

```html
<div style="key: {{v0}}; key1: {{v1}}; key2: {{v2}}; key3: {{v3}}; key4: {{v4}}; key5: {{v5}}; key6: {{v6}}; key7: {{v7}}; suffix"></div>
```

Its compiled representation is:

```ts
styleMapInterpolate8(`key: ', v0, '; key1: ', v1, '; key2: ', v2, '; key3: ', v3, '; key4: ', v4, '; key5: ', v5, '; key6: ', v6, '; key7: ', v7, 'suffix');
```

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```
import {getLView,} from '../state';
import {interpolation1, interpolation2, interpolation3, interpolation4, interpolation5, interpolation6, interpolation7, interpolation8, interpolationV} from './interpolation';
import {checkStylingProperty} from './styling';

```
@param suffix Static value used for concatenation only.
@returns itself, so that it may be chained.

export function stylePropInterpolate2(
    prop: string, prefix: string, v0: any, i0: string, v1: any, suffix: string,
 litreSuffix?: string|null): typeof stylePropInterpolate2 {
    \let lView = getLView();
    \let const interpolatedValue = interpolation2(lView, prefix, v0, i0, v1, suffix);
    \checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
    return stylePropInterpolate2(lView, \litre/*n */ \litre* Update an interpolated style property on an element with 3 bound values surrounded by text.\litrem * \litre* Used when the value passed to a property has 3 interpolated values in it:\litrex \litre* html\litrem * <div style="\litre*prefix{{v0}}-{{v1}}-{{v2}}suffix"></div>\litre* \litre* Its compiled representation is:\litrem * \litre* ts\litrem * stylePropInterpolate3(0, 'prefix', v0, 'i', v1, v2, 'suffix');\litrem * \litre* * \param styleIndex Index of style to update. This index value refers to the\litrem * index of the style in the style bindings array that was passed into\litrem * styling\litrem * Value used for concatenation only.\litrem * @param v0 Value checked for change.\litrem * @param i0 Static value used for concatenation only.\litrem * @param v1 Value checked for change.\litrem * @param suffix Static value used for concatenation only.\litrem * @param i1: value used for concatenation only.\litrem * @param i2: value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param v0 Value checked for change.\litrem * @param i0 Static value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param i1: value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param i2: value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param i3: value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param v1 Value checked for change.\litrem * @param i0 Static value used for concatenation only.\litrem * @param i1: value used for concatenation only.\litrem * @param i2: value used for concatenation only.\litrem * @param i3: value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param i1: value used for concatenation only.\litrem * @param i2: value used for concatenation only.\litrem * @param i3: value used for concatenation only.\litrem * @param i4: value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param i1: value used for concatenation only.\litrem * @param i2: value used for concatenation only.\litrem * @param i3: value used for concatenation only.\litrem * @param i4: value used for concatenation only.\litrem * @param i5: value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param i1: value used for concatenation only.\litrem * @param i2: value used for concatenation only.\litrem * @param i3: value used for concatenation only.\litrem * @param i4: value used for concatenation only.\litrem * @param i5: value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param i1: value used for concatenation only.\litrem * @param i2: value used for concatenation only.\litrem * @param i3: value used for concatenation only.\litrem * @param i4: value used for concatenation only.\litrem * @param i5: value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param i1: value used for concatenation only.\litrem * @param i2: value used for concatenation only.\litrem * @param i3: value used for concatenation only.\litrem * @param i4: value used for concatenation only.\litrem * @param i5: value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param i1: value used for concatenation only.\litrem * @param i2: value used for concatenation only.\litrem * @param i3: value used for concatenation only.\litrem * @param i4: value used for concatenation only.\litrem * @param i5: value used for concatenation only.\litrem * @param suffix Static value used for concatenation only.\litrem * @param i1: value used for concatenation only.\litrem * @param i2: value used for concatenation only.\litrem * @param i3: value used for concatenation only.\litrem * @param i4: value used for concatenation only.\litrem * @param i5: value used for concatenation only.
prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix);\n
checkStylingProperty(prop, interpolatedValue, valueSuffix, false);\n
return stylePropInterpolate5(lView)\n\n* @returns itself, so that it may be chained.\n* @codeGenApi

* @export function stylePropInterpolate6(prop, prefix, string, v0, i0, string, v1, any, i1, string, v2, any, i2, string, v3, any, i3, string, v4, any, i4, string, v5, any, suffix, string, valueSuffix? : stringnull): typeof stylePropInterpolate6 {
  const lView = getLView();\n  const interpolatedValue =\n      interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);\n  \n  return stylePropInterpolate6\n\n* Update an interpolated style property on an element with 6 bound values surrounded by text.\n* @returns itself, so that it may be chained.\n* @codeGenApi

* @export function stylePropInterpolate7(prop, prefix, string, v0, i0, string, v1, any, i1, string, v2, any, i2, string, v3, any, i3, string, v4, any, i4, string, v5, any, suffix, string, valueSuffix? : stringnull): typeof stylePropInterpolate7 {
  const lView = getLView();\n  const interpolatedValue =\n      interpolation7(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);\n  \n  return stylePropInterpolate7\n\n* Update an interpolated style property on an element with 5 bound values surrounded by text.\n* @returns itself, so that it may be chained.\n* @codeGenApi

* @export function stylePropInterpolate8(prop, prefix, string, v0, i0, string, v1, any, i1, string, v2, any, i2, string, v3, any, i3, string, v4, any, i4, string, v5, any, suffix, string, valueSuffix? : stringnull): typeof stylePropInterpolate8 {
  const lView = getLView();\n  const interpolatedValue =\n      interpolation8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, suffix);\n  \n  return stylePropInterpolate8\n\n* Update an interpolated style property on an element with 4 bound values surrounded by text.\n* @returns itself, so that it may be chained.\n* @codeGenApi

* @export function stylePropInterpolate9(prop, prefix, string, v0, i0, string, v1, any, i1, string, v2, any, i2, string, v3, any, i3, string, v4, any, i4, string, v5, any, suffix, string, valueSuffix? : stringnull): typeof stylePropInterpolate9 {
  const lView = getLView();\n  const interpolatedValue =\n      interpolation9(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, suffix);\n  \n  return stylePropInterpolate9\n\n* Update an interpolated style property on an element with 3 bound values surrounded by text.\n* @returns itself, so that it may be chained.\n* @codeGenApi

* @export function stylePropInterpolate10(prop, prefix, string, v0, i0, string, v1, any, i1, string, v2, any, i2, string, v3, any, i3, string, v4, any, i4, string, v5, any, suffix, string, valueSuffix? : stringnull): typeof stylePropInterpolate10 {
  const lView = getLView();\n  const interpolatedValue =\n      interpolation10(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, suffix);\n  \n  return stylePropInterpolate10\n\n* Update an interpolated style property on an element with 2 bound values surrounded by text.\n* @returns itself, so that it may be chained.\n* @codeGenApi

* @export function stylePropInterpolate11(prop, prefix, string, v0, i0, string, v1, any, i1, string, v2, any, i2, string, v3, any, i3, string, v4, any, i4, string, v5, any, suffix, string, valueSuffix? : stringnull): typeof stylePropInterpolate11 {
  const lView = getLView();\n  const interpolatedValue =\n      interpolation11(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, suffix);\n  \n  return stylePropInterpolate11\n\n* Update an interpolated style property on an element with 1 bound value surrounded by text.\n* @returns itself, so that it may be chained.\n* @codeGenApi

* @export function stylePropInterpolate12(prop, prefix, string, v0, i0, string, v1, any, i1, string, v2, any, i2, string, v3, any, i3, string, v4, any, i4, string, v5, any, suffix, string, valueSuffix? : stringnull): typeof stylePropInterpolate12 {
  const lView = getLView();\n  const interpolatedValue =\n      interpolation12(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, suffix);\n  \n  return stylePropInterpolate12\n\n* Update an interpolated style property on an element with no bound values surrounded by text.\n* @returns itself, so that it may be chained.\n* @codeGenApi

* @export function stylePropInterpolate13(prop, prefix, string, v0, i0, string, v1, any, i1, string, v2, any, i2, string, v3, any, i3, string, v4, any, i4, string, v5, any, suffix, string, valueSuffix? : stringnull): typeof stylePropInterpolate13 {
  const lView = getLView();\n  const interpolatedValue =\n      interpolation13(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, suffix);\n  \n  return stylePropInterpolate13

* Static value used for concatenation only.\n* @param v0 Value checked for change.\n* @param v1 Static value used for concatenation only.\n* @param v2 Value checked for change.\n* @param v3 Static value used for concatenation only.\n* @param v4 Value checked for change.\n* @param v5 Static value used for concatenation only.\n* @param v6 Static value used for concatenation only.\n* @param v7 Static value used for concatenation only.\n* @param v8 Static value used for concatenation only.\n* @param v9 Static value used for concatenation only.\n* @param i0 Static value used for concatenation only.\n* @param i1 Static value used for concatenation only.\n* @param i2 Static value used for concatenation only.\n* @param i3 Static value used for concatenation only.\n* @param i4 Static value used for concatenation only.\n* @param i5 Static value used for concatenation only.\n* @param i6 Static value used for concatenation only.\n* @param i7 Static value used for concatenation only.\n* @param i8 Static value used for concatenation only.\n* @param i9 Static value used for concatenation only.\n* @param i10 Static value used for concatenation only.\n* @param i11 Static value used for concatenation only.\n* @param i12 Static value used for concatenation only.\n* @param i13 Static value used for concatenation only.

* Static value used for concatenation only.\n* @param v0 Value checked for change.\n* @param i0 Static value used for concatenation only.\n* @param i1 Static value used for concatenation only.\n* @param i2 Static value used for concatenation only.\n* @param i3 Static value used for concatenation only.\n* @param i4 Static value used for concatenation only.\n* @param i5 Static value used for concatenation only.\n* @param i6 Static value used for concatenation only.\n* @param i7 Static value used for concatenation only.\n* @param i8 Static value used for concatenation only.\n* @param i9 Static value used for concatenation only.\n* @param i10 Static value used for concatenation only.\n* @param i11 Static value used for concatenation only.\n* @param i12 Static value used for concatenation only.\n* @param i13 Static value used for concatenation only.\n* @param i14 Static value used for concatenation only.\n* @param i15 Static value used for concatenation only.\n* @param v0 Value checked for change.\n* @param v1 Value checked for change.\n* @param v2 Value checked for change.\n* @param v3 Value checked for change.

* Static value used for concatenation only.\n* @param i0 Static value used for concatenation only.\n* @param i1 Static value used for concatenation only.\n* @param i2 Static value used for concatenation only.\n* @param i3 Static value used for concatenation only.\n* @param i4 Static value used for concatenation only.\n* @param i5 Static value used for concatenation only.\n* @param i6 Static value used for concatenation only.\n* @param i7 Static value used for concatenation only.\n* @param i8 Static value used for concatenation only.\n* @param i9 Static value used for concatenation only.\n* @param i10 Static value used for concatenation only.\n* @param i11 Static value used for concatenation only.\n* @param i12 Static value used for concatenation only.\n* @param i13 Static value used for concatenation only.\n* @param i14 Static value used for concatenation only.\n* @param i15 Static value used for concatenation only.

* Static value used for concatenation only.\n* @param v0 Value checked for change.\n* @param i0 Static value used for concatenation only.\n* @param i1 Static value used for concatenation only.\n* @param i2 Static value used for concatenation only.\n* @param i3 Static value used for concatenation only.\n* @param i4 Static value used for concatenation only.\n* @param i5 Static value used for concatenation only.\n* @param i6 Static value used for concatenation only.\n* @param i7 Static value used for concatenation only.\n* @param i8 Static value used for concatenation only.\n* @param i9 Static value used for concatenation only.\n* @param i10 Static value used for concatenation only.\n* @param i11 Static value used for concatenation only.\n* @param i12 Static value used for concatenation only.\n* @param i13 Static value used for concatenation only.\n* @param i14 Static value used for concatenation only.\n* @param i15 Static value used for concatenation only.
used for concatenation only.

* @param v6 Value checked for change.
* @param i6 Static value used for concatenation only.
* @param v7 Value checked for change.
* @param i7 Static value used for concatenation only.
* @param valueSuffix Optional suffix. Used with scalar values to add unit such as `px`.

@returns itself, so that it may be chained.

* @exports stylePropInterpolate8

```ts
export function stylePropInterpolate8(
    prop: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string,
    suffix: string, valueSuffix?: string|null): typeof stylePropInterpolate8 {
  const lView = getLView();
  const interpolatedValue = interpolation8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4,
    v5, i5, v6, i6, v7, suffix);
  checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
  return stylePropInterpolate8;
}
```

```
/**
 * Update an interpolated style property on an element with 9 or more bound values surrounded by
 * text.\n *<div style="prefix\{v0\}-\{v1\}-\{v2\}-\{v3\}-\{v4\}-\{v5\}-\{v6\}-\{v7\}-\{v8\}-\{v9\}suffix">
 */
export function stylePropInterpolateV(
    prop: string, values: any[], valueSuffix?: string|null): typeof stylePropInterpolateV {
  const lView = getLView();
  const interpolatedValue = interpolationV(lView, values);
  checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
  return stylePropInterpolateV;
}
```

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```ts
import {bindingUpdated} from '../bindings';
import {SanitizerFn} from '../interfaces/sanitization';
import {RENDERER} from '../interfaces/view';
import {getCurrentDirectiveDef, getLView, getSelectedTNode, getTView, nextBindingIndex} from '../state';
import {NO_CHANGE} from '../tokens';

import {elementPropertyInternal, loadComponentRenderer, storePropertyBindingMetadata} from './shared';

/**
 * Update a property on a host
 * element. Only applies to native node properties, not inputs.\n *\n * @param propName Name of property. Because it is going to DOM, this is not
 * subject to renaming as part of minification.\n *\n * @param value New value to write.\n *\n * @param sanitizer An optional function used to sanitize the value.\n *\n * @returns This function returns itself so that it may be chained.\n *
 * @codeGenApi
 */
export function hostProperty<T>(
    propName: string, value: T, sanitizer?: SanitizerFn|null): typeof hostProperty {
  const lView = getLView();
  const bindingIndex = nextBindingIndex();
  if (bindingUpdated(lView, bindingIndex, value)) {
    const tView = getTView();
    const tNode = getSelectedTNode();
    elementPropertyInternal(tView, tNode, lView, propName, value, lView[RENDERER], sanitizer, true);
    ngDevMode && storePropertyBindingMetadata(tView.data, tNode, propName, bindingIndex);
  }
  return hostProperty;
}
```

```ts
/**
 * Updates a synthetic host binding (e.g. `[@foo]`) on a component or directive.
 * This instruction is for compatibility purposes and is designed to ensure
 * that a synthetic host binding (e.g. `@HostBinding("@foo")`) properly gets rendered in the component's
 * renderer. Normally all host bindings are evaluated with the parent component's renderer, but, in the case
 * of animation @triggers, they need to be evaluated with the sub component's renderer (because that's where
 * the animation @triggers are defined).\n *\n * @param propName Name of property. Because it is going to DOM, this is not
 * subject to renaming as part of minification.\n *\n * @param value New value to write.\n *\n * @param sanitizer An optional function used to sanitize the value.\n *\n * @returns This function returns itself so that it may be chained.\n *
 * @codeGenApi
 */
export function syntheticHostProperty<T>(
    propName: string, value: T|NO_CHANGE, sanitizer?: SanitizerFn|null): typeof syntheticHostProperty {
  const lView = getLView();
```

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nextBindingIndex();
if (bindingUpdated(lView, bindingIndex, value)) {
  const tView = getTView();
  const tNode = getSelectedTNode();
  const currentDef = getCurrentDirectiveDef(tView.data);
  const renderer = loadComponentRenderer(currentDef, tNode, lView);
  elementPropertyInternal(tNode, lView, propName, value, renderer, sanitizer, true);
  ngDevMode && storePropertyBindingMetadata(tView.data, tNode, propName, bindingIndex);
  return syntheticHostProperty;
}

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 */

/*
 * This file re-exports all symbols contained in this directory.
 */
export * from './attribute';
export * from './attribute_interpolation';
export * from './change_detection';
export * from './template';
export * from './storage';
export * from './di';
export * from './element';
export * from './element_container';
export * from './get_current_view';
export * from './listener';
export * from './namespace';
export * from './next_context';
export * from './projection';
export * from './property';
export * from './property_interpolation';
export * from './advance';
export * from './styling';
export * from './text';
export * from './text_interpolation';
export * from './class_map_interpolation';
export * from './style_map_interpolation';
export * from './style_prop_interpolation';
export * from './host_property';
*/

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 */

import {Injector} from '../../di/injector';
import {assertLView} from '../assert';
import {discoverLocalRefs, getComponentAtNodeIndex, getDirectivesAtNodeIndex, getLContext} from '../context_discovery';
import {NodeInjector} from '../di';
import {buildDebugNode} from '../instructions/lview_debug';
import {LContext} from '../interfaces/context';
import {DirectiveDef} from '../interfaces/definition';
import {TElementNode, TNode, TNodeProviderIndexes} from '../interfaces/node';
import {isLView} from '../interfaces/type_checks';
import {CLEANUP, CONTEXT, DebugNode, FLAGS, HEADER_OFFSET, HOST, LView, LViewFlags, T_HOST, TVIEW} from '../interfaces/view';

import {stringifyForError} from './misc_utils';
import {getLViewParent, getRootContext} from './view_traversal_utils';
import {getTNode, unwrapRNode} from './view_utils';

/**
 * Retrieves the component instance associated with a given DOM element.
 *
 * @usageNotes
 * Given the following DOM structure:
 * ```html
 * <my-app>
 *   <div>
 *     <child-comp></child-comp>
 *   </div>
 * </my-app>
 * ```
 * Calling `getComponent` on `<child-comp>` will return the instance of `ChildComponent`
 * associated with this DOM element.
 *
 * Calling the function on `<my-app>` will return the `MyApp` instance.
 *
 * @param element DOM element from which the component should be retrieved.
 * @returns Component instance associated with the element or null if there is no
 *    component associated with it.
 * @publicApi
 * @globalApi ng
 */
export function getComponent<T>(element: Element): T|null {
  assertDomElement(element);
  const context = loadLContext(element, false);
  if (context === null) return null;

  if (context.component === undefined) {
    context.component = getComponentAtNodeIndex(context.nodeIndex, context.lView);
  }

  return context.component as T;
}

/**
 * If inside an embedded view (e.g. `*ngIf` or `*ngFor`), retrieves the context of the embedded
 * view that the element is part of. Otherwise retrieves the instance of the component whose view owns the element
 * (in this case, the result is the same as calling `getOwningComponent`).
 * @param element Element from which the component should be retrieved.
 * @returns Component instance associated with the element or `null` if there is no component associated with it.
 * @publicApi
 * @globalApi ng
 */
export function getContext<T>(element: Element): T|null {
  assertDomElement(element);
  const context = loadLContext(element, false);
  if (context === undefined) return null;

  if (context.component === undefined) {
    context.component = getComponentAtNodeIndex(context.nodeIndex, context.lView);
  }

  return context.component as T;
}

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Retrieves the component instance whose view contains the DOM element.

* For example, if `<child-comp>` is used in the template of `<app-comp>` (i.e. a `ViewChild` of `<app-comp>`), calling `getOwningComponent` on `<child-comp>` will return `<app-comp>.

* For which to retrieve the root components.

* Returns Component instance whose view owns the DOM element or null if the element is not in a part of a component view.

* @publicApi

* @globalApi ng

*/
export function getOwningComponent<T>(elementOrDir: Element|{}): T|null {
  const context = loadLContext(elementOrDir, false);
  if (context === null) return null;
  let tView = context.lView;

  let parent: LView|null;
  ngDevMode && assertLView(tView);
  while (tView[HOST] === null && (parent = getLViewParent(tView)!)) {
    // As long as tView[HOST] is null we know we are part of sub-template such as `*ngIf`
    tView = parent;
  }
  return tView[CONTEXT] as T;
}

/**
 * Retrieves all root components associated with a DOM element, directive or component instance.

* Root components are those which have been bootstrapped by Angular.

* @param elementOrDir DOM element, component or directive instance for which to retrieve the root components.

* @returns Root components associated with the target object.

* @publicApi

* @globalApi ng

*/
export function getRootComponents(elementOrDir: Element|{}): {}[] {
  return [...getRootContext(elementOrDir).components]
}

/**
 * Retrieves an `Injector` associated with an element, component or directive instance.

* For which to retrieve the injector.

* @returns Injector associated with the element, component or directive instance.

* @publicApi

* @globalApi ng

*/
export function getInjector(elementOrDir: Element|{}): Injector {
  const context = loadLContext(elementOrDir, false);
  if (context === null) return Injector.NULL;

  const tNode = context.lView[TVIEW].data[context.nodeIndex] as TElementNode;
  return new NodeInjector(tNode, context.lView);
}

/**
 * Retrieve a set of injection tokens at a given DOM node.

* @param element Element for which the injection tokens should be retrieved.

* @returns Array of injection tokens.

* @publicApi

* @globalApi ng

*/
export function getInjectionTokens(element: Element): any[] {
  const context = loadLContext(element, false);
  if (context === null) return [];
  const tView = context.lView;
  const tNode = tView.data[context.nodeIndex] as TNode;
  const providerTokens: any[] = [];
  const startIndex = tNode.providerIndexes & TNodeProviderIndexes.ProvidersStartIndexMask;
  const endIndex = tNode.directiveEnd;
  for (let i = startIndex; i < endIndex; i++) {
    let value = tView.data[i];
    if (isDirectiveDefHack(value)) {
      // The fact that we sometimes store Type and sometimes DirectiveDef in this
      // location is a design flaw. We should always store same type so that we can be monomorphic.
      // The issue
      // is that for Components/Directives we store the def instead the type. The correct behavior
      // is that we should always be storing injectable type in this location.

      // value = value.type;

      }[
        providerTokens.push(value);
      ]
       ...
      }
  return providerTokens;
}

/**
 * Returns LContext associated with a target passed as an argument.

* Throws if a given target doesn't have associated LContext.

* @param target

* @returns LContext associated with a target passed as an argument.

* @throws If a given target doesn't have associated LContext.

*/
export function loadLContext(target: {}): LContext
export function loadLContext(target: {}, throwOnNotFound: false): LContext|null
export function loadLContext(target: {}, throwOnNotFound: boolean = true): LContext|null {
  const context = getLContext(target);
  if (!context && throwOnNotFound) {
    throw new Error(`Unable to find context associated with ${stringifyForError(target)}`);
  }
  return context;
}

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  7632
Invalid ng target');

return context;
}

/**
 * Retrieves map of local references.
 *
 * The references are retrieved as a map of local reference name to element or directive instance.
 *
 * @param target DOM element, component or directive instance for which to retrieve
 *    the local references.
 */
export function getLocalRefs(target: {}): {
  if (context === null) return {};

  if (context.localRefs === undefined) {
    context.localRefs = discoverLocalRefs(context.lView, context.nodeIndex);
  }

  return context.localRefs || {};
}

/**
 * Retrieves the host element of a component or directive instance. *
 * @returns Host element of the target.
 */
export function getHostElement(componentOrDirective: {}): Element {
  return getLContext(componentOrDirective)!.native as never as Element;
}

/**
 * Retrieves the rendered text for a given component.
 * @returns Rendered text of the component.
 */
export function getRenderedText(component: any): string {
  const hostElement = getHostElement(component);
  return hostElement.textContent || '';
}

export function loadLContextFromNode(node: Node): LContext {
  if (!(node instanceof Node)) throw new Error('Expecting instance of DOM Element');
  return loadLContext(node)!
}

/**
 * Event listener configuration returned from `getListeners`. *
 * @publicApi
 */
export interface Listener {
  /** Name of the event listener. */
  name: string;
  /** Element that the listener is bound to. */
  element: Element;
  /** Callback that is invoked when the event is triggered. */
  callback: (value: any) => any;
  /** Whether the listener is using event capturing. */
  useCapture: boolean;
  /** Type of the listener (e.g. a native DOM event or a custom @Output). */
  type: 'dom'|'output';
}

/**
 * Retrieves a list of event listeners associated with a DOM element. The list does include host
 *   listeners, but it does not include event listeners defined outside of the Angular context
 *   (e.g. through `addEventListener`).
 *
 * @param element Element for which the DOM listeners should be retrieved.
 * @returns Array of event listeners on the DOM element.
 *
 * @publicApi
 * @globalApi ng
 */
export function getListeners(element: Element): Listener[] {
  assertDomElement(element);
  const lContext = loadLContext(element, false);
  if (lContext === null) return [];

  const lView = lContext.lView;
  const tView = lView[TVIEW];
  const lCleanup = lView[CLEANUP];
  const tCleanup = tView.cleanup;
  const listeners: Listener[] = [];
  if (tCleanup && lCleanup) {
    for (let i = 0; i < tCleanup.length; i++) {
      const firstParam = tCleanup[i];
      const secondParam = tCleanup[i + 1];
      if (typeof firstParam === 'string') {
        const name = firstParam;
        const listenerElement = unwrapRNode(lView[secondParam]) as Element;
        const callback = lCleanup[tCleanup[i + 2]];
        const useCapture = typeof useCapture === 'string' ? true : false;
        const type = (useCapture === true) ? 'dom' : 'output';
        if (element == listenerElement) {
          listeners.push({name, element, callback, useCapture, type});
        }
      }
    }
  }

  listeners.sort(sortListeners);
  return listeners;
}

/**
 * This function should not exist because it is megamorphic and only mostly correct.
 *
 * See call site for more info.
 */
function isDirectiveDefHack(obj: object): obj is DirectiveDef<any> {
  return obj.type !== undefined && obj.template !== undefined &&
}

/**
 * Returns the attached `DebugNode` instance for an element in the DOM.
 * @param element Element DOM element which is owned by an existing component's view.
 * @returns `DebugNode` instance for the DOM element.
 */
export function getDebugNode(element: Element): DebugNode|null {

```javascript
const lContext = loadLContextFromNode(element);
const lView = lContext.lView;
const nodeIndex = lContext.nodeIndex;
if (nodeIndex !== -1) {
  const valueInLView = lView[nodeIndex];
  // this means that value in the lView is a component with its own
  // data. In this situation the TNode is not accessed at the same
  // spot.
  const tNode = isLView(valueInLView) ? (valueInLView[T_HOST] as TNode) :
    getTNode(lView[TVIEW], nodeIndex - HEADER_OFFSET);
  debugNode = buildDebugNode(tNode, lView, nodeIndex);
}

return debugNode;

/**
 * Retrieve the component `LView` from component/element.
 * NOTE: `LView` is a private and should not be leaked outside.
 * Don't export this method to `ng` on window.
 * @param target DOM element or component instance for which to retrieve the LView.
 * @export
 * @param {T} value Asserts that a value is a
 * DOM Element.
 * @function assertElement
 * @param {T} value(Assertion: value: any) { if (typeof Element !== 'undefined' && (!
 * value instance of Element)) } throw new Error('Expecting instance of DOM Element');
 */
export function assertElement(value: any) {
  if (typeof Element !== 'undefined' && !(value instanceof Element)) {
    throw new Error('Expecting instance of DOM Element');
  }
}

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 */
import {detectChanges, markDirty} from '../instructions/all';
import {getRootComponents} from './discovery_utils';

/**
 * Marks a component for check (in case of OnPush components) and synchronously
 * performs change detection on the application this
 * component belongs to.
 * @param component Component to `ChangeDetectorRef#markForCheck mark
 * check for check.
 */
export function applyChanges(component: {}): void {
  markDirty(component);
  getRootComponents(component).forEach(rootComponent =>
    detectChanges(rootComponent));
}

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 */
import {assertDefined} from '../../util/assert';
import {global} from '../../util/global';
import {applyChanges} from './change_detection_utils';
import {getComponent,(getContext,
getDirectives, getHostElement, getInjector, getOwningComponent, getRootComponents} from

/**
 * This file introduces series of globally accessible debug tools
 * to allow for the
 * Angular debugging story to function.
 * @see
 * @publicApi
 * @globalApi ng
 */
export function publishDefaultGlobalUtils() {
  if (!_published) {
    _published = true;
    publishGlobalUtil('getComponent', getComponent);
    publishGlobalUtil('getContext', getContext);
    publishGlobalUtil('getDirectives', getDirectives);
    publishGlobalUtil('getHostElement', getHostElement);
    publishGlobalUtil('getInjector', getInjector);
    publishGlobalUtil('getOwningComponent', getOwningComponent);
    publishGlobalUtil('getRootComponents', getRootComponents);
    publishGlobalUtil('getHostElement', getHostElement);
  }
}

export declare type GlobalDevModeContainer = {
  [GLOBAL_PUBLISH_EXPANDO_KEY]: {
    [fnName: string]: Function;
  };
};

/**
 * Publishes the given function to `window.ng` so that it can be
 * used from the
 * browser console when an application is not in production.
 * @param name Name of function.
 * @param fn Function to publish.
 * @publicApi
 */
export function publishGlobalUtil(name: string, fn: Function): void {
  if (typeof COMPILED === 'undefined' || COMPILED
    global as any as
    GlobalDevModeContainer;
    ngDevMode && assertDefined(fn, 'function not defined');
    if (w) {
      w[GLOBAL_PUBLISH_EXPANDO_KEY] = {
        [fnName: string]: Function,
      };
    }
  }
```
```typescript
/** Options that control how the component should be bootstrapped. */
export interface CreateComponentOptions {
  /** Which renderer factory to use. */
  rendererFactory?: RendererFactory3;

  /** A custom sanitizer instance */
  sanitizer?: Sanitizer;

  /** A custom animation player handler */
  playerHandler?: PlayerHandler;

  /** Host element on which the component will be bootstrapped. If not specified, the component definition’s `tag` is used to query the existing DOM for the element to bootstrap. */
  host?: RElement|string;

  /** Module injector for the component. If unspecified, the injector will be NULL_INJECTOR. */
  injector?: Injector;

  /** List of features to be applied to the created component. Features are simply functions that decorate a component with a certain behavior. Typically, the features in this list are features that cannot be added to the component definition but are added during creation. */
  hostFeatures?: HostFeature[];

  /** A function which is used to schedule change detection work in the future. When marking components as dirty, it is necessary to schedule the work of change detection in the future. This is done to coalesce multiple change detection cycles and lifetimes. It is also useful to override this function for testing purposes. */
  scheduler?: (work: () => void) => void;
}

/** See CreateComponentOptions.hostFeatures */
type HostFeature = (<T>(component: T, componentDef: ComponentDef<T>) => void);`
publishDefaultGlobalUtils();

ngDevMode & assertComponentType(componentType); const

class rendererFactory { const rendererFactory || domRendererFactory;
  const sanitizer || sanitizer || null;
  const
class componentDef = getComponentDef<T>(componentType); if (componentDef.type !== componentType)
  (componentDef as { type: Type<any> }).type = componentType;
  // The first index of the first selector is the tag name.
  const componentTag = componentDef.selectors[0][0][0] as string;
  const hostRenderer = rendererFactory.createRenderer(null, null);
  const hostRNode = locateHostElement(hostRenderer, opts.host ||
  componentTag, componentDef.encapsulation);
  const rootFlags = componentDef.onPush ? LViewFlags.Dirty |
  LViewFlags.IsRoot
  LViewFlags.IsRoot;
  const
  rootContext = createRootContext(opts.scheduler, opts.playerHandler);
  const renderer =
  rendererFactory.createRenderer(hostRNode, componentDef);
  const rootTView = createTView(TViewType.Root, -1, null, 1, 0, null, null, null, null, null);
  const rootView = LView(
    rootContext, rootFlags, null, rendererFactory, renderer, undefined,
    opts.injector || null);
  const
  enterView(rootView, null);
  let component: T;

  try {
    if (rendererFactory.begin) rendererFactory.begin();
    const componentView = createRootComponentView(
      rootRNode, componentDef, rootView, rendererFactory,
      rendererFactory, sanitizer);

    component = createRootComponent(
      componentView, componentDef, rootView,
      rootContext, opts.hostFeatures || null);

    // create mode pass
    renderView(rootTView, rootView, null);
    // update mode pass
    refreshView(rootTView, rootView, null, null);
  }

  finally {
    leaveView();
    if (rendererFactory.end) rendererFactory.end();
  }

  return component;
}

/**
 * Creates the root component view and the root component node.
 *
 * @param rNode Render host element.
 * @param def ComponentDef
 * @param rootView The parent view where the host node is stored
 * @param hostRenderer The current
 * @param sanitizer Sanitizer, if provided
 * @returns Component view created
 */
export function createRootComponentView(
  rNode: RElement, def: ComponentDef<any>,
  const tView = rootView[TVIEW];
  ngDevMode && assertIndexInRange(rootView, 0 + HEADER_OFFSET);
  rootView[0 + HEADER_OFFSET] = rNode;
  const tNode: TElementNode = getOrCreateTNode(tView, null, 0,
    TNodeType.Element, null, null);
  const mergedAttrs = tNode.mergedAttrs = def.hostAttrs;
  if (mergedAttrs !== null) {
    computeStaticStyling(tNode, mergedAttrs, true);
    if (rNode !== null) {
      setUpAttributes(hostRenderer, rNode, mergedAttrs);
      if (tNode.classes !== null) {
        writeDirectClass(hostRenderer, rNode, tNode.classes);
      }
      if (tNode.styles !== null) {
        writeDirectStyle(hostRenderer, rNode, tNode.styles);
      }
    }
  }

  const viewRenderer = rendererFactory.createRenderer(rNode, def);
  const componentView = createLView(
    rootView, getOrCreateTComponentView(def), null,
    def.onPush ? LViewFlags.Dirty : LViewFlags.CheckAlways,
    rootView[HEADER_OFFSET] = rNode;
    const tNode: TElementNode = getOrCreateTNode(tView, null, 0,
    TNodeType.Element, null, null);
  const mergedAttrs = tNode.mergedAttrs = def.hostAttrs;
  if (mergedAttrs !== null) {
    computeStaticStyling(tNode, mergedAttrs, true);
    if (rNode !== null) {
      writeDirectClass(hostRenderer, rNode, tNode.classes);
    }
    if (tNode.styles !== null) {
      writeDirectStyle(hostRenderer, rNode, tNode.styles);
    }
  }
  const viewRenderer =
  rendererFactory.createRenderer(rNode, def);
  const componentView = createLView(
    rootView, getOrCreateTComponentView(def), null,
    def.onPush ? LViewFlags.Dirty : LViewFlags.CheckAlways,
    rootView[HEADER_OFFSET] = rNode;
    const tNode: TElementNode = getOrCreateTNode(tView, rootView, componentView);
  const viewRenderer =
  rendererFactory.createRenderer(tNode, def);
  const componentView = createLView(
    rootView, getOrCreateTComponentView(def), null,
    def.onPush ? LViewFlags.Dirty : LViewFlags.CheckAlways,
    rootView[HEADER_OFFSET] = rNode;
    const tNode: TElementNode = getOrCreateTNode(tView, null, 0,
    TNodeType.Element, null, null);
  const mergedAttrs = tNode.mergedAttrs = def.hostAttrs;
  if (mergedAttrs !== null) {
    computeStaticStyling(tNode, mergedAttrs, true);
    if (rNode !== null) {
      writeDirectClass(hostRenderer, rNode, tNode.classes);
    }
    if (tNode.styles !== null) {
      writeDirectStyle(hostRenderer, rNode, tNode.styles);
    }
  }
  const viewRenderer =
  rendererFactory.createRenderer(rNode, def);
  const componentView = createLView(
    rootView, getOrCreateTComponentView(def), null,
    def.onPush ? LViewFlags.Dirty : LViewFlags.CheckAlways,
    rootView[HEADER_OFFSET] = rNode;
    const tNode: TElementNode = getOrCreateTNode(tView, rootView, componentView);
  const viewRenderer =
  rendererFactory.createRenderer(tNode, def);
  const componentView = createLView(
    rootView, getOrCreateTComponentView(def), null,
    def.onPush ? LViewFlags.Dirty : LViewFlags.CheckAlways,
    rootView[HEADER_OFFSET] = rNode;
    const tNode: TElementNode = getOrCreateTNode(tView, null, 0,
    TNodeType.Element, null, null);
  const mergedAttrs = tNode.mergedAttrs = def.hostAttrs;
  if (mergedAttrs !== null) {
    computeStaticStyling(tNode, mergedAttrs, true);
    if (rNode !== null) {
      writeDirectClass(hostRenderer, rNode, tNode.classes);
    }
    if (tNode.styles !== null) {
      writeDirectStyle(hostRenderer, rNode, tNode.styles);
    }
  }
  const viewRenderer =
  rendererFactory.createRenderer(rNode, def);
  const componentView = createLView(
    rootView, getOrCreateTComponentView(def), null,
    def.onPush ? LViewFlags.Dirty : LViewFlags.CheckAlways,
    rootView[HEADER_OFFSET] = rNode;
    const tNode: TElementNode = getOrCreateTNode(tView, rootView, componentView);
  const viewRenderer =
  rendererFactory.createRenderer(tNode, def);
  const componentView = createLView(
    rootView, getOrCreateTComponentView(def), null,
    def.onPush ? LViewFlags.Dirty : LViewFlags.CheckAlways,
    rootView[HEADER_OFFSET] = rNode;
    const tNode: TElementNode = getOrCreateTNode(tView, null, 0,
outputs
fillProperties(definition.inputs, superDef.inputs);
fillProperties(definition.declaredInputs, superDef.declaredInputs);
fillProperties(definition.outputs, superDef.outputs);

// Merge animations metadata.
// If `superDef` is a Component, the `data` field is present (defaults to an empty object).
if (isComponentDef(superDef) && superDef.data.animation) {
  // If super def is a Component, the `definition` is also a Component, since Directives cannot // not inherit Components (we throw an error above and cannot reach this code).
  const defData = (definition as ComponentDef<any>).data;
  defData.animation = (defData.animation || []).concat(superDef.data.animation);
}

// Run parent features
const features = superDef.features;
if (features) {
  for (let i = 0; i < features.length; i++) {
    if (feature && feature.ngInherit) {
      (feature as DirectiveDefFeature)(definition);
    }
  }
}

let superType = Object.getPrototypeOf(superType);
mergeHostAttrsAcrossInheritance(inheritanceChain);

/**
 * Merge the `hostAttrs` and `hostVars` from the inherited parent to the base class.
 *
 * @param inheritanceChain A list of `WritableDefs` starting at the top most type and listing `*` sub-types in order. For each type take the `hostAttrs` and `hostVars` and merge it with the child
 *
 * @function mergeHostAttrsAcrossInheritance
 */
function mergeHostAttrsAcrossInheritance(inheritanceChain: WritableDef[]) {
  let hostVars: number = 0;
  let hostAttrs: TAttributes|null = null;
  // We process the inheritance order from the base to the leaves here.
  for (let i = inheritanceChain.length - 1; i >= 0; i--) {
    const def = inheritanceChain[i];
    // For each `hostVars`, we need to add the superclass amount.
    def.hostVars = (hostVars += def.hostVars);
    // for each `hostAttrs` we need to merge it with superclass.
    def.hostAttrs = mergeHostAttrs(def.hostAttrs, hostAttrs);
  }
}

function maybeUnwrapEmpty<T>(value: T[]):
function maybeUnwrapEmpty<T>(value: T): T;
function maybeUnwrapEmpty(value: any): any {
  if (value === EMPTY_OBJ) {
    return {};
  } else if (value === EMPTY_ARRAY) {
    return [];
  } else {
    return value;
  }
}

function inheritViewQuery(definition: WritableDef, superViewQuery: ViewQueriesFunction<any>) {
  const prevViewQuery = definition.viewQuery;
  if (prevViewQuery) {
    definition.viewQuery = (rf, ctx) => {
      superViewQuery(rf, ctx);
      prevViewQuery(rf, ctx);
    };
  }
}

function inheritContentQueries(definition: WritableDef, superContentQueries: ContentQueriesFunction<any>) {
  const prevContentQueries = definition.contentQueries;
  if (prevContentQueries) {
    definition.contentQueries = (rf, ctx, directiveIndex) => {
      superContentQueries(rf, ctx, directiveIndex);
      prevContentQueries(rf, ctx, directiveIndex);
    };
  } else {
    definition.contentQueries = superContentQueries;
  }
}

function inheritHostBindings(definition: WritableDef, superHostBindings: HostBindingsFunction<any>) {
  const prevHostBindings = definition.hostBindings;
  if (prevHostBindings) {
    definition.hostBindings = (rf: RenderFlags, ctx: any) => {
      superHostBindings(rf, ctx, directiveIndex);
    }
  } else {
    definition.hostBindings = superHostBindings;
  }
}

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 */

import {ComponentDef, DirectiveDef} from '../interfaces/definition';
import {isComponentDef} from '../interfaces/type_checks';

/**
 * Fields which exist on either directive or component definitions, and need to be copied from parent to child classes by the `CopyDefinitionFeature`.
 */
const COPY_DIRECTIVE_FIELDS: (keyof DirectiveDef<unknown>)[] = [
  'providersResolver',
];

// Not listed here are any fields which are handled by the 'InheritDefinitionFeature', such // as inputs, outputs, and host binding functions.

// Fields which exist only on component definitions, and need to be copied from parent to child

`CopyDefinitionFeature` \n * } * The type here allows any field of `ComponentDef` which is not also a property of `DirectiveDef`, } * since those should go in 'COPY_DIRECTIVE_FIELDS' above. } * } * } * COPY_COMPONENT_FIELDS: Exclude<keyof ComponentDef<unknown>, keyof DirectiveDef<unknown>>[]> = [ } * // The child class should use the template function of its parent, including all template } * // semantics. } * \n * 'template', } * \n * 'decls', } * \n * 'consts', } * \n * 'vars', } * \n * 'onPush', } * \n * 'ngContentSelectors', } * // The child class should use the CSS styles of its parent, including all styling } * // semantics. } * \n * 'styles', } * \n * 'encapsulation', } * // The child class should be checked by the runtime in the same way as its parent. } * \n * 'schemas', } * // The child class should be checked by the runtime in the same way as its parent. } * \n * 'ngContentSelectors', } * // The child class should be checked by the runtime in the same way as its parent. } * \n * 'template', } * \n * 'decls', } * \n * 'consts', } * \n * 'vars', } * \n * 'onPush', } * \n * 'ngContentSelectors', } * // The child class should be checked by the runtime in the same way as its parent. } * \n * 'template', } * \n * 'decls', } * \n * 'consts', } * \n * 'vars', } * \n * 'onPush', } * \n * 'ngContentSelectors', ];

```javascript
/**
 * Copies the fields not handled by
 * the `InheritDefinitionFeature` from the supertype of an * definition. } * * This exists primarily to support ngcc migration of an existing View Engine pattern, where an * entire decorator is inherited from a parent to a child class. When ngcc detects this case, it * generates a skeleton definition on the child class, and applies this feature. } * * The `CopyDefinitionFeature` then copies any needed fields from the parent class' definition, } * * including things like the component template function. } * } * @param definition } * } * \n * The `CopyDefinitionFeature` then copies any needed fields from the parent class' definition, } * * including things like the component template function. } * } * @param definition } * } * })

```javascript
import {resolveForwardRef} from '../di/forward_ref';
import {ClassProvider, Provider} from '../di/interface/provider';
import {isClassProvider, isTypeProvider, providerToFactory} from '../di/r3_injector';
import {assertDefined} from '../util/assert';

import {diPublicInInjector, getNodeInjectable, getOrCreateNodeInjectorForNode} from './di';
import {directiveInject} from './instructions/all';
import {DirectiveDef} from './interfaces/definition';
import {NodeInjectorFactory} from './interfaces/injector';
import {TContainerNode, TDirectiveHostNode, TElementContainerNode, TElementNode, TNodeProviderIndexes} from './interfaces/node';
import {isComponentDef} from './interfaces/type_checks';
import {DestroyHookData, LView, TData, TVIEW, TView} from './interfaces/view';
import {getLView, getPreviousOrParentTNode, getTView} from './state';
```

```javascript
/**
 * Resolves the providers which are defined in the DirectiveDef.
 *
 * When inserting the tokens and the factories in their respective arrays, we can assume that
 * this method is called first for the component (if any), and then for other directives on the same
 * node. } * As a consequence, the providers are always processed in that order: } * 1) The view providers of the component } * 2) The providers of the component } * 3) The providers of the other directives } * This matches the structure of the injectables arrays of a view (for each node). } * So the tokens and the factories can be pushed at the end of the arrays, except } * in one case for multi providers. } * } * @param def } * * Resolves the providers which are defined in the DirectiveDef. } * } * This matches the structure of the injectables arrays of a view (for each node). } *}
code will not be in hot-path once we implement
    // cloning of the initial state.
    for (let i = 0; i < provider.length; ++i) {
        resolveProvider(provider[i], Injectables, InjectablesBlueprint, isComponent,
            isViewProvider); }

    else {
        const tView = getTView();
        const iView = getLView();
        let token: any =
            isTypeProvider(provider) ? provider : resolveForwardRef(provider.provide);
        let providerFactory: () => any =
            providerToFactory(provider);
        const tNode = getPreviousOrParentTNode();
        const beginIndex =
            tNode.providerIndexes & TNodeProviderIndexes.ProvidersStartIndexMask;
        const endIndex =
            tNode.directiveStart;
        const cptViewProvidersCount =
            tNodeProviderIndexes.CptViewProvidersCountShift;
        const resolver = !provider.multi ?
            provider resolver : resolveProvidersCountShifted;
        const factory =
            resolver(tNodeProviderIndexes.CptViewProvidersCountShift, !isTypeProvider(provider) ||
                !provider.multi, token, true);}

    if (isTypeProvider(provider) || !provider.multi) {
        // Single provider case: the factory is created and pushed immediately
        const factory = new
            NodeInjectorFactory(providerFactory, isViewProvider, directiveInject);
        const existingFactoryIndex =
            indexOf(token, Injectables, isViewProvider ? beginIndex : beginIndex +
                cptViewProvidersCount, endIndex);
        if (existingFactoryIndex === -1) {
            diPublicInInjector(
                getOrCreateNodeInjectorForNode(tNode as TElementNode | TContainerNode |
                    TElementContainerNode, iView), tView, token);
            registerDestroyHooksIfSupported(tView, provider,
                Injectables.length);
            Injectables.push(token);
            tNode.directiveStart++;
            tNode.directiveEnd++;
            if (isViewProvider) {
                tNode.providerIndexes += TNodeProviderIndexes.CptViewProvidersCountShifter;
            }
            InjectablesBlueprint.push(factory);
            Injectables.push(factory);
        } else {
            InjectablesBlueprint[existingFactoryIndex] = factory;
            Injectables.push(factory);
        }
    } else {
        // Multi provider case:
        // We create a multi factory which is going to aggregate all the values.
        // Since the output of such a factory depends on content or view injection,
        // we create two of them, which are linked together.
        // The first one (for view providers) is always in the first block of the injectables array,
        // and the second one (for providers) is always in the second block.
        // This is important because view providers have higher priority. When a multi token
        // is being looked up, the view providers should be found first.
        // Note that it is not possible to have a multi factory in the third block (directive block).
        // The algorithm to process multi providers is as follows:
        // 1) If the multi provider comes from the 'view Providers' of
        // the component:
        // a) If the special view providers factory doesn't exist, it is created and pushed.
        // b) Else, the multi provider is added to the existing multi factory.
        // 2) If the multi provider comes from the 'providers' of the component or of another
        // directive:
        // a) If the multi factory doesn't exist, it is created and
        // provider pushed into it.
        // It is also linked to the multi factory for view providers, if it exists.
        // b) Else, the multi provider is added to the existing multi factory.

        const existingProvidersFactoryIndex =
            indexOf(token, Injectables, beginIndex +
                cptViewProvidersCount, endIndex);
        const doesProvidersFactoryExist =
            existingProvidersFactoryIndex >= 0 &&
            InjectablesBlueprint[existingProvidersFactoryIndex];
        const doesViewProvidersFactoryExist =
            existingViewProvidersFactoryIndex >= 0 &&
            InjectablesBlueprint[existingViewProvidersFactoryIndex];
        if (isViewProvider &&
            doesViewProvidersFactoryExist) {
            const factory = multiFactoryAdd(
                InjectablesBlueprint.length, isViewProvider, isComponent, providerFactory);
            if (!isViewProvider &&
                doesProvidersFactoryExist) {
                const factory = multiFactoryAdd(
                    InjectablesBlueprint.length, isComponent, providerFactory);
            }
            Injectables.push(factory);
        }
        InjectablesBlueprint.push(factory);
        Injectables.push(factory);
    }
existingProvidersFactoryIndex],
  providerFactory, !isViewProvider && isComponent); //

registerDestroyHooksIfSupported(tView, provider,
  existingProvidersFactoryIndex > -1 ?
  existingProvidersFactoryIndex :
  existingViewProvidersFactoryIndex, //
  newIndexInFactory); //
  if (!isViewProvider && isComponent) {
    const providerIsTypeProvider = isTypeProvider(provider);
    if (providerIsTypeProvider || isComponent) {
      const prototype = ((provider as ClassProvider).useClass || provider).prototype;
      assertDefined(indexInFactory, 'indexInFactory when registering multi factory destroy hook');
      const existingCallbacksIndex = hooks.indexOf(contextIndex); //
      if (existingCallbacksIndex == -1) {
        hooks.push((contextIndex, newIndexInFactory, ngOnDestroy)); //
      } else {
        (hooks[existingCallbacksIndex + 1] as DestroyHookData).push((contextIndex, ngOnDestroy)); //
      }
    }
  }

/**
 * Add a factory in a multi factory.
 *
 * @returns Index at which the factory was inserted.
 */
function multiFactoryAdd(
  multiFactory: NodeInjectorFactory, factory: () => any, isComponentProvider: boolean): number {
  if (isComponentProvider) {
    multiFactory.componentProviders!++;
  }
  return multiFactory.multi!.push(factory) - 1;
}

/**
 * Maps an array of factories into an array of
 * values.
 */
function multiResolve(factories: Array<() => any>, result: any[]): any[] {
  for (let i = 0; i < factories.length; i++) {
    result.push(factories[i]());
  }
  return result;
}

/**
 * Creates a multi factory.
 */
function multiFactory(
  factoryFn: () => any,
  index: number, isViewProvider: boolean, isComponent: boolean,
  f: () => any): NodeInjectorFactory {
  const factory = new NodeInjectorFactory(factoryFn, isViewProvider, directiveInject);
  factory.multi = [];
  factory.index = index;
  factory.componentProviders = 0;
  factory.multi.Add(factory, f, isComponent &
  isViewProvider);
  return factory;
}

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 */
import {ProcessProvidersFunction, Provider} from
import {providersResolver} from '../di_setup';
import {DirectiveDef} from '../interfaces/definition';

/**
 * This feature resolves the providers of a directive (or component),
 * and publish them into the DI system, making it visible to others for injection.
 */
export function ProvidersFeature<T>(providers: Provider[], viewProviders: Provider[] = []): (definition: DirectiveDef<T>) => {
    return (def: DirectiveDef<T>, processProvidersFn?: ProcessProvidersFunction) => {
        return providersResolver(def, processProvidersFn ? processProvidersFn(providers) : providers, viewProviders);
    };
}

/**
 * Represents a component created by a `ComponentFactory`.
 * Provides access to the component instance and related objects,
 * and provides the means of destroying the instance.
 */
export abstract class ComponentRef<C> {
  /**
   * The host or anchor [element](guide/glossary#element) for this component instance.
   */
  abstract get location(): ElementRef;

  /**
   * The [dependency injector](guide/glossary#injector) for this component instance.
   */
  abstract get injector(): Injector;

  /**
   * This component instance.
   */
  abstract get instance(): C;

  /**
   * The change detector for this component instance.
   */
  abstract get changeDetectorRef(): ChangeDetectorRef;

  /**
   * The type of this component (as created by a `ComponentFactory`).
   */
  abstract get componentType(): Type<any>;

  /**
   * Destroys the component instance and all of the data structures associated with it.
   */
  abstract destroy(): void;

  /**
   * A lifecycle hook that provides additional developer-defined cleanup
   * functionality for the component.
   * Called when the `destroy()` method is invoked.
   * @param callback A handler function that cleans up developer-defined data
   * associated with this component.
   */
  abstract onDestroy(callback: Function): void;
}

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 */

import {Injector} from '../di/injector';
import {Type} from '../interface/type';
import {stringify} from '../util/stringify';

import {ComponentFactory, ComponentRef} from './component_factory';
import {NgModuleRef} from './ng_module_factory';

export function noComponentFactoryError(component: Function) {
  const error = Error(`No component factory found for ${stringify(component)}
`);
  throw error;
}
stringify(component). Did you add it to @NgModule.entryComponents?"

(error as any)[ERROR_COMPONENT] = component;

return error;

unconst ERROR_COMPONENT = 'ngComponent\n
export function getComponent(error: Error): Type<any> {

return (error as any)[ERROR_COMPONENT];

ngComponent\n
unconst _NullComponentFactoryResolver implements ComponentFactoryResolver

`\n
resolveComponentFactory<T>(component: {new(...args: any[]): T}): ComponentFactory<T> {

throw noComponentFactoryError(component);

let factory = this._factories.get(component);

if (!factory && this._parent) {

factory = this._parent.resolveComponentFactory<T>(component);

}

if (!factory) {

throw noComponentFactoryError(component);

}

return new ComponentFactoryBoundToModule(factory,

this._ngModule);

}

export class CodegenComponentFactoryResolver implements ComponentFactoryResolver {

private _factories = new Map<any, ComponentFactory<any>>();

constructor(factories: ComponentFactory<any>[], private _parent: ComponentFactoryResolver, private _ngModule: NgModuleRef<any>) {

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

const factory = factories[i];

this._factories.set(factory.componentType, factory);

}

}

resolveComponentFactory<T>(component: {new(...args: any[]): T}): ComponentFactory<T> {

let factory = this._factories.get(component);

if (!factory && this._parent) {

factory = this._parent.resolveComponentFactory(TopicComponent);

if (!factory) {

throw noComponentFactoryError(component);

}

return new ComponentFactoryBoundToModule(factory,

this._ngModule);

}

export class ElementRef<T = any> {

constructor(private factory: ComponentFactory<any>, private _parent: ComponentFactoryResolver, private _ngModule: NgModuleRef<any>) {

super();

this._parent = factory.selector;

this.componentType = factory.componentType;

this.ngContentSelectors = factory.ngContentSelectors;

this.inputs = factory.inputs;

this.outputs = factory.outputs;

this.create(injector: Injector, projectableNodes?, rootSelectorOrNode?, ngModule?, this._ngModule): ComponentRef<T> {

return this.factory.create(injector, projectableNodes, rootSelectorOrNode, ngModule || this.ngModule);

}

}

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 */

export function noop(...args: any[]): any {

// Do nothing.

}

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 */

import {injectElementRef as render3InjectElementRef} from '../render3/view_engine_compatibility';

import {noop} from '../util/noop';

/**
 * A wrapper around a native element inside of a View.
 *
 * An ElementRef is backed by a render-specific element. In the browser,
 * this is usually a DOM element.
 *
 * @security Permitting direct access to the DOM can make your
 * application more vulnerable to XSS attacks. Carefully review any use of `ElementRef` in your code. For more
detail, see the
 * [Security Guide](http://g.co/ng/security).

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 */

export class ElementRef<T = any> {

constructor(private factory: ComponentFactory<any>, private _parent: ComponentFactoryResolver, private _ngModule: NgModuleRef<any>) {

super();

this._parent = factory.selector;

this.componentType = factory.componentType;

this.ngContentSelectors = factory.ngContentSelectors;

this.inputs = factory.inputs;

this.outputs = factory.outputs;

this.create(injector: Injector, projectableNodes?, rootSelectorOrNode?, ngModule?, this._ngModule): ComponentRef<T> {

return this.factory.create(injector, projectableNodes, rootSelectorOrNode, ngModule || this.ngModule);

}

}

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 */

import {injectElementRef as render3InjectElementRef} from '../render3/view_engine_compatibility';

import {noop} from '../util/noop';

/**
 * A wrapper around a native element inside of a View.
 *
 * An ElementRef is backed by a render-specific element. In the browser,
 * this is usually a DOM element.
 *
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 * found in the LICENSE file at https://angular.io/license

 */

export class ElementRef<T = any> {

constructor(private factory: ComponentFactory<any>, private _parent: ComponentFactoryResolver, private _ngModule: NgModuleRef<any>) {

super();

this._parent = factory.selector;

this.componentType = factory.componentType;

this.ngContentSelectors = factory.ngContentSelectors;

this.inputs = factory.inputs;

this.outputs = factory.outputs;

this.create(injector: Injector, projectableNodes?, rootSelectorOrNode?, ngModule?, this._ngModule): ComponentRef<T> {

return this.factory.create(injector, projectableNodes, rootSelectorOrNode, ngModule || this.ngModule);

}

*/

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application and rendering
layers which will make it impossible to separate the two and deploy your
application into a web worker. <p> public nativeElement: T; 
constructor(nativeElement: T) { this.nativeElement = nativeElement; } 
** @internal 
@nocollapse static __NG_ELEMENT_ID__: () => ElementRef = () =>

```typescript
SWITCH_ELEMENT_REF_FACTORY(ElementRef); 
export const

```

```typescript
constructor(nativeElement: T) {
    this.nativeElement = nativeElement;
  }

  /**
   * @internal
   *
   * @nocollapse
   */
  static __NG_ELEMENT_ID__: () => ElementRef = () =>

```

```typescript
SWITCH_ELEMENT_REF_FACTORY__POST_R3__ = render3InjectElementRef; 
const

```

```typescript
SWITCH_ELEMENT_REF_FACTORY__PRE_R3__ = noop; 
const SWITCH_ELEMENT_REF_FACTORY: typeof render3InjectElementRef =

```

```typescript
/**
 * Creates and initializes a custom renderer that implements the `Renderer2`
 * base class.
 *
 * @publicApi
 */
export class RendererFactory2 {
  /**
   * Creates and initializes a custom renderer for a host DOM element.
   * @param hostElement The element to render.
   * @param type The base class to implement.
   * @returns The new custom renderer instance.
   */
  createRenderer(hostElement: any, type: RendererType2|null):
```
abstract createElement(name: string, namespace?: string|null): any;
  /**
   * Implement this callback to add a
   * comment to the DOM of the host element.
   * @param value The comment text.
   * @returns The modified element.
   */
  abstract createComment(value: string): any;
  /**
   * If null or undefined, the view engine won't call it.
   * This is used as a performance optimization for production mode.
   */
  destroyNode!: ((node: any) => void)null;
  /**
   * Appends a child to a given parent node in the host element
   * DOM.
   * @param parent The parent node.
   * @param newChild The new child node.
   * @returns
   * AppendChild(parent: any, newChild: any): void;
   */
  abstract appendChild(parent: any, newChild: any): void;

  /**
   * Implement this callback to insert a child node at a given
   * position in a parent node.
   * @param parent The host element DOM.
   * @param parent The parent node.
   * @param newChild The new child node.
   * @returns
   * insertBefore(parent: any, newChild: any, refChild: any): void;
   */

  /**
   * Implement this callback to remove a child node from the host element's
   * DOM.
   * @param parent The parent node.
   * @returns
   * oldChild The child node to remove.
   */
  abstract removeChild(parent: any, oldChild: any, isHostElement?: boolean): void;

  /**
   * Implement this callback to get the parent of a given node
   * in the host element's DOM.
   * @param node The child node to query.
   * @returns
   * parentNode(node: any): any;
   */
  abstract parentNode(node: any): any;

  /**
   * Implement this callback to get the next sibling node of a given node
   * in the host element's DOM.
   * @returns
   * nextSibling(node: any): any;
   */
  abstract nextSibling(node: any): any;

  /**
   * Implement this callback to set an attribute value for an element in the DOM.
   * @param el The element.
   * @param name The attribute name.
   * @param value The new value.
   * @param namespace The namespace.
   */
  abstract setAttribute(el: any, name: string, value: string, namespace?: string|null): void;

  /**
   * Implement this callback to remove an attribute from an element in the DOM.
   * @param el The element.
   * @param name The attribute name.
   * @param namespace The namespace.
   */
  abstract removeAttribute(el: any, name: string, namespace?: string|null): void;

  /**
   * Implement this callback to add a class to an element in the DOM.
   * @param el The class name.
   * @param name The class name.
   * @returns
   * addClass(el: any, name: string): void;
   */
  abstract addClass(el: any, name: string): void;

  /**
   * Implement this callback to remove a class from an element in the DOM.
   * @param el The class name.
   * @param name The class name.
   * @returns
   * removeClass(el: any, name: string): void;
   */
  abstract removeClass(el: any, name: string): void;

  /**
   * Implement this callback to set the value of a property of an
   * element in the DOM.
   * @param el The element.
   * @param property The property name.
   * @param value The new value.
   */
  abstract setProperty(el: any, name: string, value: any): void;

  /**
   * Implement this callback to set the value of a node in the host element.
   * @param node The node.
   * @param value The new value.
   */
  abstract setValue(node: any, value: string): void;

  /**
   * Implement this callback to start an
   * event listener.
   * @param target The context in which to listen for events.
   * Can be
   * the entire window or
out which is the next record to process

// Order: remove, add, move
const record:
IterableChangeRecord_<V> = !nextRemove ||
nextIt &&&
nextIt.currentIndex! <
getPreviousIndex(nextRemove, addRemoveOffset, moveOffsets) ?
nextIt! : 
nextRemove; // const adjacentIndex = getPreviousIndex(record, addRemoveOffset, moveOffsets); // const currentIndexChanged = record.currentIndex; // consume the item, and adjust the addRemoveOffset and update moveDistance if
necessary
if (record === nextRemove) {
  addRemoveOffset--;
  nextRemove =
nextRemove._nextRemoved;
} else 
if (record.previousIndex == null) { // INVARIANT: currentIndex < previousIndex
  // (!moveOffsets) moveOffsets = [
};
const changeIndex = getPreviousIndex(record, addRemoveOffset, moveOffsets);

for (let i = 0; i < localMovePreviousIndex; i++) {
  const offset = i < moveOffsets.length ? moveOffsets[i] : (moveOffsets[i] = 0);
  const index = offset + i;
  if (localCurrentIndex <= index && index < localMovePreviousIndex)
forEachCurrentItem(fn: (record: IterableChangeRecord_<V>) => void)
forEachAddedItem(fn: (record: IterableChangeRecord_<V>) => void)
forEachMovedItem(fn: (record: IterableChangeRecord_<V>) => void)
forEachRemovedItem(fn: (record: IterableChangeRecord_<V>) => void)
forEachIdentityChange(fn: (record: IterableChangeRecord_<V>) => void)

if (isListLikeIterable(collection)) 

let record: IterableChangeRecord_<V> = null;

for (let item of collection) 

let itemTrackBy = this._trackByFn(index, item);

if (record === null || !Object.is(record.trackById, itemTrackBy)) {
  record = this._mismatch(record, item, itemTrackBy, index);
  mayBeDirty = true;
} else {
  if (Object.is(record.item, item))
    this._addIdentityChange(record, item, itemTrackBy);
}

let item = collection[index];

let itemTrackBy = this._trackByFn(index, item);
return this._additionsHead !== null || this._movesHead !== null ||
this._removalsHead !== null ||
this._identityChangesHead !== null;

/**
 * Reset the state of the change objects to show no changes.
 * This means set previousKey to \n * currentKey, and clear all of the queues (additions, moves, removals).
 * Set the previousIndexes of moved and added items to their currentIndexes
 * Reset the list of additions, moves and removals
 * @internal
 */
_reset() {
  if (this.isDirty) {
    let record:
    IterableChangeRecord_<V>|null;
    let nextRecord: IterableChangeRecord_<V>|null;

    for (record = this._previousItHead = this._itHead; record !== null; record = record._next) {
      record._nextPrevious = record._next;
    }

    for (record = this._additionsHead; record !== null; record = record._nextAdded) {
      record.previousIndex = record.currentIndex;
    }
    this._additionsHead = this._additionsTail = null;

    for (record = this._movesHead; record !== null; record = nextRecord) {
      record.previousIndex = record.currentIndex;
      nextRecord = record._nextMoved;
    }
    this._movesHead = this._movesTail = null;
    this._removalsHead = this._removalsTail = null;
    this._identityChangesHead =
    this._identityChangesTail = null;
}

/**
 * This is the core function which handles differences between collections.
 * - `record` is the record which we saw at this position last time. If null then it is a new
 *   * item, \n *   * `item` is the current item in the collection
 *   * `index` is the position of the item in the collection
 *   * `mismatch` is the record which we saw at this position last time. If null then it is a new
 *   * item, \n *   * The previous record after which we will append the current one.
 */
_mismatch(record: IterableChangeRecord_<V>|null, item: V, itemTrackBy: any, index: number):

* This is the core function which handles differences between collections.
* - `record` is the record which we saw at this position last time. If null then it is a new
*   * item, \n*   * `item` is the current item in the collection
*   * `index` is the position of the item in the collection
*   * `mismatch` is the record which we saw at this position last time. If null then it is a new
*   * item, \n
IterableChangeRecord_<V> \n
/**
 * Get rid of any excess \n * \n */

/**
 * Get rid of any excess \n * \n */

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const nextRecord: IterableChangeRecord_<V>|null = record._next;

this._unlinkedRecords.remove(record);

if (this._unlinkedRecords !== null) {
  this._unlinkedRecords.clear();
  if (this._additionsTail !== null) {
    this._additionsTail._nextAdded = null;
  }
  if (this._movesTail !== null) {
    this._movesTail._nextMoved = null;
  }
  if (this._itTail !== null) {
    this._itTail._next = null;
  }
  if (this._removalsTail !== null) {
    this._removalsTail._nextRemoved = null;
  }
  if (this._identityChangesTail !== null) {
    this._identityChangesTail._nextIdentityChange = null;
  }
}

this._unlinkedRecords.remove(record);

if (prev === null) {
  this._removalsHead = next;
}
else {
  prev._nextRemoved = next;
}
if (next === null) {
  this._removalsTail = prev;
}
else {
  next._prevRemoved = prev;
}

if (this._unlinkedRecords !== null) {
  this._unlinkedRecords.remove(record);
}

if (record.previousIndex === toIndex) {
  return record;
}
else {
  if (prevRecord !== null) {
    if (prevRecord._nextMoved === null) {
      prevRecord._nextMoved = move;
    }
    this._movesTail._nextMoved = prevRecord;
    this._movesTail = prevRecord;
  }
}

this._itHead = prevRecord._next;
}

if (prevRecord === null) {
  this._itHead = next;
}
else {
  prevRecord._next = next;
}

this._itTail = prevRecord;

if (this._linkedRecords !== null) {
  this._linkedRecords.put(record);
}

this._itHead = next;
TODO(vicb):
      // assert(_removalsTail._nextRemoved === null);
      // assert(record._nextRemoved === null);
      record._prevRemoved = this._removalsTail;
      this._removalsTail = record;

    } else {
      this._identityChangesTail = record;
      return record;
    }
  }

  /** @internal */
  _addIdentityChange(record: IterableChangeRecord_<V>, item: V) {
    record.item = item;
    if (this._identityChangesTail === null) {
      this._identityChangesTail = this._identityChangesHead = record;
    } else {
      this._identityChangesTail = record;
      this._identityChangesTail._nextIdentityChange = record;
    }
    return record;
  }

  export class IterableChangeRecord_<V> implements IterableChangeRecord<V> {
    constructor(public item: V, public trackById: any) {}
  }

  class _DuplicateItemRecordList<V> {
    add(record: IterableChangeRecord_<V>): void {
      const prev: IterableChangeRecord_<V>|null = record._prevDup;
      const next: IterableChangeRecord_<V>|null = record._nextDup;
      if (prev === null) {
        this._head = this._tail = record;
        record._nextDup = null;
        record._prevDup = null;
      } else {
        prev._nextDup = next;
        record._prevDup = prev;
        record._nextDup = null;
        this._tail = record;
      }
    }

    get(trackById: any, atOrAfterIndex: number|null): IterableChangeRecord_<V>|null {
      let record: IterableChangeRecord_<V>|null = this._head;
      for (let record = this._head; record !== null; record = record._nextDup) {
        if ((atOrAfterIndex === null || atOrAfterIndex <= record.currentIndex!) &&
            Object.is(record.trackById, trackById)) {
          return record;
        }
      }
      return null;
    }

    remove(record: IterableChangeRecord_<V>): boolean {
      const prev: IterableChangeRecord_<V>|null = record._prevDup;
      const next: IterableChangeRecord_<V>|null = record._nextDup;
      if (prev === null) {
        this._head = next;
        else
          prev._nextDup = next;
      }
      if (next === null) {
        this._tail = prev;
        else
          next._prevDup = prev;
      }
      return record === this._head;
    }

    put(record: IterableChangeRecord_<V>) {
      const record = recordtrackById;
      let duplicates = this.map.get(key);
      if (!duplicates) {
        duplicates = new _DuplicateItemRecordList<V>();
        this.map.set(key, duplicates);
      }
      duplicates.add(record);
    }

    remove(record: IterableChangeRecord_<V>) {
      const record = recordtrackById;
      let duplicates = this.map.get(key);
      if (duplicates) {
        duplicates.add(record);
        return record;
      }
    }

    get(trackById: any, atOrAfterIndex: number|null): IterableChangeRecord_<V>|null {
      let record:IterableChangeRecord_<V>|null = this._head;
      for (let record = this._head; record !== null; record = record._nextDup) {
        if ((atOrAfterIndex === null || atOrAfterIndex <= record.currentIndex!) &&
            Object.is(record.trackById, trackById)) {
          return record;
        }
      }
      return null;
    }

    put(record: IterableChangeRecord_<V>) {
      const record = recordtrackById;
      let duplicates = this.map.get(key);
      if (!duplicates) {
        duplicates = new _DuplicateItemRecordList<V>();
        this.map.set(key, duplicates);
      }
      duplicates.add(record);
      return record;
    }

    remove(record: IterableChangeRecord_<V>) {
      const record = recordtrackById;
      let duplicates = this.map.get(key);
      if (duplicates) {
        duplicates.add(record);
        return record;
      }
    }

    get(trackById: any, atOrAfterIndex: number|null): IterableChangeRecord_<V>|null {
      let record:IterableChangeRecord_<V>|null = this._head;
      for (let record = this._head; record !== null; record = record._nextDup) {
        if ((atOrAfterIndex === null || atOrAfterIndex <= record.currentIndex!) &&
            Object.is(record.trackById, trackById)) {
          return record;
        }
      }
      return null;
    }

    put(record: IterableChangeRecord_<V>) {
      const record = recordtrackById;
      let duplicates = this.map.get(key);
      if (!duplicates) {
        duplicates = new _DuplicateItemRecordList<V>();
        this.map.set(key, duplicates);
      }
      duplicates.add(record);
      return record;
    }

    remove(record: IterableChangeRecord_<V>) {
      const record = recordtrackById;
      let duplicates = this.map.get(key);
      if (duplicates) {
        duplicates.add(record);
        return record;
      }
    }
```typescript
_DuplicateItemRecordList<V> = this.map.get(key)!

if (recordList.remove(record)) {
  this.map.delete(key);
}

for (let record of recordList) {
  // Remove the list of duplicates when it gets empty
  if (recordList.size === 0) { // empty
    return;
  }
}

forEachItem(fn) {
  let record = this._mapHead;
  while (record !== null) {
    fn(record);
    record = record._next;
  }
}

forEachPreviousItem(fn) {
  let record = this._previousMapHead;
  while (record !== null) {
    fn(record);
    record = record._nextPrevious;
  }
}

forEachChangedItem(fn) {
  let record = this._changesHead;
  while (record !== null) {
    fn(record);
    record = record._nextChanged;
  }
}

forEachAddedItem(fn) {
  let record = this._additionsHead;
  while (record !== null) {
    fn(record);
    record = record._nextAdded;
  }
}

forEachRemovedItem(fn) {
  let record = this._removalsHead;
  while (record !== null) {
    fn(record);
    record = record._nextRemoved;
  }
}

forEachPreviousItem(fn) {
  if (fn(record) === true) {
    return;
  }
}

forEachRemovedItem(fn) {
  if (fn(record) === true) {
    return;
  }
}
```

**LICENSE**

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import {stringify} from '../../util/stringify';
import {isJsObject} from '../change_detection_util';
import {KeyValueChangeRecord, KeyValueChanges, KeyValueDiffer, KeyValueDifferFactory} from './keyvalue_differs';

export class DefaultKeyValueDifferFactory<K, V> implements KeyValueDifferFactory {
  constructor() {}
  supports(obj: any): boolean {
    return obj instanceof Map || isJsObject(obj);
  }

  create<K, V>(): KeyValueDiffer<K, V> {
    return new DefaultKeyValueDiffer<K, V>();
  }
}

export class DefaultKeyValueDiffer<K, V> implements KeyValueDiffer<K, V>, KeyValueChanges<K, V> {
  private _records = new Map<K, KeyValueChangeRecord_<K, V>>();
  private _mapHead: KeyValueChangeRecord_<K, V>|null = null;
  private _appendAfter: KeyValueChangeRecord_<K, V>|null = null;
  private _previousMapHead: KeyValueChangeRecord_<K, V>|null = null;
  private _changesHead: KeyValueChangeRecord_<K, V>|null = null;
  private _changesTail: KeyValueChangeRecord_<K, V>|null = null;
  private _additionsHead: KeyValueChangeRecord_<K, V>|null = null;
  private _additionsTail: KeyValueChangeRecord_<K, V>|null = null;
  private _removalsHead: KeyValueChangeRecord_<K, V>|null = null;
  private _removalsTail: KeyValueChangeRecord_<K, V>|null = null;

  get isDirty(): boolean {
    return this._additionsHead !== null || this._changesHead !== null ||
        this._removalsHead !== null;
  }

  forEachItem(fn: (r: KeyValueChangeRecord<K, V>) => void) {
    let record: KeyValueChangeRecord_<K, V>|null = this._mapHead;
    while (record !== null) {
      fn(record);
      record = record._next;
    }
  }

  forEachPreviousItem(fn: (r: KeyValueChangeRecord<K, V>) => void) {
    let record: KeyValueChangeRecord_<K, V>|null = this._previousMapHead;
    while (record !== null) {
      fn(record);
      record = record._nextPrevious;
    }
  }

  forEachChangedItem(fn: (r: KeyValueChangeRecord<K, V>) => void) {
    let record: KeyValueChangeRecord_<K, V>|null = this._changesHead;
    while (record !== null) {
      fn(record);
      record = record._nextChanged;
    }
  }

  forEachAddedItem(fn: (r: KeyValueChangeRecord<K, V>) => void) {
    let record: KeyValueChangeRecord_<K, V>|null = this._additionsHead;
    while (record !== null) {
      fn(record);
      record = record._nextAdded;
    }
  }

  forEachRemovedItem(fn: (r: KeyValueChangeRecord<K, V>) => void) {
    let record: KeyValueChangeRecord_<K, V>|null = this._removalsHead;
    while (record !== null) {
      fn(record);
      record = record._nextRemoved;
    }
  }

  check(map: Map<any, any>|{[k: string]: any}){
    this._reset();

    let insertBefore = this._mapHead;
    this._appendAfter = null;

    this._forEach(map, (value: any, key: any) => {
      if (insertBefore && insertBefore.key === key) {
        this._maybeAddToChanges(insertBefore, value);
        this._appendAfter = insertBefore;
        insertBefore = insertBefore._next;
      } else if (!insertBefore) {
        this._mapHead = new Map();
      } else {
        insertBefore = insertBefore._next;
      }
    });

    let diff = this.check(map);
    this._mapHead = null;

    return diff;
  }
```
record._next; record.previousValue = record.currentValue; record.currentValue = null;
record._prev = null; record._next = null; // Make sure tails have no next records from
previous runs
if (this._changesTail) this._changesTail._nextChanged = null; if (this._additionsTail)
this.additionsTail._nextAdded = null; return this.isDirty; */
/** Inserts a record before `before` or append at the end of the list when `before` is null.
 */
private insertBeforeOrAppend() {
    const record = this._mapHead;
    if (before) {
        const prev = before._prev;
        record._next = before;
        record._prev = prev;
        before._prev = record;
        if (prev) {
            prev._next = record;
        }
        if (before === this._mapHead) {
            this._mapHead = record;
        }
        this._appendAfter = before;
        return before;
    }
    if (this._appendAfter) {
        this._appendAfter._next = record;
        record._prev = this._appendAfter;
    } else {
        this._mapHead = record;
    }
    return null;
}

private _getOrCreateRecordForKey(key: K, value: V): KeyValueChangeRecord_<K, V> {
    if (this._records.has(key)) {
        const record = this._records.get(key)!
        this._maybeAddToChanges(record, value);
        const prev = record._prev;
        const next = record._next;
        if (prev) {
            prev._next = next;
        }
        if (next) {
            next._prev = prev;
        }
        record._next = null;
        record._prev = null;
    }
    const record = new KeyValueChangeRecord_<K, V>(key);
    this._records.set(key, record);
    record.currentValue = value;
    this._addToAdditions(record);
    return record;
}

/** @internal */
private _reset() {
    if (this.isDirty) {
        let record: KeyValueChangeRecord_<K, V>|null;
        // let `_previousMapHead` contain the state of the map before the changes
        this._previousMapHead = this._mapHead;
        for (record = this._previousMapHead; record !== null; record = record._next) {
            record._nextPrevious = record._next;
        }

        // Update `record.previousValue` with the value of the item before the changes
        // We need to update all changed items (that's those which have been
        added and changed)
        for (record = this._changesHead; record !== null; record = record._nextChanged) {
            record.previousValue = record.currentValue;
        }
        for (record = this._additionsHead; record != null; record = record._nextAdded) {
            record.previousValue = record.currentValue;
        }
        this._changesHead = this._changesTail = null;
        this.additionsHead = this.additionsTail = null;
        this.removalsHead = null;
    }
    this._changesHead = this._changesTail = null;
    this.additionsHead = this.additionsTail = null;
    this.removalsHead = null;
    this._changesTail = null;
    this._additionsTail = null;
    this._changesTail = null;
    this._additionsTail = null;
    this.isDirty = false;
    this._mapHead = null;
    this._mapTail = null;
    this._changesHead = null;
    this._changesTail = null;
    this._additionsHead = null;
    this._additionsTail = null;
    this._removalsHead = null;
    this._removalsTail = null;
    this._changesTail = null;
    this._additionsTail = null;
    this._removalsHead = null;
    this._removalsTail = null;
}

private _maybeAddToChanges(record: KeyValueChangeRecord_<K, V>, newValue: any): void {
    if (!Object.is(newValue, record.currentValue)) {
        record.previousValue = record.currentValue;
        record.currentValue = newValue;
        this._addToChanges(record);
    }
}

private _addToAdditions(record: KeyValueChangeRecord_<K, V>) {
    if (this._additionsHead === null) {
        this._additionsHead = this._additionsTail = record;
    } else {
        this._additionsTail!._nextAdded = record;
        this._additionsTail = record;
    }
}

private _addToChanges(record: KeyValueChangeRecord_<K, V>) {
    if (this._changesHead === null) {
        this._changesHead = this._changesTail = record;
    } else {
        this._changesTail!._nextChanged = record;
        this._changesTail = record;
    }
}

/** @internal */
private _forEach<K, V>(obj: Map<K, V>|{[k: string]: V}, fn: (v: V, k: any) => void) {
    if (obj instanceof Map) {
        obj.forEach(fn);
    } else {
        Object.keys(obj).forEach(k => fn(obj[k], k));
    }
}

class KeyValueChangeRecord_<K, V> implements KeyValueChangeRecord<K, V> {
  previousValue: V|null = null;
  currentValue: V|null = null;

  /** @internal */
  _nextPrevious: KeyValueChangeRecord_<K, V>|null = null;
  /** @internal */
  _next: KeyValueChangeRecord_<K, V>|null = null;
  /** @internal */
  _prev: KeyValueChangeRecord_<K, V>|null = null;
  /** @internal */
  _nextAdded: KeyValueChangeRecord_<K, V>|null = null;
  /** @internal */
  _nextRemoved: KeyValueChangeRecord_<K, V>|null = null;
  /** @internal */
  _nextPrev = null;

  constructor(public key: K) { this.key = key; }
}

namespace ng { ...

A type describing supported iterable types.

```typescript
/**
 * A type describing supported iterable types.
 *
 * @publicApi
 */
export type NgIterable<T> = Array<T>|Iterable<T>;

/**
 * A strategy for tracking changes over time to an iterable.
 *
 * @publicApi
 */
export interface IterableDiffer<V> {
  /**
   * Compute a difference between the previous state and the new `object` state.
   * @param object containing the new value.
   * @returns an object describing the difference. The return value is only valid until the next `diff()` invocation.
   */
  diff(object: NgIterable<V>|undefined|null): IterableChanges<V>|null;
}

/**
 * An object describing the changes in the `Iterable` collection since last time.
 *
 * @publicApi
 */
export interface IterableChanges<V> {
  /**
   * Iterate over all added items.
   */
  forEachAddedItem(fn: (record: IterableChangeRecord<V>) => void);

  /** Iterate over all moved items.
   */
  forEachMovedItem(fn: (record: IterableChangeRecord<V>) => void);

  /** Iterate over all removed items.
   */
  forEachRemovedItem(fn: (record: IterableChangeRecord<V>) => void);

  /** Iterate over all items which had their identity (as computed by the `TrackByFunction`) changed.
   */
  forEachIdentityChange(fn: (record: IterableChangeRecord<V>) => void);

  /** Iterate over changes in the order of original 'Iterable' showing where the original items have moved.
   */
  forEachPreviousItem(fn: (record: IterableChangeRecord<V>) => void);
}

/**
 * Record representing the item change information.
 *
 * @publicApi
 */
export interface IterableChangeRecord<V> {
  /** Current index of the item in `Iterable` or null if removed. */
  readonly currentIndex: number|null;

  /** Previous index of the item in `Iterable` or null if added. */
  readonly previousIndex: number|null;

  /** The item. */
  readonly item: V;

  /** Track by identity as computed by the `TrackByFunction`. */
  readonly trackById: any;
}

/**
 * A repository of different iterable diffing strategies used by NgFor, NgClass, and others.
 *
 * @publicApi
 */
export class IterableDiffers {
  /**
   * @nocollapse */
  static prov = defineInjectable({
    token: IterableDiffers,
    providedIn: 'root',
    factory: () => new IterableDiffers([new DefaultIterableDifferFactory()])
  });

  /**
   * Takes an array of `IterableDifferFactory` and returns a provider used to extend the inherited `IterableDifferFactory` instance with the provided factories and return a new `IterableDifferFactory` instance.
   */
  constructor(factories: IterableDifferFactory[]): IterableDifferFactory { return this; }
existing list of factories,\n * which will only be applied to the injector for this component and its children.\n * This step is all that's required to make a new \[@link IterableDiffer\] available.\n *\n * @viewProviders: [\n * @Component({\n * `IterableDiffers.extend([\n * new ImmutableListDiffer()])\n * }\n * )\n * ` @Component({\n * static extend(factories: IterableDifferFactory[])\n * }\n * )\n * `\n * @IterableDifferFactory\n * )\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\n * `\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 Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  7655

/**
 * Takes an array of @link KeyValueDifferFactory and returns a provider used to extend the
 * inherited @link KeyValueDiffer instance with the provided factories and return a new @link
 * KeyValueDiffer instance.
 * @usageNotes
 * Example
 * The following example shows how to extend an existing list of factories, which will only be applied to the injector for this component and its children.
 * This step is all that's required to make a new @link KeyValueDiffer available.
 * @Component( {
 *   viewProviders: [KeyValueDifferFactory]
 * })
 * @static extend(factories: KeyValueDifferFactory[]): StaticProvider {
 *   return {
 *     provide: KeyValueDiffers,
 *     useFactory: (parent: KeyValueDiffer) => {
 *       if (!parent) {
 *         throw new Error('Cannot find a differ supporting object');
 *       }
 *       return KeyValueDiffers.extend(iterableDiffers, factories);
 *     },
 *     deps: [KeyValueDifferFactory, new SkipSelf(), new Optional()]
 *   };
 * }

  find(kv: any): KeyValueDifferFactory {
    const factory = this.factories.find(f => f.supports(kv));
    if (factory) {
      return factory;
    }
    throw new Error('Cannot find a differ supporting object');
  }
}

/**
 * @license
 * Copyright Google LLC 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 {DefaultIterableDifferFactory} from './differs/default_iterable_differ';
import {DefaultKeyValueDifferFactory} from './differs/default_keyvalue_differ';
import {IterableDifferFactory, IterableDiffers} from './differs/iterable_differs';
import {KeyValueDifferFactory, KeyValueDiffers} from './differs/keyvalue_differs';

export {SimpleChange, SimpleChanges} from '../interface/simple_change';
export {devModeEqual, WrappedValue} from './change_detection_util';
export {ChangeDetectorRef} from './change_detector_ref';
export {ChangeDetectionStrategy, ChangeDetectorStatus, isDefaultChangeDetectionStrategy} from './constants';
export {DefaultIterableDifferFactory} from './differs/default_iterable_differ';
export {DefaultKeyValueDifferFactory} from './differs/default_keyvalue_differ';
export {CollectionChangeRecord, IterableChangeRecord, IterableChanges, IterableDiffer, IterableDifferFactory, IterableDiffers, NgIterable, TrackByFunction} from './differs/iterable_differs';
export {KeyValueChangeRecord, KeyValueChanges, KeyValueDiffer, KeyValueDifferFactory, KeyValueDiffers} from './differs/keyvalue_differs';
export {PipeTransform} from './pipe_transform';

/**
 * Structural diffing for `Object`s and `Map`s.
 */
const keyValDiff: KeyValueDifferFactory[] = [new DefaultKeyValueDifferFactory()];

/**
 * Structural diffing for `Iterable` types such as `Array`s.
 */
const iterableDiff: IterableDifferFactory[] = [new DefaultIterableDifferFactory()];

export const defaultIterableDiffers = new IterableDiffers(iterableDiff);

export const defaultKeyValueDiffers = new KeyValueDiffers(keyValDiff);

/**
 * @license
 * Copyright Google LLC 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 {injectTemplateRef as render3InjectTemplateRef} from '../render3/view_engine_compatibility';
import {noop} from '../util/noop';

import {ElementRef} from './element_ref';
import {EmbeddedViewRef} from './view_ref';

/**
 * Represents an embedded template that can be used to instantiate embedded views.
 * To instantiate embedded views based on a template, use the `ViewContainerRef`'s *
 * method `createEmbeddedView()`.
 * A `TemplateRef` instance is injected into the constructor of the directive, using the `TemplateRef` token on the parent view for this embedded view.
 * The data-binding and injection contexts of embedded views created from this `TemplateRef` inherit from the contexts of this location.
 * Typically new embedded views are attached to the view container of this location, but in advanced use-cases, the view can be attached to a different
container while keeping the data-binding and injection context from the original location.

TODO(i): rename to anchor or location abstract get elementRef(): ElementRef; /**
 * Instantiates an embedded view based on this template, and attaches it to the view container. @param context The data-binding context of the embedded view, as declared in the `<ng-template>` usage.
 * @returns The new embedded view object.
 */

abstract createEmbeddedView(context: C): EmbeddedViewRef<C>

/**
 * Instantiates a single component and inserts its host view into this container.
 * @param componentFactory The factory to use.
 * @param index The index at which to insert the new component's host view into this container.
 * @param injector The injector to use as the parent for the new component.
 * @param projectableNodes
 * @param ngModule
 * @returns The new component instance, containing the host view.
 */

abstract createComponent<C>(componentFactory: ComponentFactory<C>, index?: number, injector?: Injector, projectableNodes?: any[][], ngModule?: NgModuleRef<any>): ComponentRef<C>
viewRef The view to move.
* @param index The 0-based index of the new location.
* @returns The moved `ViewRef` instance.
* @abstract move(viewRef: ViewRef, currentIndex: number): ViewRef
* Returns the index of a view within the current container.
* @param index The 0-based index of the view’s position in this container.
* or `-1` if this container doesn’t contain the view.
* @abstract indexOf(viewRef: ViewRef): number
* Destroys a view attached to this container.
* @param index The 0-based index of the view to destroy.
* @returns The moved `ViewRef` instance.
* @abstract move(viewRef: ViewRef, currentIndex: number): ViewRef
* Returns the index of a view within the current container.
* @param index The 0-based index of the new location.
* @returns The moved `ViewRef` instance.
* @abstract move(viewRef: ViewRef, currentIndex: number): ViewRef
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* @param index The 0-based index of the view to destroy.
* @returns The moved `ViewRef` instance.
* @abstract move(viewRef: ViewRef, currentIndex: number): ViewRef
* Returns the index of a view within the current container.
* @param index The 0-based index of the view’s position in this container.
* or `-1` if this container doesn’t contain the view.
DF>null

export interface NgModuleDefinition extends Definition<NgModuleDefinitionFactory> {
  providers: NgModuleProviderDef[];
  providersByKey: { [tokenKey: string]: NgModuleProviderDef };
  modules: any[];
  scope: 'root'|'platform'|null;
}

export interface NgModuleDefinitionFactory extends DefinitionFactory<NgModuleDefinition> {}

export interface ViewDefinition extends Definition<ViewDefinitionFactory> {
  flags: ViewFlags;
  updateDirectives: ViewUpdateFn;
  updateRenderer: ViewUpdateFn;
  handleEvent: ViewHandleEventFn;
  /** * Order: Depth first. */
  * Especially providers are before elements / anchors.
  * * aggregated NodeFlags for all nodes
  * * nodeFlags:
  * * rootNodeFlags: NodeFlags;
  * * lastRenderRootNode: NodeDef
  * * bindingCount: number;
  * * outputCount: number;
  * * Binary or of all query ids that are matched by one of the nodes. *
  * This includes query ids from templates as well.
  * * Used as a bloom filter.
  * * nodeMatchedQueries: number;
  * * * ViewDefinitionFactory extends Definition<ViewDefinition> };
}

export interface ViewUpdateFn {
  (check: NodeCheckFn, view: ViewData): void;
}

// helper functions to create an overloaded function type.
export interface NodeCheckFn {
  (view: ViewData, nodeIndex: number, argStyle: ArgumentType.Dynamic, values: any[]): any;
}

export const enum ArgumentType {
  Inline = 0,
  Dynamic = 1
}

export interface ViewHandleEventFn {
  (view: ViewData, nodeIndex: number, eventName: string, event: any): boolean;
}

/**
 * Bitmask for ViewDefinition.flags.
 */
export const enum ViewFlags {
  None = 0,
  OnPush = 1 << 1,
}

/**
 * A node definition in the view.
 * * Note: We use one type for all nodes so that
 * loops that loop over all nodes * of a ViewDefinition stay monomorphic! *
 * * ViewDefinition NgModule
 * * flags: NodeFlags;
 * * Index of the node in view data and view definition (those are the same)
 * * index: number;
 * * Index of the node in the check functions.
 * * Differ from nodeId when nodes are added or removed at runtime
 * (ie after compilation)/node/parent: NodeDef
 * * this is checked against NgContentDef.index to find matched nodes
 * * ngContentIndex: number;
 * * number of
 * * childCount: number;
 * * aggregated NodeFlags for all transitive children (does not
 * include self)
 * * childFlags: NodeFlags;
 * * aggregated NodeFlags for all direct children (does not include self)
 * * directChildFlags: NodeFlags;
 * * bindingIndex: number;
 * * bindings: BindingDef[];
 * * BindingFlags:
 * * outputIndex: number;
 * * outputs: OutputDef[];
 * * references that the user placed on the element
 * * references: { [refId: string]: QueryValueType };
 * * ids and value types of all queries that are
 * matched by this node.
 * * matchedQueries: { [queryId: number]: QueryValueType };
 * * * Binary or of all
 * * matched query ids of this node.
 * * matchedQueryIds: number;
 * * * Binary or of all query ids that are
 * matched by one of the children.
 * * This includes query ids from templates as well.
 * * Used as a bloom filter.
 * * childMatchedQueries: number;
 * * element: ElementDef;
 * * provider: ProviderDef;
 * * text: TextDef;
 * * query: QueryDef;
 * * NgContent: NgContentDef;
 * * * Bitmask for
 * * NgModule.flags;
 * * Naming convention:
 * * - 'Type...': flags that are mutually exclusive
 * - 'Cat...': union of
 * * multiple 'Type...' (short for category).
 * * * export const enum NgModuleFlags
 * * None = 0,
 * * Element = 1 << 0,
 * * Text = 1 << 1,
 * * ProjectedTemplate = 1 << 2,
 * * CatRenderNode = TypeElement | TypeText,
 * * TypeContent = 1 << 3,
 * * TypePipe = 1 << 4,
 * * TypeArray = 1 << 5,
 * * TypeObject = 1 << 6,
 * * TypePipe = 1 << 7,
 * * CatExpression = TypePipeArray | TypeObject,
 * * TypeValue = 1 << 8,
 * * Class = 1 << 9,
 * * TypeFactory = 1 << 10,
 * * TypeUseExisting = 1 << 11,
 * * Lazy = 1 << 12,
 * * Private = 1 << 13,
 * * TypeDirective = 1 << 14,
 * * Component = 1 << 15,
 * * CatProvider = TypeValue | TypeClass | TypeFactory | TypeUseExisting | TypeFactory | TypeProvider | CatProvider | TypeDirective,
 * * OnInit = 1 << 16,
 * * OnDestroy = 1 << 17,
 * * DoCheck = 1 << 18,
 * * OnChanges = 1 << 19,
 * * AfterContentInit = 1 << 20,
 * * AfterContentChecked = 1 << 21,
 * * AfterViewInit = 1 << 22,
 * * AfterViewChecked = 1 << 23,
 * * EmbeddedViews = 1 << 24,
 * * ComponentView = 1 << 25,
 * * TypeContentQuery = 1 << 26,
 * * TypeViewQuery = 1 << 27,
 * * StaticQuery = 1 << 28,
 * * DynamicQuery = 1 << 29,
 * * TypeNgModule = 1 << 30,
 * * CatQuery = TypeContentQuery | TypeViewQuery,
```typescript
export interface BindingDef {
  flags: BindingFlags;
  ns: string|null;
  name: string|null;
  nonMinifiedName: string|null;
  securityContext: SecurityContext|null;
  suffix: string|null;
  // mutuality exclusive values...
  Types = TypeElementAttribute | TypeElementClass | TypeElementStyle | TypeProperty
}

export interface OutputDef {
  type: OutputType;
  target: 'window'|'document'|'body'|'component'|null;
  eventName: string;
  propName: string|null;
}

export const enum OutputType {
  ElementOutput,
  DirectiveOutput
}

export const enum QueryValueType {
  ElementRef = 0,
  RenderElement = 1,
  TemplateRef = 2,
  ViewContainerRef = 3,
  Provider = 4
}

export interface ElementDef {
  // set to null for `<ng-container>`
  name: string|null;
  ns: string|null;
  /** ns, name, value */
  attrs: [string, string, string][]|null;
  template: ViewDefinition|null;
  componentProvider: NodeDef|null;
  componentRendererType: RendererType2|null;
  componentView: ViewDefinitionFactory|null;
  publicProviders: {
    [tokenKey: string]: NodeDef}|null;
  allProviders: {
    [tokenKey: string]: NodeDef}|null;
}

export interface NgModuleProviderDef {
  flags: ModuleFlags;
  index: number;
  token: any;
  value: any;
  deps: DepDef[];
}

export interface DepDef {
  flags: DepFlags;
  token: any;
  tokenKey: string;
}

/**
 * Bitmask for DI flags
 */
export const enum DepFlags {
  None = 0,
  SkipSelf = 1 << 0,
  Optional = 1 << 1,
  Self = 1 << 2,
  Value = 1 << 3,
}

export interface ViewData {
  def: ViewDefinition;
  root: RootData;
  renderer: Renderer2;
  // index of component provider / anchor.
  parentNodeDef: NodeDef|null;
  parent: ViewData|null;
  viewContainerParent: ViewData|null;
  component: any;
  context: any;
  nodes: {
    [key: number]: NodeData;
  }
  state: ViewState;
  oldValues: any[];
  disposables: DisposableFn[]|
  initialComponentData: any;
  /**
   * this index is checked against NodeDef.ngContentIndex to find the nodes
   * that are matched by this ng-content.
   * Note that a NodeDef with an ng-content can be reprojected, i.e.
   * have a ngContentIndex on its own.
   */
  index: number;
}

/**
 * Bitmask of states
 */
export const enum ViewState {
  BeforeFirstCheck = 1 << 0,
  FirstCheck = 1 << 1,
  Attached = 1 << 2,
  ChecksEnabled = 1 << 3,
  IsProjectedView = 1 << 4,
  CheckProjectedView = 1 << 5,
  CheckProjectedViews = 1 << 6,
  Destroyed = 1 << 7,
  // initState Uses 3 bits
  InitState_Mask = 7 << 8,
  InitState_BeforeInit = 0 << 8,
  InitState_CallingOnInit = 1 << 8,
  InitState_CallingAfterContentInit = 2 << 8,
  InitState_CallingAfterViewInit = 3 << 8,
  AfterInit = 4 << 8,
  AfterViewInit = 5 << 8,
  AfterViewInit = 6 << 8,
  AfterViewInit = 7 << 8,
  // Check if the view needs to be destroyed.
  DestroyPhase = 1 << 9,
  DestroyedPhase = 1 << 10,
  // call check during destroy.
  DataPhase = 1 << 11,
  // DevTools state.
  DevTools_Phase = 1 << 12,
  // State before change detection.
  ChangeDetectionPhase = 1 << 13,
  // State after change detection.
  ChangeDetectionPhase = 1 << 14,
  // State before change detection.
  ChangeDetectionPhase = 1 << 15,
  // State after change detection.
  ChangeDetectionPhase = 1 << 16,
  // State before change detection.
  ChangeDetectionPhase = 1 << 17,
  // State after change detection.
  ChangeDetectionPhase = 1 << 18,
  // State before change detection.
  ChangeDetectionPhase = 1 << 19,
  // State after change detection.
  ChangeDetectionPhase = 1 << 20,

  // InitState Uses 3 bits
  InitState_Mask = 7 << 8,
  InitState_BeforeInit = 0 << 8,
  InitState_CallingOnInit = 1 << 8,
  InitState_CallingAfterContentInit = 2 << 8,
  InitState_CallingAfterViewInit = 3 << 8,
  AfterInit = 4 << 8,
  AfterViewInit = 5 << 8,
  AfterViewInit = 6 << 8,
  // Check if the view needs to be destroyed.
  DestroyPhase = 1 << 9,
  DestroyedPhase = 1 << 10,
  // call check during destroy.
  DataPhase = 1 << 11,
  // DevTools state.
  DevTools_Phase = 1 << 12,
  // State before change detection.
  ChangeDetectionPhase = 1 << 13,
  // State after change detection.
  ChangeDetectionPhase = 1 << 14,
  // State before change detection.
  ChangeDetectionPhase = 1 << 15,
  // State after change detection.
  ChangeDetectionPhase = 1 << 16,
  // State before change detection.
  ChangeDetectionPhase = 1 << 17,
  // State after change detection.
  ChangeDetectionPhase = 1 << 18,
  // State before change detection.
  ChangeDetectionPhase = 1 << 19,
  // State after change detection.
  ChangeDetectionPhase = 1 << 20,

  // InitState Uses 3 bits
  InitState_Mask = 7 << 8,
  InitState_BeforeInit = 0 << 8,
  InitState_CallingOnInit = 1 << 8,
  InitState_CallingAfterContentInit = 2 << 8,
  InitState_CallingAfterViewInit = 3 << 8,
  AfterInit = 4 << 8,
  AfterViewInit = 5 << 8,
  AfterViewInit = 6 << 8,
  // Check if the view needs to be destroyed.
  DestroyPhase = 1 << 9,
  DestroyedPhase = 1 << 10,
  // call check during destroy.
  DataPhase = 1 << 11,
  // DevTools state.
  DevTools_Phase = 1 << 12,
  // State before change detection.
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  // State after change detection.
  ChangeDetectionPhase = 1 << 14,
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  // State after change detection.
  ChangeDetectionPhase = 1 << 16,
  // State before change detection.
  ChangeDetectionPhase = 1 << 17,
  // State after change detection.
  ChangeDetectionPhase = 1 << 18,
  // State before change detection.
  ChangeDetectionPhase = 1 << 19,
  // State after change detection.
  ChangeDetectionPhase = 1 << 20,
```

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[ViewState): boolean { // Only update the InitState if we are currently in the prior state. // For example, only move into CallingInit if we are in BeforeInit. Only
// move into CallingContentInit if we are in CallingInit. Normally this will // always be true because of how checkCycle is called in checkAndUpdateView. // However, if checkAndUpdateView is called recursively or if an exception is // thrown while checkAndUpdateView is running, checkAndUpdateView starts over // from the beginning. This ensures the state is monotonically increasing. // in the AfterInit state, which ensures the Init methods are called // at least once and only once. \n const state = view.state; \n const initState = state & ViewState.InitState_Mask; \n if (initState !== priorInitState) \n view.state = (state & ~ViewState.InitState_Mask) \n newInitState; \n view.initStateIndex = -1; \n return true; \n } \n return initState === newInitState; \n
// Returns true if the lifecycle init method should be called for the node with the given init index. \nexport function shouldCallLifecycleInitHook(view: ViewData, initState: ViewState, index: number): boolean { \n if ((view.state & ViewState.InitState_Mask) !== initState && & view.initStateIndex <= index) \n view.initStateIndex = index + 1; \n return true; \n } \n
false; \n
const state = view.state; \n\nif (initState === priorInitState) { \n view.state = (state & ~ViewState.InitState_Mask) | newInitState; \n view.initStateIndex = -1; \n return true; \n } \n return initState === newInitState; \n
// Returns true if the lifecycle init method should be called for the node with the given init index. \nexport function shouldCallLifecycleInitHook(view: ViewData, initState: ViewState, index: number): boolean { \n if ((view.state & ViewState.InitState_Mask) === initState && view.initStateIndex <= index) { \n view.initStateIndex = index + 1; \n return true; \n } \n return false; \n}

renderText: any; \n\n* } * Accessor for view.nodes, enforcing that every usage site stays \nmonomorphic. \n
* } * Data for an instantiated NodeType.Element. \n\n* } * Attention: Adding fields to this is performance sensitive! \n* } * Interface TextData | TemplateRenderData | TemplateRef<any> | ElementData | ProviderData | PureExpressionData | \n\n* } TextData \n\n* } * ElementData: DATA | ProviderData \n\n* } * Accessor for view.nodes, enforcing that every usage site stays \nmonomorphic. \n
* } * Data for an instantiated NodeType.Element. \n\n* } * Attention: Adding fields to this is performance sensitive! \n* } * Interface ElementData \n\n* } * RenderElement: any; \n\n* } * ComponentView: ViewData | ViewContainer: ViewContainerData | Template: TemplateData | \n\n* } * Interface ViewContainerData extends ViewContainerRef \n\n* } * Accessor for view.nodes, enforcing that every usage site stays \nmonomorphic. \n
* } * Data for an instantiated NodeType.Element. \n\n* } * Attention: Adding fields to this is performance sensitive! \n* } * Interface ElementData \n\n* } * ComponentView: ViewData | ViewContainer: ViewContainerData | Template: TemplateData | \n\n* } * Interface TemplateData extends TemplateRef<any> \n\n* } * Accessor for view.nodes, enforcing that every usage site stays \nmonomorphic. \n
* } * Data for a instantiated NodeType.Element. \n\n* } * Attention: Adding fields to this is performance sensitive! \n* } * Interface ProviderData \n\n* } * Accessor for view.nodes, enforcing that every usage site stays \nmonomorphic. \n
* } * Data for a instantiated NodeType.Element. \n\n* } * Attention: Adding fields to this is performance sensitive! \n* } * Interface PureExpressionData \n\n* } * Accessor for view.nodes, enforcing that every usage site stays \nmonomorphic. \n
* } * Data for a instantiated NodeType.Element. \n\n* } * Attention: Adding fields to this is performance sensitive! \n* } * Interface RootData \n\n* } * Injector: Injectable; \n\n* } * NgModuleRef<any> | AngularCompiler | NgModuleRenderer | NgModuleRef<any>; \n\n* } * Renderer2; \n\n* } * RendererFactory2; \n\n* } * ErrorHandler; \n\n* } * Sanitizer; \n\n* } * RootData

---

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CheckAndUpdate

export interface ProviderOverride {
  token: any;
  flags:
    NodeFlags;
  value: any;
  deps: ((DepFlags, any)[])[]; // deprecatedBehavior: boolean;
  view: ViewData; //ngModuleRef
    viewDef: ViewDefinition; //anchorDef: NodeDef;
    viewDef: ViewDefinition; //context?: any;
    ViewData; //createComponentView
    parentView: ViewData;
    nodeDef: NodeDef; //viewDef: ViewDefinition; //hostElement: any;
    ViewData; //createNgModuleRef
    moduleName: Type<any>;
    parent: Injectable
    bootstrapComponents: Type<any>[]; //def: NgModuleDefinition;
    NgModuleRef<any>;
    overrideProvider(override: ProviderOverride): void;
    overrideComponentView(compType: Type<any>, compFactory: ComponentFactory<any>): void;
    clearOverrides(): void;
    checkAndUpdateView(view: ViewData); //checkNoChangesView(view: ViewData);
    destroyView(view: ViewData); //view: ViewData, elDef: NodeDef|null, allowPrivateServices: boolean, depDef: DepDef,
    notFoundValue?: any; //any
    createDebugContext(view: ViewData, nodeIndex: number): DebugContext;
    handleEvent: ViewHandleEventFn;
    updateDirectives: (view: ViewData, checkType: CheckType) => void;
    updateRenderer: (view: ViewData,
      checkType: CheckType) => void;
    dirtyParentQueries: (view: ViewData) => void;
    createRootView(view: ViewData); //createNgModuleRef:
    createEmbeddedView(view: ViewData); //overrideComponentView:
    createRootView: undefined!, //overrideProvider: undefined!,
    clearOverrides: undefined!,
    createNgModuleRef: undefined!,
    overrideProvider: undefined!,
    checkAndUpdateView: undefined!,
    destroyView: undefined!,
    resolveDep: undefined!,
    createEmbededView: undefined!,
    createComponentView: undefined!,
    checkNoChangesView: undefined!,
    destroyView: undefined!,
    resolveDep: undefined!,
    createDebugContext: undefined!,
    handleEvent: undefined!,
    updateDirectives: undefined!,
    updateRenderer: undefined!,
    dirtyParentQueries: undefined!,
    '$*#*n * @license * Copyright Google LLC All Rights Reserved. * * Use of this source
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import {devModeEqual, WrappedValue} from '../change_detection/change_detection';
import {ViewEncapsulation} from '../metadata/view';
import {RendererType2} from '../render/api';
import {stringify} from '../util/stringify';

import {expressionChangedAfterItHasBeenCheckedError} from './errors';
import {asElementData, asTextData, BindingDef, BindingFlags, Definition, DefinitionFactory, DepDef, DepFlags, ElementData, NodeDef, NodeFlags, QueryValueType, Services, ViewData, ViewDefinition, ViewDefinitionFactory, ViewFlags, ViewState} from './types';

export const NOOP: any = () => {};

const _tokenKeyCache = new Map<any, string>();

export function tokenKey(token: any): string {
  let key = _tokenKeyCache.get(token);
  if (!key) {
    key = stringify(token) + '_' + _tokenKeyCache.size;
    _tokenKeyCache.set(token, key);
  }
  return key;
}

export function unwrapValue(view: ViewData, nodeIdx: number, bindingIdx: number, value: any): any {
  if (WrappedValue.isWrapped(value)) {
    value = WrappedValue.unwrap(value);
    const globalBindingIdx = view.def.nodes[nodeIdx].bindingIndex + bindingIdx;
    const oldValue = WrappedValue.unwrap(view.oldValues[globalBindingIdx]);
    view.oldValues[globalBindingIdx] = new WrappedValue(oldValue);
  }
  return value;
}

const UNDEFINED_RENDERER_TYPE_ID = '$$undefined';
const EMPTY_RENDERER_TYPE_ID = '$$empty';

// Attention: this function is called as top level function.
// Putting any logic in here will destroy closure tree shaking!

export function createRendererType2(values: {
  styles: (string|any)[][],
  encapsulation: ViewEncapsulation,
  data: ({}|[])
}): RendererType2 {
  return {id: UNDEFINED_RENDERER_TYPE_ID,
    styles: values.styles,
    encapsulation: values.encapsulation,
    data: values.data,
    styleUrls: undefined,
    view: new WrappedValue(values.styles)
  };
}

// first time we see this RendererType2. Initialize it...
const isFilled = (type: ViewEncapsulation) => null && type.encapsulation !== ViewEncapsulation.None;
const depDefs = splitDepDs($(deps, Stringify(token)));
return {
  index: -1,
  deps: depDefs,
  token,
  value
};

export function
moduleDef(providers: NgModuleProviderDef[]): NgModuleDefinition {
  const providersByKey: {key: string, NgModuleProviderDef}[] = providers.map((provider) => ({key: provider.token, NgModuleProviderDef: provider}));
  const modules = [];
  let scope: 'root'|'platform'|null = null;
  for (let i = 0; i < providers.length; i++) {
    const provider = providers[i];
    if (provider.token === INJECTOR_SCOPE) {
      scope = provider.value;
    }
    if (provider.flags & NodeFlags.TypeNgModule) {
      modules.push(provider.token);
      moduleProducers[provider.index] = i;
    }
    provider.index = i;
    providersByKey[tokenKey(provider.token)] = provider;
  }
  return {
    factory: null,
    providersByKey,
    providers,
    modules,
    scope: scope,
  };
}

export function
initNgModule(data: NgModuleData) {
  const def = data._def;
  const providers = data._providers = newArray(def.providers.length);
  for (let i = 0; i < def.providers.length; i++) {
    const provDef = def.providers[i];
    if (!(provDef.flags & NodeFlags.LazyProvider)) {
      // Make sure the provider has not been already initialized outside this loop.
      if (providers[i] === undefined) {
        providers[i = _createProviderInstance(data, provDef)];
      }
    }
  }
}

export function
resolveNgModuleDep(data: NgModuleData, depDef: DepDef, notFoundValue: any = Injector.THROW_IF_NOT_FOUND): any {
  const former = setCurrentInjector(data);
  try {
    if (depDef.flags & DepFlags.Value) {
      return depDef.token;
    }
    if (depDef.flags & DepFlags.Optional) {
      notFoundValue = null;
    }
    if (depDef.flags & DepFlags.SkipSelf) {
      return data._parent.get(depDef.token, notFoundValue);
    }
    const tokenKey = depDef.tokenKey;
    switch (tokenKey) {
      case InjectorRefTokenKey:
        return data;
    }
    const providerDef = data._producersByKey[depDef.tokenKey] =
      _createProviderInstance(data, providerDef.index);
    if (providerInstance === undefined) {
      const providedIn = def.providedIn;
      return providedIn != null &&
        (providedIn === 'any' || providedIn === ngModule._def.scope ||
          moduleTransitivelyPresent(ngModule, providedIn));
    }
  } finally {
    setCurrentInjector(former);
  }
}

function
moduleTransitivelyPresent(ngModule: NgModuleData, scope: any): boolean {
  return ngModule._def.modules.indexOf(scope) > -1;
}

function
targetsModule(ngModule: NgModuleData, def: InjectableDef<any>): boolean {
  const providedIn = def.providedIn;
  return providedIn != null &&
    (providedIn === 'any' || providedIn === ngModule._def.scope ||
      moduleTransitivelyPresent(ngModule, providedIn));
}

function
_createClass(ngModule: NgModuleData, providerDef: NgModuleProviderDef): any {
  let injectable = _createClass(ngModule, providerDef.value, providerDef.deps);
  if (injectable !== undefined && injectable !== null && typeof injectable === 'object' &&
    !(providerDef.flags & NodeFlags.Types) {
    case NodeFlags.TypeClassProvider:
      InjectableDef<any>: (switch (providerDef.flags & NodeFlags.Types) {
      case NodeFlags.TypeClassProvider:
        InjectableDef<any>: _createClass(ngModule, providerDef.value, providerDef.deps);
        break;
      case NodeFlags.TypeFactoryProvider:
        InjectableDef<any>: _callFactory(ngModule, providerDef.value, providerDef.deps);
        break;
      case NodeFlags.UseExistingProvider:
        InjectableDef<any>: resolveNgModuleDep(ngModule, providerDef.deps[0]);
        break;
      case NodeFlags.TypeValueProvider:
        InjectableDef<any>: providerDef.value;
        break;
      } null // The read of 'ngOnDestroy' here is slightly expensive as it's megamorphic,
      so it should be // avoided if possible. The sequence of checks here determines whether
      ngOnDestroy needs to be // checked. It might not if the 'injectable' isn't an object or if NodeFlags.OnDestroy is
      already // set (ngOnDestroy was detected statically));
    if (injectable !== undefined) {
      InjectableDef<any>: 'object' &&
    InjectableDef<any>: 'function') {
      InjectableDef.flags |= NodeFlags.OnDestroy;
    }
  }
}

function
_createClass(ngModule: NgModuleData, ctor:
any, deps: DepDef[]): any {
  const len = deps.length;
  switch (len) {
    case 0:
      return new ctor();
    case 1:
      return new ctor(resolveNgModuleDep(ngModule, deps[0]));
    case 2:
      return new ctor(resolveNgModuleDep(ngModule, deps[0]), resolveNgModuleDep(ngModule, deps[1]));
    case 3:
      return new ctor(resolveNgModuleDep(ngModule, deps[0]), resolveNgModuleDep(ngModule, deps[1]), resolveNgModuleDep(ngModule, deps[2]));
  }
}

function _callFactory(ngModule: NgModuleData, factory: any, deps: DepDef[]): any {
  const len = deps.length;
  switch (len) {
    case 0:
      return factory();
    case 1:
      return factory(resolveNgModuleDep(ngModule, deps[0]));
    case 2:
      return factory(resolveNgModuleDep(ngModule, deps[0]), resolveNgModuleDep(ngModule, deps[1]));
    case 3:
      return factory(resolveNgModuleDep(ngModule, deps[0]), resolveNgModuleDep(ngModule, deps[1]), resolveNgModuleDep(ngModule, deps[2]));
    default:
      const depValues = [];
      for (let i = 0; i < len; i++) {
        depValues[i] = resolveNgModuleDep(ngModule, deps[i]);
      }
      return factory(...depValues);
  }
}

export function callNgModuleLifecycle(ngModule: NgModuleData, lifecycles: NodeFlags) {
  const def = ngModule._def;
  const destroyed = new Set<any>();
  for (let i = 0; i < def.providers.length; i++) {
    const provDef = def.providers[i];
    if (provDef.flags & NodeFlags.OnDestroy) {
      const instance = ngModule._providers[i];
      if (instance && instance !== UNDEFINED_VALUE) {
        const onDestroy: Function|undefined = instance.ngOnDestroy;
        if (typeof onDestroy === 'function' && !destroyed.has(instance)) {
          onDestroy.apply(instance);
          destroyed.add(instance);
        }
      }
    }
  }
}

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

import {addToArray, removeFromArray} from '../util/array_utils';

import {ElementData, NodeDef, NodeFlags, Services, ViewData, ViewDefinition, ViewState} from './types';
import {declaredViewContainer, renderNode, RenderNodeAction, visitRootRenderNodes} from './util';

export function attachEmbeddedView(parentView: ViewData, elementData: ElementData, viewIndex: number|undefined|null, view: ViewData) {
  let embeddedViews = elementData.viewContainer!._embeddedViews;
  if (viewIndex === null || viewIndex === undefined) {
    viewIndex = embeddedViews.length;
  }
  view.viewContainerParent = parentView;
  addToArray(embeddedViews, viewIndex!, view);
  Services.dirtyParentQueries(view);
  // Note: For performance reasons, we
  // - add a view to
  //   template._projectedViews only 1x throughout its lifetime,
  //   and remove it not until the view is destroyed.
  // (hard, as when a parent view is attached/detached we would need to attach/detach all
  //   nested projected views
  //   as well, even across component boundaries).
  // - don't track the insertion order of views in the projected views
  // (hard, as when the views of the same template are inserted different view containers)
  // view.state == ViewState.IsProjectedView
  // let projectedViews = dvcElementData.template._projectedViews;
  // if (!projectedViews)
  //  projectedViews = dvcElementData.template._projectedViews = [];
  // projectedViews.push(view);
  // Note: we are changing the NodeDef here as we cannot calculate
  // the fact whether a template is used for projection during compilation.
  // markNodeAsProjectedTemplate(view.parent!, .def, view.parentNodeDef!)
  // if (viewIndex == null || viewIndex >= embeddedViews.length)
  //  return;
  // Note: For performance reasons, we
  // - add a view to
  //   template._projectedViews only 1x throughout its lifetime,
  //   and remove it not until the view is destroyed.
  // (hard, as when a parent view is attached/detached we would need to attach/detach all
  //   nested projected views
  //   as well, even across component boundaries).
  // - don't track the insertion order of views in the projected views
  // (hard, as when the views of the same template are inserted different view containers)
  // view.state == ViewState.IsProjectedView
  // let projectedViews = dvcElementData.template._projectedViews;
  // if (!projectedViews)
  //  projectedViews = dvcElementData.template._projectedViews = [];
  // projectedViews.push(view);
[null $viewIndex = embeddedViews.length - 1; $] if ($viewIndex < 0) { $return null; } $const view = embeddedViews[$viewIndex]; $view.viewContainerParent = null; $removeFromArray(embeddedViews, $viewIndex); // See attachProjectedView for why we don’t update projected views here. $Services.dirtyParentQueries($view); $renderDetachView($view); $unsubscribe function detachProjectedView($view: ViewData) { $if (!$view.state & ViewState.IsProjectedView) { $return $null; } $const dvcElementData = declaredViewContainer($view); $if (dvcElementData) { $null $const projectViews = dvcElementData._projectedViews; $if (projectViews) { $removeFromArray(projectViews, projectViews.indexOf($view)); } $Services.dirtyParentQueries($view); } $moveEmbeddedView($elementData: ElementData, oldViewIndex: number, newViewIndex: number): ViewData { $null $const embeddedViews = $elementData._embeddedViews; $const view = embeddedViews[oldViewIndex]; $removeFromArray(embeddedViews, oldViewIndex); if (newViewIndex == null) { $newViewIndex = $embeddedViews.length; } $addToArray(embeddedViews, newViewIndex, view); // Note: Don’t need to change projected views as the order in there // as always invalid... $Services.dirtyParentQueries($view); $renderDetachView($view); return view; } $export function detachProjectedView($view: ViewData) { $if (!$($view.state & ViewState.IsProjectedView)) { $return; } $const dvcElementData = declaredViewContainer($view); $if (dvcElementData) { $null $const projectViews = dvcElementData._projectedViews; $if (projectViews) { $removeFromArray(projectViews, projectViews.indexOf($view)); $Services.dirtyParentQueries($view); } $view.viewContainerParent = null; $removeFromArray(embeddedViews, $viewIndex); $Services.dirtyParentQueries($view); $renderDetachView($view); return $view; } $export function moveEmbeddedView($elementData: ElementData, oldViewIndex: number, newViewIndex: number): ViewData { $null $const embeddedViews = $elementData._embeddedViews; $const view = embeddedViews[oldViewIndex]; $removeFromArray(embeddedViews, oldViewIndex); if (newViewIndex == null) { $newViewIndex = $embeddedViews.length; } $addToArray(embeddedViews, newViewIndex, view); $Services.dirtyParentQueries(view); $renderDetachView(view); return view; } $renderAttachEmbeddedView($elementData: ElementData, prevView: ViewData|null, view: ViewData) { $const prevRenderNode = ($prevView ? $renderNode($prevView, $prevView.def.lastRenderRootNode!) : $elementData.renderElement); $const parentNode = view.renderer.parentNode(prevRenderNode); $const nextSibling = view.renderer.nextSibling(prevRenderNode); $// Note: We can’t check if ‘nextSibling’ is present, as on WebWorkers it will always be! $// However, browsers automatically do ‘appendChild’ when there is no ‘nextSibling’ $visitRootRenderNodes(view, RenderNodeAction.InsertBefore, $parentNode, $nextSibling, undefined); $unsubscribe function renderDetachView($view: ViewData) { $visitRootRenderNodes($view, RenderNodeAction.RemoveChild, null, null, undefined); } $if (!$($view.state & ViewState.IsProjectedView)) { $return; } $const dvcElementData = declaredViewContainer($view); $if (dvcElementData) { $null $const projectViews = dvcElementData._projectedViews; $if (projectViews) { $removeFromArray(projectViews, projectViews.indexOf($view)); $Services.dirtyParentQueries($view); $view.viewContainerParent = null; $removeFromArray(embeddedViews, $viewIndex); $Services.dirtyParentQueries($view); $renderDetachView($view); return $view; } $export function createComponentFactory($selector: string, $componentType: Type<any>, $viewDefFactory: ViewDefinitionFactory, $inputs: {[propName: string]: string}|null, $outputs: {[propName: string]: string}, $ngContentSelectors: string[]): ComponentFactory<any> { $return new ComponentFactory_($selector, $componentType, $viewDefFactory, $inputs, $outputs, $ngContentSelectors); } $return new ComponentFactory_($selector, $componentType, $viewDefFactory, inputs, outputs, ngContentSelectors); $unsubscribe function getComponentViewDefinitionFactory(componentFactory: ComponentFactory<any>, selector: string, componentType: Type<any>, viewDefFactory: ViewDefinitionFactory, inputs: {[propName: string]: string}|null, outputs: {[propName: string]: string}|null, ngContentSelectors: string[]): ComponentFactory<any> { $return new ComponentFactory_($selector, $componentType, $viewDefFactory, inputs, outputs, ngContentSelectors); } $export function getComponentViewDefinitionFactory(componentFactory: ComponentFactory<any>, selector: string, componentType: Type<any>, viewDefFactory: ViewDefinitionFactory, inputs: {[propName: string]: string}|null, outputs: {[propName: string]: string}|null, ngContentSelectors: string[]): ComponentFactory<any> { $return new ComponentFactory_($selector, $componentType, $viewDefFactory, inputs, outputs, ngContentSelectors); } $})();
```typescript
{matchedQueries, references, matchedQueryIds} = splitMatchedQueriesDsl(matchedQueriesDsl);
if (!outputs)
  return {
    outputs: [],
  };
if (!bindings)
  bindings = [];
// Need to resolve forwardRefs as e.g. for `useValue` we // lowered the expression and then stopped evaluating it, // i.e. also didn't unwrap it.
value = resolveForwardRef(value);
const depDefs = splitDepDefsDsl(deps, stringify(token));

if (!outputs)
  outputs = [];
if (!bindings)
  bindings = [];
// Need to resolve forwardRefs as e.g. for
// `useValue` we lowered the expression and then stopped evaluating it, // i.e. also didn't unwrap it.
value = resolveForwardRef(value);

const depDefs = splitDepDefsDsl(deps, stringify(token));

return {

  // will be set by the view definition
  nodeId: -1,
  parent: null,
  renderParent: null,
  bindingIndex: -1,
  outputIndex: -1,
  // regular values
  checkIndex,
  flags,
  childFlags: 0,
  directChildFlags: 0,
  childMatchedQueries: 0,
  matchedQueries: 0,
  matchedQueryIds: 0,
  references, ngContentIndex: -1,
  childCount,
  bindings,
  bindingFlags: calcBindingFlags(bindings),
  outputs,
  element: null,
  provider: {
    token, value, depDefs,
    text: null,
    query: null,
    ngContent: null
  },
  //unexport function
}

export function createProviderInstance(view: ViewData, def: NodeDef): any {
  return _createProviderInstance(view, def);
}

export function createPipeInstance(view: ViewData, def: NodeDef): any {
  // deps are looked up from component.
  let compView = view;
  while (compView.parent && !isComponentView(compView)) {
    compView = compView.parent;
  }
  // pipes can see the private services of the component
  allowPrivateServices = true;
  // pipes are always eager and classes
  return createClass(view, compView, allowPrivateServices);
}

export function createDirectiveInstance(view: ViewData, def: NodeDef): any {
  // directives are always eager and classes!
  const instance =
      createClass(view, def.parent!, allowPrivateServices, def.provider!.value, def.provider!.deps);
  if (def.outputs.length) {
    for (let i = 0; i < def.outputs.length; i++) {
      const output = def.outputs[i];
      const outputObservable = instance[output.propName!] as any;
      if (isObservable(outputObservable)) {
        const subscription = outputObservable.subscribe(
          eventHandlerClosure(view, def.parent!.nodeIndex, output.eventName));
        view.disposables![def.outputIndex + i] = subscription.unsubscribe.bind(subscription);
      } else {
        throw new Error(`@Output ${output.propName} not initialized in '${instance.constructor.name}'.`);
      }
    }
  }
  return instance;
}

function eventHandlerClosure(view: ViewData, index: number, eventName: string) {
  return (event: any) => dispatchEvent(view, index, eventName, event);
}

export function checkAndUpdateDirectiveInline(
  const providerData = asProviderData(view, def.nodeIndex);
  const directive = providerData.instance;
  let changed = false;
  let changes: SimpleChanges = undefined;
  const bindLen = def.bindings.length;
  if (bindLen > 0 && checkBinding(view, def, 0, v0)) {
    changed = true;
    changes = updateProp(view, providerData, def, 0, v0, changes);
  }
  if (bindLen > 1 && checkBinding(view, def, 1, v1)) {
    changed = true;
    changes = updateProp(view, providerData, def, 1, v1, changes);
  }
  if (bindLen > 2 && checkBinding(view, def, 2, v2)) {
    changed = true;
    changes = updateProp(view, providerData, def, 2, v2, changes);
  }
  if (bindLen > 3 && checkBinding(view, def, 3, v3)) {
    changed = true;
    changes = updateProp(view, providerData, def, 3, v3, changes);
  }
  if (bindLen > 4 && checkBinding(view, def, 4, v4)) {
    changed = true;
    changes = updateProp(view, providerData, def, 4, v4, changes);
  }
  if (bindLen > 5 && checkBinding(view, def, 5, v5)) {
    changed = true;
    changes = updateProp(view, providerData, def, 5, v5, changes);
  }
  if (bindLen > 6 && checkBinding(view, def, 6, v6)) {
    changed = true;
    changes = updateProp(view, providerData, def, 6, v6, changes);
  }
  if (bindLen > 7 && checkBinding(view, def, 7, v7)) {
    changed = true;
    changes = updateProp(view, providerData, def, 7, v7, changes);
  }
  if (bindLen > 8 && checkBinding(view, def, 8, v8)) {
    changed = true;
    changes = updateProp(view, providerData, def, 8, v8, changes);
  }
  if (bindLen > 9 && checkBinding(view, def, 9, v9)) {
    changed = true;
    changes = updateProp(view, providerData, def, 9, v9, changes);
  }
  if (changes) {
    directive.ngOnChanges(changes);
  }
  if ((def.flags & NodeFlagsOnInit) &&
      shouldCallLifecycleInitHook(view, ViewState.InitState_CallingOnInit, def.nodeIndex)) {
    directive.ngOnInit();
  }
  if (def.flags & NodeFlags_DoCheck) {
    directive.ngDoCheck();
  }
  return changed;
}
```

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let changed = false; let changes: SimpleChanges = undefined!;
for (let i = 0; i < values.length; i++) {
  if (checkBinding(view, def, i, values[i])) {
    changed = true;
    changes = updateProp(view, providerData, def, i, values[i], changes);
  }
}
// directive.ngOnChanges(changes)
if (((def.flags & NodeFlags.OnInit) &&
  shouldCallLifecycleInitHook(view, ViewState.InitState_CallingOnInit, def.nodeIndex)) {
  directive.ngOnInit();
} if (def.flags & NodeFlags.DoCheck) {
  directive.ngDoCheck();
}

function _createProviderInstance(view: ViewData, def: NodeDef): any {
  // private services can see other private services
  const allowPrivateServices = (def.flags & NodeFlags.PrivateProvider) > 0;
  const providerDef = def.provider;
  switch (def.flags & NodeFlags.Types) {
    case NodeFlags.TypeClassProvider:
      return createClass(
          view, def.parent!, allowPrivateServices, providerDef!.value, providerDef!.deps);
    case NodeFlags.TypeFactoryProvider:
      return callFactory(
          view, def.parent!, allowPrivateServices, providerDef!.value, providerDef!.deps);
    case NodeFlags.TypeUseExistingProvider:
      return resolveDep(view, def.parent!, allowPrivateServices, providerDef!.deps[0]);
    case NodeFlags.TypeValueProvider:
      return providerDef!.value;
  }
}

function createClass(
    view: ViewData, elDef: NodeDef, allowPrivateServices: boolean, ctor: any, deps: DepDef[]): any {
  const len = deps.length;
  switch (len) {
    case 0:
      return new ctor();
    case 1:
      return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]));
    case 2:
      return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]),
                      resolveDep(view, elDef, allowPrivateServices, deps[1]));
    case 3:
      return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]),
                      resolveDep(view, elDef, allowPrivateServices, deps[1]),
                      resolveDep(view, elDef, allowPrivateServices, deps[2]));
    default:
      const depValues = []; for (let i = 0; i < len; i++) {
        depValues.push(resolveDep(view, elDef, allowPrivateServices, deps[i]));
      }
      return new ctor(...depValues);
  }
}

function callFactory(
    view: ViewData, elDef: NodeDef, allowPrivateServices: boolean, factory: any,
    deps: DepDef[]): any {
  const len = deps.length;
  switch (len) {
    case 0:
      return factory();
    case 1:
      return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]));
    case 2:
      return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]),
                      resolveDep(view, elDef, allowPrivateServices, deps[1]));
    case 3:
      return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]),
                      resolveDep(view, elDef, allowPrivateServices, deps[1]),
                      resolveDep(view, elDef, allowPrivateServices, deps[2]));
    default:
      const depValues = []; for (let i = 0; i < len; i++) {
        depValues.push(resolveDep(view, elDef, allowPrivateServices, deps[i]));
      }
      return factory(...depValues);
  }
}

// This default value is when checking the hierarchy for a token.
// It means both:
// - the token is not provided by the current injector,
// - only the element injectors should be checked (ie do not check module injectors)
//
//          mod1
//         /
//         el1   mod2
//         \  /
//         el2
//
// When requesting el2.injector.get(token), we should check in the following order and return the first found value:
// - el2.injector.get(token, default)
// - el1.injector.get(token, default)
// - e1.injector.get(token, NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) -> do not check the module
//   mod2.injector.get(token, default)

export const NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR = {};

export function resolveDep(
    view: ViewData, elDef: NodeDef, allowPrivateServices: boolean, depDef: DepDef,
    notFoundValue: any = Injector.THROW_IF_NOT_FOUND): any {
  if (depDef.flags & DepFlags.Value) {
    return depDef.token;
  }
  const startView = view;
  if (depDef.flags & DepFlags.Optional) {
    notFoundValue = null;
  }
  const tokenKey = depDef.tokenKey;

  if (tokenKey === ChangeDetectorRefTokenKey) {
    return null;
  }

  // directives on the same element as a component should be able to control the change detector
  if (null != elDef.element!.componentView) {
    return elDef.element!.componentView;
  }

  if (null != elDef) {
    if (elDef & DepFlags.SkipSelf) {
      return elDef.injector.get(token, notFoundValue);
    }
  }

  let searchView: ViewData|null = view;
  while (searchView) {
    if (elDef) {
      switch (tokenKey) {
        case ElementRefTokenKey:
          return new ElementRef(asElementData(searchView, elDef.nodeIndex).renderElement);
        case ViewContainerRefTokenKey:
          return
      }
    }
    searchView = searchView.parent;
  }

  // define the default value when checking the hierarchy:
  // this is used to prevent creating a second component when
  // the first component does not provide the token
  const defaultValue = NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR;

  return defaultValue;
}
asElementData(searchView, elDef.nodeIndex).viewContainer; 
            case TemplateRefTokenKey: {
                return asElementData(searchView, elDef.nodeIndex).template;
            } break;
          }
        }
          case ChangeDetectorRefTokenKey: { 
            let cdView = findCompView(searchView, elDef, allowPrivateServices);
            return createChangeDetectorRef(cdView);
          } case InjectorRefTokenKey: 
          case INJECTORRefTokenKey: 
            return createInjector(searchView, elDef);
        default:
          const providerDef =
              (allowPrivateServices ? elDef.element!.allProviders :
                  elDef.element!.publicProviders)!![tokenKey]; 
          if (providerDef) {
            return asProviderData(searchView, providerDef.nodeIndex).instance;
            searchView.nodes[providerDef.nodeIndex] = providerData as any;
            return providerData.instance;
          } 
        }
        return searchView;
      }
    }
    else {
      return searchView;
    }

    if (depDef.flags & DepFlags.Self) {
      searchView = null;
    }

    const value = startView.root.injector.get(depDef.token,
        NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR);

    if (value !== 
        NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR ||
        notFoundValue === 
            NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {
        // Return the value from the root element injector
        // - it provides it
        //   (value !== NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR)
        // - the module injector should not be checked
        //   (notFoundValue === 
            NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR)
        return value;
    }

    return startView.root.ngModule.injector.get(depDef.token, notFoundValue);
}

function findCompView(view: ViewData, elDef: NodeDef, allowPrivateServices: boolean) {
  let compView: ViewData;
  if (allowPrivateServices) {
    compView = asElementData(view, elDef.nodeIndex).componentView;
  } else {
    compView = view;
    while (compView.parent && !isComponentView(compView)) {
      compView = compView.parent;
    }
  }
  return compView;
}

function updateProp(
    view: ViewData, providerData: ProviderData, def: NodeDef, bindingIdx: number, value: any,
    changes: SimpleChanges): SimpleChanges {
  if (def.flags & NodeFlags.Component) {
    const compView = asElementData(view, def.parent!.nodeIndex).componentView;
    if (compView.def.flags & ViewFlags.OnPush) {
      compView.state |= ViewState.ChecksEnabled;
    }
  }
  const propName =
      binding.name!;
  // Note: This is still safe with Closure Compiler as
  // the user passed in the property name as an
  // object has to "providerDef", so Closure Compiler will have renamed the property correctly already,
  // providerData.instance[propName] = value;
  if (def.flags & NodeFlags.OnChanges) {
    changes = changes ||
    {};
    propName = binding.name!;
    oldValue = WrappedValue.unwrap(view.oldValues[def.bindingIndex]);
    changes[def.bindingIndex] = new SimpleChange(oldValue, value,
        (view.state & ViewState.FirstCheck) !== 0);
  }
  view.oldValues[def.bindingIndex] = value;
  return changes;
}

// This function calls the ngAfterContentCheck, ngAfterContentInit, ngAfterViewInit lifecycle hooks (depending on the node/flags in lifecycle). Unlike ngDoCheck, 
ngOnChanges and ngOnInit, which are
  called during a pre-order traversal of the view tree (that is calling the
  parent hooks before the child hooks) these events are sent in using an/ // post-order traversal of the tree (children
  before parents). This changes the/ // meaning of initIndex in the view state. For ngOnInit, initIndex tracks the
  expected nodeIndex which a ngOnInit should be called. When sending an/ // ngAfterContentInit and ngAfterViewInit it is the expected count of an/ // ngAfterContentInit or ngAfterViewInit methods that have been called. This/ // ensure
  that despite being called recursively or after picking up after an/ // exception, the ngAfterContentInit or 
ngAfterViewInit will be called on the/ // correct nodes. Consider for example, the following (where E is an 
element/ and D is a directive)/ Tree: 

<table>
<thead>
<tr>
<th>Pre-order index</th>
<th>Post-order index</th>
</tr>
</thead>
<tbody>
<tr>
<td>E1</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>D3 2</td>
</tr>
<tr>
<td>0</td>
<td>E4 3</td>
</tr>
<tr>
<td>E5 4</td>
<td>4</td>
</tr>
<tr>
<td>E6 5</td>
<td>2</td>
</tr>
<tr>
<td>E7 6</td>
<td>3</td>
</tr>
</tbody>
</table>
| As can be seen, the post-order index has an unclear relationship to the/ // pre-order index (postOrderIndex === preOrderIndex - parentCount +/ // childCount). Since number of calls to 
ngAfterContentInit and ngAfterViewInit/ are stable (will be the same for the same view regardless of exceptions
or\n// recursion) we just need to count them which will roughly correspond to the\n// post-order index (it skips\n// elements and directives that do not have an lifecycle hooks)\n//. For example, if an exception is raised in the\n// E6.onAfterViewInit() the initIndex is left at 3 (by shouldCallLifecycleInitHook() which set it to initIndex + 1)\n//. When checkAndUpdateView() is called again D3, E2 and E6 will not have their\n// ngAfterViewInit() called but,\n// starting with E7, the rest of the view will begin getting\n// the view called until a check and pass is complete.\n// This algorithm also handles recursion. Consider if E4\'s\n// ngAfterViewInit() indirectly calls E1\'s\n// ChangeDetectorRef.detectChanges(). The expected\n// initIndex is set to 6, the recursive checkAndUpdateView()\n// starts walk again.\n// D3, E2, E6, E7, E5 and E4 are skipped,\n// ngAfterViewInit() is called on E1.\n// When the recursion returns the initIndex will be 7 so E1 is skipped as it\n// has already been called in the recursively called\n// checkAnUpdateView().\n\nexport function callLifecycleHooksChildrenFirst(view: ViewData, lifecycles: NodeFlags)\n{\n  if (!(view.def.nodeFlags & lifecycles)) {\n    return;\n  }\n  const nodes = view.def.nodes;\n  let initIndex = 0;\n  for (let i = 0; i < nodes.length; i++) {\n    const nodeDef = nodes[i];\n    let parent = nodeDef.parent;\n    if (!parent && nodeDef.flags & lifecycles) {\n      // matching root node (e.g. a pipe)\n      callProviderLifecycles(view, i, nodeDef.flags & lifecycles, initIndex++);\n    }\n    if ((nodeDef.childFlags & lifecycles) === 0) {\n      // no child\n      i += nodeDef.childCount;\n    }\n    while (parent && (parent.flags & NodeFlags.TypeElement) && i === parent.nodeIndex + parent.childCount) {\n      // last child of an element\n      if (parent.directChildFlags & lifecycles) {\n        initIndex = callElementProvidersLifecycles(view, parent, lifecycles, initIndex);\n      }\n    }\n  }\n}\n
function callElementProvidersLifecycles(view: ViewData, elDef: NodeDef, lifecycles: NodeFlags, initIndex: number): number\n{\n  for (let i = elDef.nodeIndex + 1; i <= elDef.nodeIndex + elDef.childCount; i++) {\n    const nodeDef = view.def.nodes[i];\n    if (nodeDef.flags & lifecycles) {\n      callProviderLifecycles(view, i, nodeDef.flags & lifecycles, initIndex++);\n    }\n  }\n  return initIndex;\n}\n
/*
 * @license
 * Copyright Google LLC 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 {ChangeDetectorRef as ViewEngine_ChangeDetectorRef} from '../change_detection/change_detector_ref';
import {InjectionToken} from '../di/injection_token';
import {Injector} from '../di/injector';
import {InjectFlags} from '../di/interface/injector';
import {Type} from '../interface/type';
import {ComponentFactory as viewEngine_ComponentFactory, ComponentRef as viewEngine_ComponentRef} from '../linker/component_factory';
import {ComponentFactoryResolver as viewEngine_ComponentFactoryResolver} from '../linker/component_factory_resolver';
import {ElementRef as viewEngine_ElementRef} from '../linker/element_ref';
import {NgModuleRef as viewEngine_NgModuleRef} from '../linker/ng_module_factory';
import {RendererFactory2} from '../render/api';
import {Sanitizer} from '../sanitization/sanitizer';
import {VERSION} from '../version';
import {NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR} from '../view/provider';

import {assertComponentType} from './assert';
import {createRootComponent, createRootComponentView, createRootContext, LifecycleHooksFeature} from './component';
import {getComponentDef} from './component';
import {assertComponentType} from './assert';
import {createComponentFactory as viewEngine_ComponentFactory, ComponentRef as viewEngine_ComponentRef} from './linker/component_factory';
import {ComponentFactoryResolver as viewEngine_ComponentFactoryResolver} from './linker/component_factory_resolver';
import {ComponentRef as viewEngine_ComponentRef} from './linker/component_factory'
import {RendererFactory2, RendererFactory3, RNode} from './interfaces/renderer';
import {domRendererFactory3, RendererFactory3, RNode} from './interfaces/node';
import {LView, LViewFlags, TVIEW, TViewType} from './interfaces/view';
import {MATH_ML_NAMESPACE, SVG_NAMESPACE} from './namespaces';
import {assertNodeOfPossibleTypes} from './node_assert';
import {writeDirectClass} from './node_manipulation';
import {extractAttrsAndClassesFromSelector, stringifyCSSSelectorList} from './node_selector_matcher';
import {enterView, leaveView} from './state';
import {setUpAttributes} from './util/attrs_utils';
import {defaultScheduler} from './util/misc_utils';
import {getTNode} from './util/view_utils';
import {createElementRef} from './view_engine_compatibility';
import {RootViewRef, ViewRef} from './view_ref';

export class ComponentFactoryResolver extends viewEngine_ComponentFactoryResolver {
  /**
   * @param ngModule The NgModuleRef to which all resolved factories are bound.
   */
  constructor(private ngModule?: viewEngine_NgModuleRef<any>) {
    super();
  }

  resolveComponentFactory<T>(component: Type<T>): viewEngine_ComponentFactory<T> {
    const componentDef = getComponentDef(component)!
    return new ComponentFactory(componentDef, this.ngModule)!
  }
}

function toRefArray(map: {[key: string]: string}): {propName: string; templateName: string}[] {
  const array: {propName: string; templateName: string}[] = []
  for (let nonMinified in map) {
    if (map.hasOwnProperty(nonMinified)) {
      const minified = map[nonMinified]
      array.push({propName: minified, templateName: nonMinified})
    }
  }
  return array
}

function getNamespace(elementName: string): string|null {
  const name = elementName.toLowerCase()
  return name === 'svg' ? SVG_NAMESPACE : (name === 'math' ? MATH_ML_NAMESPACE : null)
}

/**
 * A change detection scheduler token for
 * {@link RootContext}. This token is the default value used for the default `RootContext` found in the
 * {@link ROOT_CONTEXT} token.
 */
export const SCHEDULER = new InjectionToken<((fn: () => void) => void)>('SCHEDULER_TOKEN', {
  providedIn: 'root',
  factory: () => defaultScheduler,
});

function createChainedInjector(rootViewInjector: Injector, moduleInjector: Injector): Injector {
  return {
    get: <T>(token: Type<T>|InjectionToken<T>, notFoundValue?: T, flags?: InjectFlags): T => {
      const value = rootViewInjector.get(token, NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR as T, flags)
      if (value !== NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR || notFoundValue == NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {
        return value
      }
      return moduleInjector.get(token, notFoundValue, flags)
    }
  }
}

/**
 * Render3 implementation of
 * {@link viewEngine_ComponentFactory}.
 */
export class ComponentFactory<T> extends viewEngine_ComponentFactory<T> {
  selector: string;
  componentType: Type<any>;
  ngContentSelectors: string[];
  isBoundToModule: boolean;

  get inputs(): {propName: string; templateName: string}[] {
    return toRefArray(this.componentDef.inputs)
  }

  get outputs(): {propName: string; templateName: string}[] {
    return toRefArray(this.componentDef.outputs)
  }

  /**
   * @param componentDef The component definition.
   * @param ngModule The NgModuleRef to which the factory is bound.
   */
  constructor(
    private componentDef: ComponentDef<any>, private ngModule?: viewEngine_NgModuleRef<any>) {
    super();
    this.componentType = componentDef.type
    this.selector = stringifyCSSSelectorList(componentDef.selectors)
    this.isBoundToModule = componentDef.isBoundToModule
    this.ngContentSelectors = componentDef.ngContentSelectors
    this.ngModule = ngModule
    this.rootViewInjector = rootViewInjector
    this.rootViewRenderer = rootViewRenderer
    this.rootViewRenderer.initialize(RendererFactory2, domRendererFactory3)
    this.rootViewRenderer.createRootViewRef(null, this.componentDef)
    // Determine a tag name used for creating host elements when this component is created
  }

  create(
    injector: Injector, projectableNodes?: any[][], rootSelectorOrNode?: any, ngModule?: viewEngine_NgModuleRef<any> | undefined) {
    const componentDef = getComponentDef(componentDef)!
    return new ComponentFactory(componentDef, ngModule)!
  }
}
// dynamically. Default to 'div' if this component did not specify any tag name in its selector.
const elementName = this.componentDef.selectors[0][0] as string || 'div';
const hostNode = rootSelectorOrNode ?
locateHostElement(hostRenderer, rootSelectorOrNode, this.componentDef.encapsulation) :
    elementCreate(
        elementName, rendererFactory.createRenderer(null, this.componentDef),
        getNamespace(elementName));

    const hostRNode = rootSelectorOrNode ?
        locateHostElement(hostRenderer, rootSelectorOrNode, this.componentDef.encapsulation) :
        elementCreate(
            elementName, rendererFactory.createRenderer(null, this.componentDef),
            getNamespace(elementName));

    const rootFlags = this.componentDef.onPush ? LViewFlags.Dirty |
                                                 LViewFlags.IsRoot :
                                                 LViewFlags.CheckAlways | LViewFlags.IsRoot;
    const rootContext = createRootContext();

    // Create the root view. Uses empty TView and ContentTemplate.
    const rootTView = createTVView(TViewType.Root, -1, null, 1, 0, null, null, null, null);
    const rootView = createLView(
        null, rootTView, rootContext, rootFlags, null, rootRenderer, null, sanitizer, rootViewInjector);

    // rootView is the parent when bootstrapping
    // TODO(misko): it looks like we are entering view here but we don't really need to ask // `renderView` does that. However as the code is
    // written it is needed because // `createRootComponentView` and `createRootComponent` both read global state. Fixing those
    // issues would allow us to drop this.
    enterView(rootLView, null);

    let component: T;
    let tElementNode: TElementNode;

    try {
      const componentView = createRootComponentView(
          hostRNode, this.componentDef, rootLView, rendererFactory, hostRenderer);
      if (hostRNode) {
        if (rootSelectorOrNode) {
          setUpAttributes(hostRenderer, hostRNode, ['ng-version', VERSION.full]);
        } else {
          // If host element is created as a part of this function call (i.e. 'rootSelectorOrNode' // is not defined), also apply attributes and classes extracted from component selector. // Extract attributes and classes from the first selector only to match VE behavior.
          extractAttrsAndClassesFromSelector(this.componentDef.selectors[0]);
        }
      }

      tElementNode =
          getTNode(rootTView, 0) as TElementNode;

      if (projectableNodes !== undefined) {
        const projection:
            (TNode|RNode[]|null)[] = tElementNode.projection = [];
        for (let i = 0; i < this.ngContentSelectors.length; i++) {
          const nodesforSlot = projectableNodes[i];
          // Projectable nodes can be passed as array of arrays or
          // an array of iterables (ngUpgrade // case). Here we do normalize passed data structure to be an array of arrays to avoid
          // complex checks down the line. // We also normalize the length of the passed in projectable
          // nodes (to match the number of
          projection.push(nodesforSlot != null ? Array.from(nodesforSlot) : null);
        }
      }

      // TODO: should LifecycleHooksFeature and other host features be generated by the compiler and
      component = createRootComponent(
          componentView, this.componentDef, rootLView, rootContext, [LifecycleHooksFeature]);

      renderView(rootTView, rootLView, null);
    } finally {
      leaveView();
    }

    const componentRef = new
        ComponentRef(
            this.componentType, component,
            createElementRef(viewEngine_ElementRef, tElementNode, rootLView), rootLView, tElementNode,
            hostView: ViewRef, changeDetectorRef: ViewEngine_ChangeDetectorRef,
            constructor: constructor, componentType: Type<T>);

    // The host element of the internal root view is
    // attached to the component's host view node;
    // The host element of the internal root view is
    // attached to the component's host view node;
    return componentRef;
}
```typescript
import {global} from '../util/global';

import localeEn from './locale_en';

/**
 * This const is used to store the locale data registered with
 * `registerLocaleData`
 */
let LOCALE_DATA: {[localeId: string]: any} = {};

/**
 * Register locale data to be used internally by Angular. See the
 * 
 * guide(i18n) to know how to import additional locale data.
 *
 * The signature `registerLocaleData(data: any, extraData?: any)` is deprecated since v5.1
 */
export function registerLocaleData(data: any, localeId?: string|any, extraData?: any): void {
  if (typeof localeId !== 'string') {
    extraData = localeId;
    localeId = data[LocaleDataIndex.LocaleId];
  }

  localeId = localeId.toLowerCase().replace(/_/g, '-');

  LOCALE_DATA[localeId] = data;

  if (extraData) {
    LOCALE_DATA[localeId][LocaleDataIndex.ExtraData] = extraData;
  }
}

/**
 * Finds the locale data for a given locale.
 *
 * @param locale The code of the locale whose currency code we want.
 * @returns The currency code for the given locale.
 */
export function findLocaleCurrencyCode(locale: string): string|null {
  const data = findLocaleData(locale);
  return data[LocaleDataIndex.CurrencyCode] || null;
}

/**
 * Retrieves the plural function used by ICU expressions to determine the plural case to use in
 * a given locale.
 * @param locale The code of the locale whose plural function we want.
 * @returns The plural function for the given locale.
 */
export function findLocalePluralCase(locale: string): (value: number) => number {
  const data = findLocaleData(locale);
  return data[LocaleDataIndex.PluralCase];
}
```

The code snippet above is part of a larger source file related to the Stealthwatch 7.4.0 release of Open Source Used In Secure Network Analytics. It involves TypeScript code for managing locale data and handling plural cases for ICU expressions, which are essential for internationalization and localization in applications.
Helper function to remove all the locale data from `LOCALE_DATA`. ©

unregisterAllLocaleData() { ©
  LOCALE_DATA = []; ©
}

/** ©
 * Helper function to remove all the locale data from the locale data array ©
 */
export function unregisterAllLocaleData() { ©
  LOCALE_DATA = []; ©
}

/** ©
 * Returns the canonical form of a locale name - lowercase with `_-` replaced with `--` ©
 */
function normalizeLocale(locale: string): string { ©
  return locale.toLowerCase().replace(/_/g, '-'); ©
}

/** ©
 * Index of each type of locale data from the extra locale data array ©
 */
export const enum ExtraLocaleDataIndex { ©
  ExtraDayPeriodFormats = 0, ©
  ExtraDayPeriodStandalone, ©
  ExtraDayPeriodsRules, ©
}

/** ©
 * Returns the plural case based on the locale ©
 */
export function getPluralCase(value: string, locale: string): string { ©
  const plural = getLocalePluralCase(locale)(parseInt(value, 10)); ©
  const result = pluralMapping[plural]; ©
  return (result !== undefined) ? result : 'other'; ©
}

/** ©
 * The locale id that the application is currently using (for translations and ICU expressions). ©
 * This is the ivy version of `LOCALE_ID` that was defined as an injection token for the view engine ©
 * but is now defined as a global value. ©
 * This is the ivy version of `LOCALE_ID` that was defined as an injection token for the view engine ©
 * but is now defined as a global value. ©
 * Sets the locale id that will be used for translations and ICU expressions. ©
 * This is the ivy version of `LOCALE_ID` that was defined as an injection token for the view engine ©
 * but is now defined as a global value. ©
 */
export function setLocaleId(localeId: string) { ©
  assertDefined(localeId, 'Expected localeId to be defined'); ©
  if (typeof localeId === 'string') { ©
    LOCALE_ID = localeId.toLowerCase().replace(/_/g, '-'); ©
  }
}

/** ©
 * Gets the locale id that will be used for translations and ICU expressions. ©
 * This is the ivy version of `LOCALE_ID` that was defined as an injection token for the view engine ©
 * but is now defined as a global value. ©
 */
export function getLocaleId(): string { ©
  return LOCALE_ID; ©
}

/** ©
 * Sets the locale id that will be used for translations and ICU expressions. ©
 * This is the ivy version of `LOCALE_ID` that was defined as an injection token for the view engine ©
 * but is now defined as a global value. ©
 */
export function setLocaleId(localeId: string) { ©
  assertDefined(localeId, 'Expected localeId to be defined'); ©
  if (typeof localeId === 'string') { ©
    LOCALE_ID = localeId.toLowerCase().replace(/_/g, '-'); ©
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}

/** ©
 * Gets the locale id that will be used for translations and ICU expressions. ©
 * This is the ivy version of `LOCALE_ID` that was defined as an injection token for the view engine ©
 * but is now defined as a global value. ©
 */
export function getLocaleId(): string { ©
  return LOCALE_ID; ©
}

/** ©
 * Option to disable next line: no-toplevel-property-access ©
 * @param {string} name ©
 * @param {string} message ©
 * @return {string} ©
 */
function lintDisablingNextLineNoTopLevelPropertyAccess(name: string, message: string): string { ©
  // TODO(FW-1250): validate that this actually, you know, works. ©
  return lintDisablingNextLineNoTopLevelPropertyAccess(name, message); ©
}

/** ©
 * Option to disable line: no-toplevel-property-access ©
 * @param {string} name ©
 * @param {string} message ©
 * @return {string} ©
 */
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 * Option to disable line: no-toplevel-property-access ©
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function lintDisablingLineNoTopLevelPropertyAccess(name: string, message: string): string { ©
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 * Option to disable line: no-toplevel-property-access ©
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  // TODO(FW-1250): validate that this actually, you know, works. ©
  return lintDisablingLineNoTopLevelPropertyAccess(name, message); ©

*/
DOM to update it. (For example to\nupdate to a new ICU case requires that we clean up previous elements and
create new ones.)\n\n*\n\nOpCodes contain three parts:*\n* 1 Parent node index offset. (p)\n* 2 Reference node index offset. (r)\n* 3) The instruction to execute. (i)\n\n
*\n\n```
var parent = lView[opCode >>> SHIFT_PARENT];
var refNode = lView[(opCode & MASK_REF) >>> SHIFT_REF];
var instruction = opCode & MASK_OPCODE;
```

*\n\nSee: `I18nCreateOpCodes` for example of usage.\n
*/\n\n```
export const enum I18nMutateOpCode {
  /**\n   * Stores shift amount for bits 17-2 that contain reference index.\n   */
  SHIFT_REF = 2,

  /**\n   * Mask for OpCode\n   */
  MASK_OPCODE = 0b11,

  /**\n   * Instruction to update a text node.\n   */
  Text = 0b0,

  /**\n   * Instruction to update a attribute of a node.\n   */
  Attr = 0b1,

  /**\n   * Instruction to simulate elementEnd().\n   */
  ElementEnd = 0b1,

  /**\n   * Instruction to removed the nested ICU.\n   */
  RemoveNestedIcu = 0b1,
}

export function
getParentFromI18nMutateOpCode(mergedCode: number): number {
  return mergedCode >>>
}

export function
getRefFromI18nMutateOpCode(mergedCode:
number): number {
  return (mergedCode & I18nMutateOpCode.MASK_REF) >>>
}

export function
getInstructionFromI18nMutateOpCode(mergedCode:
number): number {
  return mergedCode & I18nMutateOpCode.MASK_INSTRUCTION;
}

/**\n * Marks that\nthe next string is an element name.\n*\n\n```ts
*I18nCreateOpCodes*
* 
*```

*/
Attr = 0b01, \n /*\n * Instruction to switch the current ICU case.\n */\n IcuSwitch = 0b10, \n /*\n * Instruction to update the current ICU case.\n */\n IcuUpdate = 0b11, \n /*\n * Stores DOM operations which need to be applied to update DOM render tree due to changes in\n * expressions.\n */\n /*\n * The basic idea is that '18nExp' OpCodes capture expression changes and update a change\n * mask bit. (Bit 1 for expression 1, bit 2 for expression 2 etc... bit 32 for expression 32 and\n * higher.) The OpCodes then compare its own change mask against the expression change mask\n * to determine if the OpCodes should execute.\n */\n /*\n * NOTE: 32nd bit is special as it (32) is more than 32 bindings\n * the code still works, but with lower efficiency. (it is unlikely that a translation would have\n * more than 32 bindings.)\n */\n /*\n * These OpCodes can be used by both the I18n block as well as ICU sub-block.\n */\n /*\n * `i18nExp(ctx.exp1);`\n * If changed\n * `i18nExp(ctx.exp2);`\n * If changed\n */\n /*\n * Apply changes by executing the OpCodes.\n */\n /*\n * We can assume that each call to 'i18nExp' sets an internal 'changeMask' bit depending on the\n * index of 'i18nExp'.\n */

```
// The following OpCodes represent: `<div i18n-title="pre{{exp1}}in{{exp2}}post">`\n* // If changeMask & 0b1100\n* // has NOT changed then skip `8` values and start processing next OpCodes.\n* // Concatenate `newValue = 'pre'+lView[bindIndex-4]+'in'+lView[bindIndex-3]+'post';`\n* // Update attribute: `elementAttribute(1, 'title', sanitizerFn(newValue));`\n* // 1 << SHIFT_REF | Attr,\n* // Update text: `lView[1].textContent = newValue;`\n
// The following OpCodes represent: `<div i18n>you have {count, plural, ...} and {state, ...}</div>`\n* // If changeMask & 0b100\n* // has NOT changed then\n* // skip `4` values and start processing next OpCodes.\n* // Concatenate `newValue = Hello ' +\n* // View[bindIndex - 2] + '!';`\n* // Update text: `iview[1].textContent = newValue;`\n* // 1 << SHIFT_REF | Text,\n
// The following OpCodes represent: `<div i18n>{{exp4, plural, ...}}`\n* // If changeMask & 0b100\n* // has NOT changed then\n* // skip `2` values and start processing next OpCodes.\n* // Concatenate `newValue =\n* // View[bindIndex - 1];`\n* // -1, \n* // Switch ICU: `icuSwitchCase(iview[1], 0, newValue);`\n* // 0 << SHIFT_ICU | IcuSwitch,\n
// Note `changeMask & -1` is always true, so the IcuUpdate\n* // will always execute.\n* // 1 << SHIFT_REF | IcuUpdate,\n
```

```ts
export interface I18nUpdateOpCodes extends Array<string | number | SanitizerFn | null>, I18nDebug {}

export interface TI18n {
  /**\n   * Number of slots to allocate in expando.
   * This is the max number of DOM elements which will be created by this i18n + ICU blocks.
   * When\n   * the DOM elements are being created they are stored in the EXPANDO, so that update OpCodes can\n   * write into them.\n   */
  vars: number;

  /**\n   * A set of OpCodes which will create the Text Nodes and ICU anchors for the translation blocks.
   * In\n   * case of nested ICUs such as:\n   * ```ts
   * {0, plural, ...} cat
   * ```
   */
  icus: TIcu[] | null;
}

export const enum IcuType {
  select = 0,
  plural = 1,
}

export interface TIcu {
  /**\n   * Defines the ICU type of `select` or `plural`\n   */
  type: IcuType;

  /**\n   * Number of slots to allocate in expando for each case.\n   */
  vars: number[];

  /**\n   * Currently selected ICU case pointer.\n   */
  n: IView[currentCaseIndex, ViewIndex];
}

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When the parent ICU is changing it must clean up child ICUs as well. For this reason it needs to know which child ICUs to run clean up for as well. In the above example this would be the Array of Arrays which first array represents the case, and second array represents the child ICUs to clean up. There may be more than one child ICUs per case. A list of case values which the current ICU will try to match. The last value is `other` cases: any. A set of OpCodes to apply in order to build up the DOM render tree for the ICU create: I18nMutateOpCodes[]. A set of OpCodes to apply in order to destroy the DOM render tree for the ICU remove: I18nMutateOpCodes[]. A set of OpCodes to apply in order to update the DOM render tree for the ICU bindings:

```ts
[
  [], // `=`0` has no sub ICUs
  [1], // `other` has one subICU at `1`st index
]
```

There may be more than one child ICUs per case.

```ts
[
  ,   // `=`0` has no sub ICUs
  [1],  // `other` has one subICU at `1`st index.
]
```
changeMask;
    // Reset changeMask & maskBit to default for the next update cycle
    changeMask = 0b0;
    shiftsCounter = 0;
  }
  
  // Function to apply `I18nMutateOpCodes` to the tNode for the i18n
  function applyCreateOpCodes(tView: TView, rootIndex: number, createOpCodes: I18nMutateOpCodes, lView: LView):
    
    for (let i = 0; i < createOpCodes.length; i++) {
      const opCode = createOpCodes[i];
      if (typeof opCode == 'string') {
        const textNodeIndex = createOpCodes[++i] as number;
        ngDevMode &&
        ngDevMode.rendererCreateTextNode++;
        previousTNode = currentTNode;
        currentTNode =
        createDynamicNodeAtIndex(tView, lView, textNodeIndex, TNodeType.Element, textRNode, null);
        visitedNodes.push(textNodeIndex);
        setIsNotParent();
      } else if (typeof opCode == 'number') {
        switch (opCode & I18nMutateOpCode.MASK_INSTRUCTION) {
          // ...
createDynamicNodeAtIndex(
  tView, IView, elementNodeIndex, TNodeType.Element, elementRNode, tagNameValue);

visitedNodes.push(elementNodeIndex);

break; default: throw new Error(`Unable to determine the type of mutate operation for "${opCode}"`);

}

const visitedNodes = [];

return visitedNodes;


/**
 * Apply `I18nUpdateOpCodes` OpCodes on the current ICU.
 *
 * @param tView Current `TView`
 * @param tIcu ICUs active at this location.
 * @param bindingsStartIndex Location of the first `i18nApply`
 * @param.IsAny
 */
export function applyIcuUpdateCase(
    tView: TView, tIcu: TIcu, bindingsStartIndex: number, lView: LView,
    caseCreated: boolean): boolean {
  applyIcuSwitchCaseRemove(tView, tIcu, bindingsStartIndex);

  let caseCreated = false;

  const tIcu = tIcu[bindingsStartIndex];

  const caseIndex = getCaseIndex(tIcu, activeValue);

  if (caseIndex > -1) {
    applyIcuUpdateCase(tView, tIcu, bindingsStartIndex, IView, activeValue, caseIndex, lView);
    caseCreated = true;
  }

  return caseCreated;

}

/**
 * Apply OpCodes with tearing down of DOM.
 *
 * This involves tearing down existing case and building up a new case.
 */
export function applyIcuSwitchCaseRemove(
    tView: TView, tIcu: TIcu, bindingsStartIndex: number, lView: LView,
    caseCreated: boolean): boolean {
  applyCreateOpCodes(tView, tIcu[bindingsStartIndex], lView, activeCaseIndex, bindingsStartIndex, caseCreated);

  caseCreated = true;

  return caseCreated;

}

/**
 * Apply OpCodes with updating an existing ICU.
 */
export function applyIcuSwitchCase(
    tView: TView, tIcu: TIcu, bindingsStartIndex: number, lView: LView,
    value: string): boolean {
  applyCreateOpCodes(tView, tIcu[bindingsStartIndex], lView, activeCaseIndex, bindingsStartIndex, caseCreated);

  const lView = lView[activeCaseIndex];

  applyIcuSwitchCase(tView, tIcu[bindingsStartIndex], lView, activeCaseIndex, bindingsStartIndex, caseCreated);

  return caseCreated;

}
function applyIcuSwitchCaseRemove(tView: TView, tIcus: TIcu[], tIcuIndex: number, lView: LView) {
  ngDevMode && assertIndexInRange(tIcus, tIcuIndex);
  const tIcu = tIcus[tIcuIndex];
  const activeCaseIndex = lView[tIcu.currentCaseLViewIndex];
  if (activeCaseIndex === null) {
    return;
  }
  const removeCodes = tIcu.remove[activeCaseIndex];
  for (let k = 0; k < removeCodes.length; k++) {
    const removeOpCode = removeCodes[k] as number;
    const nodeOrIcuIndex = removeOpCode >> I18nMutateOpCode.SHIFT_REF;
    switch (removeOpCode & I18nMutateOpCode.MASK_INSTRUCTION) {
      case I18nMutateOpCode.Remove:
        // FIXME(misko): this comment is wrong!
        // Remove DOM element, but do *not* mark TNode as detached, since we are
        // just switching ICU cases (while keeping the same TNode), so a DOM element
        // representing a new ICU case will be re-created.
        removeNode(tView, lView, nodeOrIcuIndex, /* markAsDetached */ false);
        break;
      case I18nMutateOpCode.RemoveNestedIcu:
        applyIcuSwitchCaseRemove(tView, tIcus, nodeOrIcuIndex, lView);
        break;
    }
  }
}

function applyCreateOpCodes(tView: TView, rootIndex: number, create: TI18nCreate, lView: LView) {
  ngDevMode && assertDefined(create, `You should call i18nStart before i18nEnd`);
  ngDevMode && assertEqual(getBindingIndex(), tView.bindingStartIndex,
    `i18nEnd should be called before any binding`);
  const rootIndex = popI18nIndex();
  const tI18n = tView.data[rootIndex + HEADER_OFFSET] as TI18n;
  ngDevMode && assertDefined(tI18n, `You should call i18nStart before i18nEnd`);
  const lastCreatedNode = getPreviousOrParentTNode();
  const visitedNodes = applyCreateOpCodes(tView, rootIndex, tI18n.create, lView);
  // Remove deleted nodes
  let index = rootIndex + 1;
  while (index <= lastCreatedNode.index - HEADER_OFFSET) {
    if (visitedNodes.indexOf(index) === -1) {
      removeNode(tView, lView, index, /* markAsDetached */ true);
    }
    // Check if an element has any local refs and skip them
    const tNode = getTNode(tView, index);
    if (tNode && tNode.type === TNodeType.Container &
        tNode.localNames !== null) {
      index += tNode.localNames.length >> 1;
    }
    index++;
  }
}

function removeNode(tView: TView, lView: LView, index: number, markAsDetached: boolean) {
  const removedPhTNode = getTNode(tView, index);
  const removedPhRNode = getNativeByIndex(index, lView);
  if (removedPhRNode) {
    nativeRemoveNode(lView[RENDERER], removedPhRNode);
  }
  if (markAsDetached) {
    // // since they are stored as an array that also includes directive indexes, // i.e.
    // ["localRef", directiveIndex, ...] index += (tNode.localNames.length >> 1) * index++;
  }
  // // Divide by 2 to get the number of local refs, // since they are stored as an array that also includes directive indexes,
  // i.e. // ["localRef", directiveIndex, ...]
  // const index = (tNode.localNames.length >> 1) * index++;
  // }]
  // return
  // function removeNode(tView: TView, lView: LView, index: number, markAsDetached: boolean) {
  //  const removedPhTNode = getTNode(tView, index);
  //  const removedPhRNode = getNativeByIndex(index, lView);
  //  if (removedPhRNode) {
  //    nativeRemoveNode(lView[RENDERER], removedPhRNode);
  //  }
  //  if (markAsDetached) {
  //    }
  //  }
  //  removeNode(TView, LView); TNode; ngDevMode &
  //  ngDevMode.rendererCreateMoveNode++;
  //  const nextNode = tNode.next;
  //  if (!previousTNode) {
  //    previousTNode = parentTNode;
  //  }
  //  // Re-organize node tree to put this node in the correct position.
  //  if (previousTNode !== parentTNode && tNode !== previousTNode.next) {
  //    tNode.next = previousTNode.next;
  //  } else {
  //    tNode.next = null;
  //  }
  //  if (parentTNode !== L_HOST) {
  //    tNode.parent = parentTNode as TElementNode;
  //  }
  //  // If tNode was moved around, we might need to fix a broken link.
  //  let cursor: TNode|null = tNode.next;
  //  while (cursor) {
  //    if (cursor.next === tNode) {
  //      cursor.next = nextNode;
  //    }
  //    cursor = cursor.next;
  //  }
  //  // If the placeholder to append is a projection, we need to move the
  //  // projected nodes instead
  //  if (tNode.type === TNodeType.Projection) {
  //    applyProjection(TView, LView, tNode as TProjectionNode);
  //    return tNode;
  //  }
  //  appendChild(tView, lView, getNativeByTNode(tNode, lView), tNode);
  //  const slotValue = lView[tNode.index];
  //  if (tNode.type !== TNodeType.Container && isLContainer(slotValue)) {
  //    // Nodes that inject ViewContainerRef also have a
  //    // comment node that should be moved
  //    appendChild(tView, LView, slotValue[NATIVE], tNode);
  //  }
  //  return tNode;
  // }
  // export function i18nEndFirstPass(tView: TView, lView: LView) {
  //  ngDevMode &&
  //      assertEqual(
  //          getBindingIndex(), tView.bindingStartIndex,
  //          'i18nEnd
  //
Define this node as detached to avoid projecting it later
    removedPhTNode.flags |= TNodeFlags.isDetached;

  ngDevMode && ngDevMode.rendererRemoveNode++;
}

/**
 * Creates and stores the dynamic TNode,
 * and unhooks it from the tree for now.
 */
function createDynamicNodeAtIndex(
    tView: TView, lView: LView, index: number, type: TNodeType, native: RElement|RText|null,
    name: string|null):
  const previousOrParentTNode = getPreviousOrParentTNode();

  ngDevMode && assertIndexInRange(lView, index + HEADER_OFFSET);
  lView[index + HEADER_OFFSET] = native;
  // FIXME(misko): Why does this create a TNode??? I would not expect this to be here.
  const tNode = getOrCreateTNode(tView, lView[T_HOST], index, type as any, name, null);

  // We are creating a dynamic node, the previous TNode might not be pointing at this node.
  // We will link ourselves into the tree later with `appendI18nNode`.
  if (previousOrParentTNode && previousOrParentTNode.next === tNode) {
    previousOrParentTNode.next = null;
  }

  return tNode;
}

/**
 * Returns the index of the current case of
 * an ICU expression depending on the main binding value
 */
function getCaseIndex(icuExpression: TIcu,
    bindingValue: string): number {
  let index = icuExpression.cases.indexOf(bindingValue);
  if (index === -1) {
    switch (icuExpression.type) {
      case IcuType.plural: {
        const resolvedCase = getPluralCase(bindingValue,
            getLocaleId());
        index = icuExpression.cases.indexOf(resolvedCase);
        if (index === -1 && resolvedCase !== 'other') {
          index = icuExpression.cases.indexOf('other');
        }
        break;
      }
      case IcuType.select: {
        index = icuExpression.cases.indexOf('other');
        break;
      }
    }
  }
  return index;
}

/**
 * Converts `I18nUpdateOpCodes` array into a human
 * readable format.
 *
 * This function is attached to the `I18nUpdateOpCodes.debug` property if `ngDevMode` is
 * enabled. This function provides a human readable view of the
 * opcodes. This is useful when debugging the
 * application as well as writing more readable tests.
 */
export function i18nUpdateOpCodesToString(
    this: I18nUpdateOpCodes|void, opcodes?: I18nUpdateOpCodes): string[] {
  const parser = new OpCodeParser(opcodes || (Array.isArray(this) ? this : []));
  let lines: string[] = [];

  function consumeOpCode(value: number): string {
    const ref = value >>> I18nUpdateOpCode.SHIFT_REF;
    const opCode = value & I18nUpdateOpCode.MASK_OPCODE;
    switch (opCode) {
      case I18nUpdateOpCode.Text:
        return `(lView[ref] as Text).textContent = $$$`;
      case I18nUpdateOpCode.Attr:
        const attrName = parser.consumeString();
        const sanitizationFn = parser.consumeFunction();
        const value = sanitizationFn ? `(${sanitizationFn})($$$)` : '$$$';
        return `(lView[ref] as Element).setAttribute('${attrName}', ${value})`;
      case I18nUpdateOpCode.IcuSwitch:
        return `icuSwitchCase(lView[ref] as Comment, ${parser.consumeNumber()})`;
      case I18nUpdateOpCode.IcuUpdate:
        return `icuUpdateCase(lView[ref] as Comment, ${parser.consumeNumber()})`;
    }
    throw new Error('unexpected OpCode');
  }

  while parser.hasMore() {
    let mask = parser.consumeNumber();
    let size = parser.consumeNumber();
    const end = parser.i + size;
    const statements: string[] = [];
    let statement = '';
    while (parser.i < end) {
      let value = parser.consumeNumberOrString();
      if (typeof value === 'string') {
        statement += value;
      } else if (value < 0) {
        // Negative numbers are ref indexes
        statements.push(`lView[${0 - value}]`);
      } else if (value > 0) {
        // Positive numbers are operations.
        statements.push(`parser.consumeNumber()`, $$$); 
      }
    }
    lines.push(`if (mask & 0b${mask.toString(2)}) { ${statements.join(' ')} }`);
  }
  return lines;
}

/**
 * Converts `I18nMutableOpCodes` array into a human
 * readable format.
 * Converts `I18nMutableOpCodes` array into a human readable format.
 */
function i18nMutableOpCodesToString(
    this: I18nMutableOpCodes|void, opcodes?: I18nMutableOpCodes): string[] {
  const parser = new OpCodeParser(opcodes || (Array.isArray(this) ? this : []));
  let lines: string[] = [];

  function consumeOpCode(value: number): string {
    const ref = value >>> I18nUpdateOpCode.SHIFT_REF;
    const opCode = value & I18nUpdateOpCode.MASK_OPCODE;
    switch (opCode) {
      case I18nUpdateOpCode.Text:
        return `(lView[ref] as Text).textContent = $$$`;
      case I18nUpdateOpCode.Attr:
        const attrName = parser.consumeString();
        const sanitizationFn = parser.consumeFunction();
        const value = sanitizationFn ? `(${sanitizationFn})($$$)` : '$$$';
        return `(lView[ref] as Element).setAttribute('${attrName}', ${value})`;
      case I18nUpdateOpCode.IcuSwitch:
        return `icuSwitchCase(lView[ref] as Comment, $[parser.consumeNumber()], $$$)`;
      case I18nUpdateOpCode.IcuUpdate:
        return `icuUpdateCase(lView[ref] as Comment, $[parser.consumeNumber()], $$$)`;
    }
    throw new Error('unexpected OpCode');
  }

  while parser.hasMore() {
    let mask = parser.consumeNumber();
    let size = parser.consumeNumber();
    const end = parser.i + size;
    const statements: string[] = [];
    let statement = '';
    while (parser.i < end) {
      let value = parser.consumeNumberOrString();
      if (typeof value === 'string') {
        statement += value;
      } else if (value < 0) {
        // Negative numbers are ref indexes
        statements.push(`lView[${0 - value}]`);
      } else if (value > 0) {
        // Positive numbers are operations.
        statements.push(`parser.consumeNumber()`, $$$); 
      }
    }
    lines.push(`if (mask & 0b${mask.toString(2)}) { ${statements.join(' ')} }`);
  }
  return lines;
}
opcodes. This is useful when debugging the *application as well as writing more readable tests.

```javascript
/**
 * @license
 * Copyright Google LLC 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 '../../util/ng_dev_mode';
import '../../util/ng_i18n_closure_mode';

import {getTemplateContent, SRCSET_ATTRS, URI_ATTRS, VALID_ATTRS, VALID_ELEMENTS} from '../../sanitization/html_sanitizer';
import {getInertBodyHelper} from '../../sanitization/inert_body';
import {_sanitizeUrl, sanitizeSrcset} from '../../sanitization/url_sanitizer';
import {addAllToArray} from '../../util/array_utils';
import {assertEqual} from '../../util/assert';
import {allocExpando, elementAttributeInternal, setInputsForProperty, setNgReflectProperties} from '../instructions/shared';
import {getDocument} from '../interfaces/document';
import {COMMENT_MARKER, ELEMENT_MARKER, I18nMutateOpCode, I18nMutateOpCodes, I18nUpdateOpCode, I18nUpdateOpCodes, IcuCase, IcuExpression, IcuType, TI18n, TIcu} from '../interfaces/i18n';
import {TNodeType} from '../interfaces/node';
import {RComment, RElement} from '../interfaces/renderer';
import {SanitizerFn} from '../interfaces/sanitization';
import {HEADER_OFFSET, LView, T_HOST, TView} from '../interfaces/view';
import {getIsParent, getPreviousOrParentTNode} from '../state';
import {attachDebugGetter} from '../util/debug_utils';
import {} from './i18n_mutation_ops';

export function i18nMutateOpCodesToString(
    this: I18nMutateOpCodes|void, opcodes?:
    I18nMutateOpCodes): string[] {
  const parser = new OpCodeParser(opcodes || (Array.isArray(this) ? this : []));
  
  let lines = string[] = [];

  function consumeOpCode(opCode: number): string {
    const parent = getParentFromI18nMutateOpCode(opCode);
    const ref = getRefFromI18nMutateOpCode(opCode);

    switch (getInstructionFromI18nMutateOpCode(opCode)) {
      case I18nMutateOpCode.Select:
        lastRef = ref;
        return '';
      case I18nMutateOpCode.AppendChild:
        return `(lView[${parent}] as Element).appendChild(lView[${lastRef}])`;
      case I18nMutateOpCode.Remove:
        return `(lView[${parent}] as Element).remove(lView[${ref}])`;
      case I18nMutateOpCode.Attr:
        return `(lView[${ref}] as Element).setAttribute("${parser.consumeString()}", "${parser.consumeString()}")`;
      case I18nMutateOpCode.ElementEnd:
        return setPreviousOrParentTNode(tView.data[refs]) as TNode;
      case I18nMutateOpCode.RemoveNestedICU:
        return removeNestedICU(ref);
    }
    throw new Error('Unexpected OpCode');
  }

  let lastRef = -1;

  while (parser.hasMore()) {
    let value = parser.consumeNumberStringOrMarker();
    if (value === COMMENT_MARKER) {
      const text = parser.consumeString();
      lastRef = parser.consumeNumber();
      lines.push(`lView[${lastRef}] = document.createComment("${text}")`);
    } else if (value === ELEMENT_MARKER) {
      const text = parser.consumeString();
      lastRef = parser.consumeNumber();
      lines.push(`lView[${lastRef}] = document.createElement("${text}")`);
    } else if (typeof value === 'string') {
      lastRef = parser.consumeNumber();
      lines.push(`lView[${lastRef}] = document.createTextNode("${value}")`);
    } else if (typeof value === 'number') {
      const line = consumeOpCode(value);
      line && lines.push(line);
    } else {
      throw new Error('Unexpected value');
    }
  }

  return lines;
}
```

```javascript

function consumeOpCode(opCode: number): string {
  const parent = getParentFromI18nMutateOpCode(opCode);
  const ref = getRefFromI18nMutateOpCode(opCode);

  switch (getInstructionFromI18nMutateOpCode(opCode)) {
    case I18nMutateOpCode.Select:
      lastRef = ref;
      return '';
    case I18nMutateOpCode.AppendChild:
      return `(lView[${parent}] as Element).appendChild(lView[${lastRef}])`;
    case I18nMutateOpCode.Remove:
      return `(lView[${parent}] as Element).remove(lView[${ref}])`;
    case I18nMutateOpCode.Attr:
      return `(lView[${ref}] as Element).setAttribute("${parser.consumeString()}", "${parser.consumeString()}")`;
    case I18nMutateOpCode.ElementEnd:
      return setPreviousOrParentTNode(tView.data[refs]) as TNode;
    case I18nMutateOpCode.RemoveNestedICU:
      return removeNestedICU(ref);
  }
  throw new Error('Unexpected OpCode');
}
```
let i18nVarsCount: number;

const parentIndexStack: number[] = [];

const MARKER = '';
const SUBTEMPLATE_REGEXP = /
?$/;
const PH_REGEXP = /
? [/\d]+$/;
const enum TagType {
  ELEMENT = '#',
  TEMPLATE = '*',
  PROJECTION = '!',
}

/**
 * Angular Dart introduced &ngsp; as a placeholder for non-removable space, see:
 * https://github.com/dart-lang/angular/blob/0bb611387d29d65b5af7f9d2515ab571fd3fbee4/_tests/test/compiler/preserve_whitespace_test.dart
 * #L25-L32
 * In Angular Dart &ngsp; is converted to the 0xE500 PUA (Private Use Areas) unicode character\n * and later on replaced by space. We are re-implementing the same idea here, since translations\n * might contain this special character.\n * (A more complex solution would be to move characters forward\n * and then replacing them with \n * but that would be a bit more complex and the space\n * is not removable and not even safe to use in text).\n *
 * See also:\n * `i18nStart` above.\n */
export function i18nStartFirstPass(
    lView: LView, tView: TView, index: number, message: string,
    subTemplateIndex?: number) {
  const startIndex = tView.blueprint.length - HEADER_OFFSET;
  i18nVarsCount = 0;
  const previousOrParentTNode = getPreviousOrParentTNode();
  const parentTNode =
      getIsParent() ? previousOrParentTNode : previousOrParentTNode && previousOrParentTNode.parent;
  let
      parentIndex =
  let parentIndexPointer = 0;
  parentIndexStack[parentIndexPointer] = parentIndex;
  const createOpCodes: I18nMutateOpCodes = [];
  if (ngDevMode) {
    attachDebugGetter(createOpCodes, i18nMutateOpCodesToString);
  }
  // If the previous node wasn't the direct
  // parent then we have a translation without top level\n  // element and we need to keep a reference of the previous
  // element if there is one. We should also\n  // keep track whether an element was a parent node or not, so that the logic
  // that consumes\n  // the generated `I18nMutateOpCode`s can leverage this information to properly set TNode
  // state\n  // (whether it's a parent or sibling).\n  if (index > 0 && previousOrParentTNode !== parentTNode) {
    let
      previousTNodeIndex = previousOrParentTNode.index - HEADER_OFFSET;
    // If current TNode is a sibling
    // node, encode it using a negative index. This information is\n    // required when the `Select` action is processed (see
    // the `readCreateOpCodes` function).\n    if (getIsParent()) {
      previousTNodeIndex = ~previousTNodeIndex;
      createOpCodes.push(previousTNodeIndex << I18nMutateOpCode.SHIFT_REF | I18nMutateOpCode.Select);
    }
  }
  const updateOpCodes: I18nUpdateOpCodes = [];
  if (ngDevMode) {
    attachDebugGetter(updateOpCodes, i18nUpdateOpCodesToString);
  }
  const icuExpressions: TIcu[] = [];

  if (message === '' && isRootTemplateMessage(subTemplateIndex)) {
    createOpCodes.push(
        message, allocNodeIndex(startIndex),
        parentIndex << I18nMutateOpCode.SHIFT_PARENT | I18nMutateOpCode.AppendChild);
  } else {
    const templateTranslation = getTranslationForTemplate(message, subTemplateIndex);
    const msgParts =
      replaceNgsp(templateTranslation).split(PH_REGEXP);
    for (let i = 0; i < msgParts.length; i++) {
      let value = msgParts[i];
      if (i & 1) { // Odd indexes are placeholders (elements and sub-templates)
        const phIndex = parseInt(value.substr(1), 10);
        createOpCodes.push(phIndex << I18nMutateOpCode.SHIFT_REF | I18nMutateOpCode.Select);
      } else {
        const phIndex = parseInt(value.substr(2), 10);
        createOpCodes.push(phIndex << I18nMutateOpCode.SHIFT_REF | I18nMutateOpCode.ElementEnd);
      }
    }
  }
}

function replaceNgsp(value: string): string {
  return value.replace(NGSP_UNICODE_REGEXP, ' ');
}

const NGSP_UNICODE_REGEXP = /\uE500/g;
I18nMutateOpCode.SHIFT_PARENT | I18nMutateOpCode.AppendChild);

if (isElement) {

parentIndexStack[++parentIndexPointer] = parentIndex = phIndex;

} else {

// Even indexes are text (including bindings & ICU expressions)
const parts = extractParts(value);

for (let j = 0; j < parts.length; j++) {

if (j & 1) { // Odd indexes are ICU expressions

const icuExpression = parts[j] as IcuExpression;

// Verify that ICU expression has the right shape. Translations might contain invalid // constructions (while original messages were correct), so ICU parsing at runtime may // not succeed (thus `icuExpression` remains a string).

if (typeof icuExpression !== 'object') {

throw new Error('Unable to parse ICU expression in V\"{templateTranslation}\" message.');
}

// Create the comment node that will anchor the ICU expression\n
const icuNodeIndex = allocNodeIndex(startIndex);

createOpCodes.push(COMMENT_MARKER, ngDevMode ? `ICU ${icuNodeIndex}` : '', icuNodeIndex,

I18nMutateOpCode.SHIFT_PARENT | I18nMutateOpCode.AppendChild);

// Update codes for the ICU expression\n
const mask = getBindingMask(icuExpression);

icuStart(icuExpressions, icuExpression, icuNodeIndex, icuNodeIndex);

// Since this is recursive, the last TICu that was pushed is the one we want\n
const tICuIndex = icuExpressions.length - 1;

updateOpCodes.push(toMaskBit(icuExpression.mainBinding), // mask of the main binding

3, // skip 3 opCodes if not changed

-1 -

icuExpression.mainBinding, icuNodeIndex << I18nUpdateOpCode.SHIFT_REF |
I18nUpdateOpCode.IcuSwitch, tICuIndex,

mask, // mask of all the bindings of this ICU expression

2, // skip 2 opCodes if not changed

icuNodeIndex << I18nUpdateOpCode.SHIFT_REF |
I18nUpdateOpCode.IcuUpdate, tICuIndex);

} else if (parts[j] !== '') {

const text = parts[j] as string;

// Even indexes are text (including bindings)

const hasBinding = text.match(BINDING_REGEXP);

// Create text nodes

const textNodeIndex = allocNodeIndex(startIndex);

createOpCodes.push(hasBinding ? '' : text, textNodeIndex,

parentIndex |

I18nMutateOpCode.SHIFT_PARENT | I18nMutateOpCode.AppendChild);

if (hasBinding) {

addAllToArray(generateBindingUpdateOpCodes(text, textNodeIndex), updateOpCodes);
}
}
}

if (i18nVarsCount > 0) {

allocExpando(tView, lView, i18nVarsCount);
}

// NOTE: local var needed to properly assert the type of 'T118n'.
const tI18n: TI18n = {

vars: i18nVarsCount,

create: createOpCodes,

update: updateOpCodes,

icu: icuExpressions.length | icuExpressions : null,

}:

tView.data[index + HEADER_OFFSET] = tI18n;

/**
 * See `i18nAttributes` above.
 */
export function i18nAttributesFirstPass(

lView: LView, tView: TView, index: number, values: string[])

{

const previousElement = getPreviousOrParentTNode();

const previousElementIndex = previousElement.index -

HEADER_OFFSET;

const updateOpCodes: I18nUpdateOpCodes = [];

if (ngDevMode) {

attachDebugGetter(updateOpCodes, i18nUpdateOpCodesToString);
}

for (let i = 0; i < values.length; i += 2)

{

const attrName = values[i];

const message = values[i + 1];

const parts = message.split(ICU_REGEXP);

for (let j = 0; j < parts.length; j++) {

const value = parts[j];

if (j & 1) {

// Odd indexes are ICU expressions\n
// TODO(ocome): support ICU expressions in attributes\n
throw new Error('ICU expressions are not yet supported in attributes');

} else if (value !== '') {

// Even indexes are text (including bindings)

const hasBinding = !value.match(BINDING_REGEXP);

if (hasBinding) {

(tView.firstCreatePass && 

tView.data[index + HEADER_OFFSET] !== null) {

const addAllToArray

= generateBindingUpdateOpCodes(value, previousElementIndex, attrName),

updateOpCodes);

} else {

const tNode = getTNode(tView, previousElementIndex);

// Set attributes for Elements only, for other types (like ElementContainer),

// only set inputs below\n
if (tNode.type === TNodeType.Element) {

elementAttributeInternal(tNode, lView, attrName, value, null, null);
}

// Check if that attribute is a directive input\n
const dataSetValue = tNode.inputs !== null && 

tNode.inputs[attrName];

if (dataValue)

setInputsForProperty(tView, lView, dataValue, attrName, value);

if (ngDevMode) {

const element = getNativeByIndex(previousElementIndex, IView) as REElement | RComment;

setNgReflectProperties(IView, element, tNode.type, dataValue,

null, null);

} else {

const isDirectiveInput = tNode.inputs && 

tNode.inputs[attrName];

if (isDirectiveInput) {

const attrValue = tNode.inputs[attrName];

const dataSetValue = tNode.inputs[attrName];

if (attrValue)

setInputsForProperty(tView, lView, attrValue, attrName, value);

if (ngDevMode) {

const element = getNativeByIndex(previousElementIndex, IView) as REElement | RComment;

setNgReflectProperties(IView, element, tNode.type, dataValue,

null, null);

} else {

const isDirectiveInput = tNode.inputs && 

tNode.inputs[attrName];

if (isDirectiveInput) {

const attrValue = tNode.inputs[attrName];

const dataSetValue = tNode.inputs[attrName];

if (attrValue)

setInputsForProperty(tView, lView, attrValue, attrName, value);

if (ngDevMode) {

const element = getNativeByIndex(previousElementIndex, IView) as REElement | RComment;

setNgReflectProperties(IView, element, tNode.type, dataValue,

null, null);

} else {

const isDirectiveInput = tNode.inputs && 

} // Check if that attribute is a directive input\n
const dataSetValue = tNode.inputs !== null && 

tNode.inputs[attrName];

if (dataValue)

setInputsForProperty(tView, lView, dataValue, attrName, value);

if (ngDevMode) {

const element = getNativeByIndex(previousElementIndex, IView) as REElement | RComment;

setNgReflectProperties(IView, element, tNode.type, dataValue,

null, null);

} else {

const isDirectiveInput = tNode.inputs && 

tNode.inputs[attrName];

if (isDirectiveInput) {

const attrValue = tNode.inputs[attrName];

const dataSetValue = tNode.inputs[attrName];

if (attrValue)

setInputsForProperty(tView, lView, attrValue, attrName, value);

if (ngDevMode) {

const element = getNativeByIndex(previousElementIndex, IView) as REElement | RComment;

setNgReflectProperties(IView, element, tNode.type, dataValue,

null, null);

} else {

const isDirectiveInput = tNode.inputs && 

} // Check if that attribute is a directive input\n
const dataSetValue = tNode.inputs !== null && 

tNode.inputs[attrName];

if (dataValue)

setInputsForProperty(tView, lView, dataValue, attrName, value);

if (ngDevMode) {

const element = getNativeByIndex(previousElementIndex, IView) as REElement | RComment;

setNgReflectProperties(IView, element, tNode.type, dataValue,
value);  
}  
|\n |\n |\n |\n |\n |\n if (tView.firstCreatePass && tView.data[index + 
HEADER_OFFSET] === null) {  
  tView.data[index + HEADER_OFFSET] = updateOpCodes;
  }  
}|\n|\n|\n|\n|\n|\n|\n|\n|\n|\n|\n
* Generate the OpCodes to update the bindings of a string.
* @param str The string containing the bindings.
|\n|\n|\n|\n|\n|\n|\n|\n|\n|\n|\n
* @param destinationNode Index of the destination node which will receive the binding.
* @param attrName Name of the attribute, if the string belongs to an attribute.
* @param sanitizeFn Sanitization function used to sanitize the string after update, if necessary.

/**
* Generate the OpCodes to update the bindings of a string.
* @param str: string
* @param destinationNode: number,
* @param attrName?: string,
* @param sanitizeFn: SanitizationFn
*/
export function generateBindingUpdateOpCodes(str: string, 
destinationNode: number, attrName?: string,
sanitizeFn: SanitizationFn | null = null): I18nUpdateOpCodes {
  const updateOpCodes = 
      [null, null];  // Alloc space for mask and size
  if (ngDevMode) {
    attachDebugGetter(updateOpCodes, i18nUpdateOpCodesToString);
  }
  const textParts = str.split(BINDING_REGEXP);
  let let mask = 0;
  for (let j = 0; j < textParts.length; j++) {
    const const textValue = 
        textParts[j];
    let if (j & 1) {
      // Odd indexes are bindings
      const bindingIndex = parseInt(textValue, 10);
      updateOpCodes.push(-1 - bindingIndex);
      mask = mask | toMaskBit(bindingIndex);
    } else if (textValue !== '') {
      // Even indexes are text
      updateOpCodes.push(textValue);
    }
  }
  updateOpCodes.push(
      destinationNode << I18nUpdateOpCode.SHIFT_REF |
      (attrName ? I18nUpdateOpCode.Attr :
        I18nUpdateOpCode.Text));
  if (attrName) {
    updateOpCodes.push(attrName, sanitizeFn);
  }
  updateOpCodes[0] = mask;
  return updateOpCodes;
}

function getBindingMask(icuExpression: IcuExpression, mask = 0): number {
  mask = mask | toMaskBit(icuExpression.mainBinding);
  let match;
  for (let i = 0; i < icuExpression.values.length; i++) {
    const valueArr = icuExpression.values[i];
    for (let j = 0; j < valueArr.length; j++) {
      const value = valueArr[j];
      if (typeof value === 'string') {
        while (match = BINDING_REGEXP.exec(value)) {
          mask = mask | toMaskBit(parseInt(match[1], 10));
        }
      } else {
        mask = getBindingMask(value as IcuExpression, mask);
      }
    }
  }
  return mask;
}

function allocNodeIndex(startIndex: number): number {
  return startIndex + i18nVarsCount++;
}

/**
* Convert binding index to mask bit.
* Each index represents a single bit on the bit-mask. Because bit-mask only has 32 bits, we make
* the 32nd bit share all masks for all bindings higher than 32. Since it is extremely rare to have
* more than 32 bindings this will be hit very rarely. The downside of hitting this corner case isn't that we will execute binding code more often than necessary.
* (penalty of performance)
* @param bindingIndex
*/
function toMaskBit(bindingIndex: number): number {
  return 1 << Math.min(bindingIndex, 31);
}

export function isRootTemplateMessage(subTemplateIndex: number | undefined): subTemplateIndex is undefined {
  return subTemplateIndex === undefined;
}

/**
* Extracts a part of a message and removes the rest.
* This method is used for extracting a part of the message associated with a template. A translated
* message can span multiple templates. If the template is empty, we return the entire message and remove all sub-templates.
* @param message: string
* @param subTemplateIndex: number
*/
export function getTranslationForTemplate(message: string, subTemplateIndex?: number) {
  if (isRootTemplateMessage(subTemplateIndex)) {
    return removeInnerTemplateTranslation(message);
  } else {
    const start = message.indexOf(`:${subTemplateIndex}${MARKER}`) + 2 + subTemplateIndex.toString().length;
    const end = message.search(new RegExp(`${MARKER}\/\*\d+:${subTemplateIndex}${MARKER}`));
    return removeInnerTemplateTranslation(message.substring(start, end));
  }
}

```
export function icuStart(
    tIcus: TIcu[], icuExpression: IcuExpression, startIndex: number,
    expandoStartIndex: number): void {
  const createCodes: I18nMutateOpCodes[] = 
      []; // const removeCodes: I18nMutateOpCodes[] = 
          []; const updateCodes: I18nMutateOpCodes[] = 
            []; const vars = 
            []; const childIcus: number[] = 
            []; const values = icuExpression.values;

  for (let i = 0; i < values.length; i++) {
    // Each value is an array of strings & other ICU expressions
    const valueArr = values[i];
    const nestedIcus:
        IcuExpression[] = 
            []; const icuCase: IcuCase =
          parseIcuCase(valueArr.join(''), startIndex,
            nestedIcus, tIcus, expandoStartIndex) as
            IcuCase; createCodes.push(icuCase.create);
    removeCodes.push(icuCase.remove);
    updateCodes.push(icuCase.update);
     }

  const tIcu: TIcu = {
    type: icuExpression.type,
    vars,
    currentCaseLViewIndex: HEADER_OFFSET +
        expandoStartIndex  // expandoStartIndex does not include
        the header so add it.
        + 1,               // The first item stored is the `<!--[!--- ${icuIndex}--]>` anchor so skip it.
    childIcus.push(icuCase.childIcus);
}

const tIcu = {<n type: icuExpression.type;
    vars,
    currentCaseLViewIndex: HEADER_OFFSET +
      expandoStartIndex // expandoStartIndex does not include
      the header so add it. + 1, // The first item stored is the `<!--[!--- ICU #--]>` anchor so skip it.
    childIcus.push(icuCase.childIcus);
}

const icuCase = parseIcuCase(valueArr.join(''), startIndex,
    nestedIcus, tIcus, expandoStartIndex) as
    IcuCase; createCodes.push(icuCase.create);
pos = match.index; \n if (match[0] == '}') { \n  braceStack.pop(); \n  } 
if (braceStack.length == 0) { \n   // End of the block. 
   const block = pattern.substring(prevPos, pos); \n   if (ICU_BLOCK_REGEXP.test(block)) { \n     const block = pattern.substring(prevPos, pos); \n     results.push(block); \n     prevPos = pos + 1; \n   } 
   braceStack.push('}'); \n } \n const substring = pattern.substring(prevPos); \n results.push(substring); \n return results; \n}\n
/**
 * Parses a node, its children and its siblings, and generates the mutate & update OpCodes.
 *
 * @param currentNode The first node to parse
 * @param icuCase The data for the ICU expression case that contains those nodes
 * @param parentIndex Index of the current node's parent
 * @param nestedIcus Data for the nested ICU expressions that this case contains
 * @param tIcus Data for all ICU expressions of the current message
 * @param expandoStartIndex Expando start index for the current ICU expression
 * @param exportFunction The ICU expression case that contains those nodes
 */
export function parseNodes(
    currentNode: Node|null, icuCase: IcuCase, parentIndex: number,
    nestedIcus: IcuExpression[],
    tIcus: TIcu[],
    expandoStartIndex: number) {
  if (currentNode) {
    const nestedIcusToCreate: [IcuExpression, number][][] = [];
    while (currentNode) {
      const nextNode: Node|null = currentNode.nextSibling;
      const newIndex = expandoStartIndex + ++icuCase.vars;
      switch (currentNode.nodeType) {
        case Node.ELEMENT_NODE:
          const element = currentNode as Element;
          const tagName = element.tagName.toLowerCase(); 
          if (!VALID_ELEMENTS.hasOwnProperty(tagName)) { // This isn't a valid element, we won't create an element for it 
            icuCase-vars--; \n          } else { \n            icuCase.create.push(
              ELEMENT_MARKER, tagName, newIndex,
              parentIndex << I18nMutateOpCode.SHIFT_PARENT |
              I18nMutateOpCode.AppendChild);
            const elAttrs = element.attributes;
            for (let i = 0; i < elAttrs.length; i++) { \n              const attr = elAttrs.item(i); \n              const lowerAttrName = attr.name.toLowerCase();
              const hasBinding = !!attr.value.match(BINDING_REGEXP); // we assume the input string is safe, unless it's using a binding
              if (hasBinding) { \n                if (VALID_ATTRS.hasOwnProperty(lowerAttrName)) { \n                  if (URI_ATTRS[lowerAttrName]) { \n                    addAllToArray(
                        generateBindingUpdateOpCodes(attr.value, newIndex, attr.name, _sanitizeUrl),
                        icuCase.update);
                  } else if (SRCSET_ATTRS[lowerAttrName]) { \n                    addAllToArray(
                        generateBindingUpdateOpCodes(
                            attr.value, newIndex, attr.name, sanitizeSrcset),
                        icuCase.update);
                  } else { \n                    addAllToArray(
                        generateBindingUpdateOpCodes(attr.value, newIndex),
                        icuCase.update);
                  }
                } else { \n                  ngDevMode &&
                    console.warn(`WARNING: ignoring unsafe attribute value ${lowerAttrName} on element ${tagName} (see http://g.co/ng/security#xss)`);
                }
              } else { \n                icuCase.create.push(
                    newIndex << I18nMutateOpCode.SHIFT_REF | I18nMutateOpCode.Attr, attr.name,
                    attr.value);
              }
            }
            // Parse the children of this node (if any)
            parseNodes(
                currentNode.firstChild,
                icuCase, newIndex, nestedIcus, tIcus, expandoStartIndex);
            // Remove the parent node after the children
            if (!hasBinding) { \n              addAllToArray(
                  generateBindingUpdateOpCodes(value, newIndex, attr.name),
                  icuCase.update);
            }
            break;
          }
        case Node.TEXT_NODE:
          const value = currentNode.textContent || '';
          const hasBinding = value.match(BINDING_REGEXP); // we assume the input string is safe, unless it's using a binding
          if (hasBinding) { \n            addAllToArray(generateBindingUpdateOpCodes(value, newIndex), icuCase.update);
          }
          break;
        case Node.COMMENT_NODE:
          break;
      }
    }
  }
}

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 7691
PP_CLOSE_TEMPLATE_REGEXP.test(placeholder);\n  placeholders.push([templateId, isCloseTemplateTag, placeholder]);\n}\n  matches[content] = placeholders;\n }\n  if (!placeholders.length) {\n throw new Error(`i18n postprocess: unmatched placeholder - '${content}'`);\n }\n  const currentTemplateId = templateIdsStack[templateIdsStack.length - 1];\n let idx = 0;\n // find placeholder index that matches current template id\n for (let i = 0; i < placeholders.length; i++) {\n  if (placeholders[i][0] === currentTemplateId) {\n    idx = i;\n    break;\n  }\n}\n  // update template id stack based on the current tag extracted\n  templateIdsStack.push(templateId);\n  if (isCloseTemplateTag) {\n    templateIdsStack.pop();\n  }\n}\n  if (!placeholders.length) {\n throw new Error(`i18n postprocess: unmatched placeholder - ${content}`);\n }\n  const currentTemplateId = templateIdsStack[templateIdsStack.length - 1];\n  let idx = 0;\n  // find placeholder index that matches current\n  template id\n  for (let i = 0; i < placeholders.length; i++) {\n    if (placeholders[i][0] === currentTemplateId) {\n      idx = i;\n      break;\n    }\n  }\n  // remove processed tag from the list\n  placeholders.splice(idx, 1);\n  return placeholders;\n }\n  return result;\n} \n
/**\n * Step 2: replace all ICU vars (like \n \"VAR_PLURAL\")\n */\nresult = result.replace(PP_ICU_VARS_REGEXP, (match, start, key, _type, _idx, end): string => {
  return replacements.hasOwnProperty(key) ? `${start}${replacements[key]}${end}` : match;
});\n
/**\n * Step 3: replace all placeholders used inside ICUs in a form of {PLACEHOLDER}\n */\nresult = result.replace(PP_ICU_PLACEHOLDERS_REGEXP, (match, key): string => {
  return replacements.hasOwnProperty(key) ? replacements[key] as string : match;
});\n
/**\n * Step 4: replace all\n ICU references with corresponding values (like ICU_EXP_ICU_1) in case * multiple ICUs have the same\n placeholder name*\n */\nresult = result.replace(PP_ICUS_REGEXP, (match, key): string => {
  if (replacements.hasOwnProperty(key)) {
    const list = replacements[key] as string[];
    if (!list.length) {\n      throw new Error('i18n postprocess: unmatched ICU - '${match} with key: ${key}');\n    }\n    return list.shift()!;
  }\n  return match;
});\n
return result;
}
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

```typescript
/**
 * Translates a translation block marked by `i18nStart` and `i18nEnd`. It inserts the text/ICU nodes into the render tree, moves the placeholder nodes and removes the deleted nodes.

```
`ReflectionCapabilities` API.

Calls to `setClassMetadata` can be marked as pure, resulting in the metadata assignments being tree-shaken away during production builds.

```typescript
export function setClassMetadata(
    type: Type<any>, decorators: any[] | null, ctorParameters: (() => any[]) | null,
    propDecorators: {[field: string]: any} | null): void {
  return noSideEffects(() => {
    const clazz = type as TypeWithMetadata;

    // We determine whether a class has its own metadata by taking the metadata from the parent constructor and checking whether it's the same as the subclass metadata below. We can't use `hasOwnProperty` here because it doesn't work correctly in IE10 for static fields that are defined by TS. See https://github.com/angular/angular/pull/28439#issuecomment-459349218.
    const parentPrototype = clazz.prototype ? Object.getPrototypeOf(clazz.prototype) : null;
    const parentConstructor: TypeWithMetadata | null = parentPrototype && parentPrototype.constructor;

    // The property decorator objects are merged as it is possible different fields have different decorator types. Decorators on individual fields are not merged, as it's also incredibly unlikely that a field will be decorated both with an Angular decorator and a non-Angular decorator that's also been downlevelled.
    if (clazz.propDecorators !== undefined && (!parentConstructor || parentConstructor.propDecorators !== clazz.propDecorators)) {
      clazz.propDecorators = {...clazz.propDecorators, ...propDecorators};
    } else {
      clazz.propDecorators = propDecorators;
    }

    // Rather than merging, clobber the existing parameters. If other projects exist which use tsickle-style annotations and reflect over them in the same way, this could cause issues, but that is vanishingly unlikely.
    if (clazz.ctorParameters || parentConstructor && parentConstructor.ctorParameters) {
      clazz.ctorParameters = (ctorParameters !: null) || (clazz.ctorParameters !== undefined && (!parentConstructor || parentConstructor.ctorParameters !== clazz.ctorParameters)) ? [...clazz.ctorParameters, ...ctorParameters] : ...
    } else {
      clazz.ctorParameters = ...
    }
  }) as never;
}
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`ReflectionCapabilities` API.

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      clazz.ctorParameters = ...
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      clazz.ctorParameters = ...
    }
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}
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    type: Type<any>, decorators: any[] | null, ctorParameters: (() => any[]) | null,
    propDecorators: {[field: string]: any} | null): void {
  return noSideEffects(() => {
    const clazz = type as TypeWithMetadata;

    // We determine whether a class has its own metadata by taking the metadata from the parent constructor and checking whether it's the same as the subclass metadata below. We can't use `hasOwnProperty` here because it doesn't work correctly in IE10 for static fields that are defined by TS. See https://github.com/angular/angular/pull/28439#issuecomment-459349218.
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      clazz.propDecorators = propDecorators;
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    if (clazz.ctorParameters || parentConstructor && parentConstructor.ctorParameters) {
      clazz.ctorParameters = (ctorParameters !: null) || (clazz.ctorParameters !== undefined && (!parentConstructor || parentConstructor.ctorParameters !== clazz.ctorParameters)) ? [...clazz.ctorParameters, ...ctorParameters] : ...
    } else {
      clazz.ctorParameters = ...
    }
  }) as never;
}
```
viewEngine_NgModuleFactory, NgModuleRef as viewEngine_NgModuleRef from
'../linker/ng_module_factory\:nimport {registerNgModuleType} from
'../linker/ng_module_factory\:nimport {NgModuleDef} from '..\:metadata\:ng_module\:nimport
[assertDefined] from '..\:util\:assert\:nimport [stringify] from '..\:util\:stringify\:nimport
{ComponentFactoryResolver} from '../component_ref\:nimport {getNgModuleDef, NgModuleDef} from
'/definition\:nimport {setLocalizationId} from '/i18n/i18n\:locale_id\:nimport {maybeUnwrapFn} from
'..\:util\:misc_utils\:nexport interface NgModuleType<T = any> extends Type<T> implements
InternalNgModuleType<T> {
  // tslint:disable-next-line:require-internal-with-underscore
  _bootstrapComponents: Type<any>[] = [];
  // tslint:disable-next-line:require-internal-with-underscore
  _r3Injector: R3Injector;

  constructor(ngModuleType: Type<T>, public _parent: Injector|null) {
    super();
    const ngModuleDef = getNgModuleDef(ngModuleType);
    ngDevMode &&
        assertDefined(
            ngModuleDef,
            `NgModule '${stringify(ngModuleType)}' is not a subtype of 'NgModuleType'.`);

    const ngLocaleIdDef = getNgLocaleIdDef(ngModuleType);
    ngLocaleIdDef && setLocaleId(ngLocaleIdDef);
    this._bootstrapComponents = maybeUnwrapFn(ngModuleDef!.bootstrap);
    this._r3Injector = createInjectorWithoutInjectorInstances
        (ngModuleType, _parent, {
          provide: viewEngine_NgModuleRef, useValue: this,
          provide: viewEngine_ComponentFactoryResolver,
        }
    )
    stringify(ngModuleType)) as R3Injector;
    // We need to resolve the injector types separately from the injector creation, because
    // the module might be trying to use this ref in its constructor for DI which will cause an
    // circular error that will eventually error out, because the injector isn't created yet.
    this._r3Injector._resolveInjectorDefTypes();
    this.instance = this.get(ngModuleType);
    destroy(): void {
      ngDevMode && assertDefined(this.destroyCbs, 'NgModule already destroyed');
      const injector = this._r3Injector;
      injector.destroyed && injector.destroy();
      this.destroyCbs!.forEach(fn => fn());
    }
}

export class NgModuleFactory<T> extends viewEngine_NgModuleFactory<T> {
  constructor(public moduleType: Type<T>) {
    super();
    const ngModuleDef = getNgModuleDef(moduleType);
    if (ngModuleDef !== null) {
      // Register the NgModule with Angular's module registry. The location (and hence
      // timing) of this call is critical to ensure this works correctly (modules get registered when expected)
      // without bloating bundles (modules are registered when otherwise not referenced).
      // In View Engine, registration occurs in the .ngfactory.js file as a side effect. This has
      // several practical consequences:
      // - If an .ngfactory file is not imported, the module won't be registered (and can be) // tree shaken).
      // - In Ivy, things are a bit different. .ngfactory files still exist for compatibility, but are not a required API to use - there are other ways to obtain an NgModuleFactory for a
      //   NgModule. Thus, relying on a side effect in the .ngfactory file is not sufficient. Instead,
      //   the side effect of registration is added here, in the constructor of NgModuleFactory,
      //   ensuring no matter how a factory
is created, the module is registered correctly. 
 // An alternative would be to include the registration side effect inline following the actual
 // NgModule definition. This also has the correct timing, but breaks tree
shaking - modules 
 // will be registered and retained even if they’re otherwise never referenced.

registerNgModuleType(moduleType as NgModuleType);
}

create(parentInjector: Injector|null):
viewEngine_NgModuleRef<T> { 
    return new NgModuleRef(this.moduleType, parentInjector); 
}
  return pureFunction4Internal(getLView(), getBindingRoot(), slotOffset, pureFn, exp1, exp2, exp3, exp4, thisArg);
}

  return pureFunction5Internal(getLView(), getBindingRoot(), slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, thisArg);
}

  return pureFunction6Internal(getLView(), getBindingRoot(), slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, thisArg);
}

  return pureFunction7Internal(getLView(), getBindingRoot(), slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, exp7, thisArg);
}

  return pureFunction8Internal(getLView(), getBindingRoot(), slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, exp7, exp8, thisArg);
}

  return pureFunction9Internal(getLView(), getBindingRoot(), slotOffset, pureFn, exp1, exp2, exp3, exp4, thisArg);
}

  return pureFunction10Internal(getLView(), getBindingRoot(), slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, thisArg);
}

  return pureFunction11Internal(getLView(), getBindingRoot(), slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, thisArg);
}

  return pureFunction12Internal(getLView(), getBindingRoot(), slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, exp7, exp8, thisArg);
}
offset from binding root to the reserved slot.*

@param pureFn A pure function that takes binding values and builds an object or array.

@returns Updated or cached value.

@exports function pureFunctionV()

@slotOffset A slot offset from binding root to the reserved slot.

@returns number.

@returns pureFn: (...v: any[]): any, exps: any[], thisArg?: any; any

@returns undefined.

@returns LView in a dedicated slot that is initialized.

@returns NO_CHANGE.

@returns undefined.

@returns NO_CHANGE.

@returns undefined.

@returns NO_CHANGE.

@returns undefined.

@returns NO_CHANGE.

@returns pureFn: (v1: any, v2: any) => any, exp1: any, exp2: any, exp3: any, thisArg?: any;

@returns pureFn: (v1: any, v2: any, v3: any) => any, exp1: any, exp2: any, exp3: any, thisArg?: any;


@returns pureFn: (v1: any, v2: any, v3: any, thisArg?: any);

@returns pureFn.call(thisArg, exp1, exp2, exp3, exp4)

@returns LView in which the function is being executed.

@returns NO_CHANGE.

@returns NO_CHANGE.

@returns NO_CHANGE.

@returns NO_CHANGE.

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**pureFunctionVInternal**

```typescript
/**
 * pureFunction instruction that can support any number of bindings.
 * If the value of any provided exp has
 * changed, calls the pure function to return an updated value. Or if no values
 * have changed, returns cached value.
 * Returns the same updated value if all exp values have not changed.
 * If any value has changed, updates the cached value and returns the updated
 * value.
 * @param lView LView in which the function is being executed.
 * @param bindingRoot Binding root index.
 * @param slotOffset the offset from binding root to the reserved slot
 * @param pureFn A pure function that takes binding values and builds an object or array containing
 * those values.
 * @param exps An array of binding values
 * @param thisArg Optional calling context of pureFn
 * @returns Updated cached value
 */
export function pureFunctionVInternal(
    lView: LView, bindingRoot: number, slotOffset: number,
    pureFn: (...v: any[]) => any,
    exps: any[], thisArg?: any): any {
  let bindingIndex = bindingRoot + slotOffset;
  let different = false;
  for (let i = 0; i < exps.length; i++) {
    bindingUpdated(lView, bindingIndex++, exps[i])
    && (different = true);
  }
  return different ? updateBinding(lView, bindingIndex, pureFn.apply(thisArg, exps)) :
                     getPureFunctionReturnValue(lView, bindingIndex);
}
```

**PipeBind1**

```typescript
/**
 * Invokes a pipe with 1 arguments.
 * This instruction acts as a guard to {@link PipeTransform#transform} invoking
 * the pipe only when an input to the pipe changes.
 * @param index Pipe index where the pipe was stored on creation.
 * @param slotOffset the offset in the reserved slot space
 * @param v1 1st argument to {@link PipeTransform#transform}.
 * @codeGenApi
 */
export function pipeBind1(index: number, slotOffset: number, v1: any): any {
  const lView = getLView();
  const pipeInstance = load<PipeTransform>(lView, index);
  return unwrapValue(lView, isPure(lView, index) ?
                     pureFunction1Internal(lView, bindingIndex + 4, slotOffset, pureFn(1, 2, 3, 4)) :
                     pureFunctionReturnValue(lView, bindingIndex + 4, slotOffset)
  );
}
```
pipeInstance.transform(v1))})

pipeInstance.transform(v1, v2));

/**
 * Invokes a pipe with 2 arguments.
 *
 * This instruction acts as a guard to [PipeTransform#transform] invoking the pipe only when an input to the pipe changes.
 *
 * @param index Pipe index where the pipe was stored on creation.
 * @param slotOffset the offset in the reserved slot space
 * @param v1 1st argument to [PipeTransform#transform].
 * @param v2 2nd argument to [PipeTransform#transform].
 *
 * @codeGenApi
 */
  const lView = getLView();
  const pipeInstance = load<PipeTransform>(lView, index);
  return unwrapValue(lView, isPure(lView, index) ? pureFunction2Internal(lView, getBindingRoot(), slotOffset, v1, v2, pipeInstance) :
    pipeInstance.transform(v1, v2));
}

/**
 * Invokes a pipe with 3 arguments.
 *
 * This instruction acts as a guard to [PipeTransform#transform] invoking the pipe only when an input to the pipe changes.
 *
 * @param index Pipe index where the pipe was stored on creation.
 * @param slotOffset the offset in the reserved slot space
 * @param v1 1st argument to [PipeTransform#transform].
 * @param v2 2nd argument to [PipeTransform#transform].
 * @param v3 3rd argument to [PipeTransform#transform].
 *
 * @codeGenApi
 */
  const lView = getLView();
  const pipeInstance = load<PipeTransform>(lView, index);
  return unwrapValue(lView, isPure(lView, index) ? pureFunction3Internal(lView, getBindingRoot(), slotOffset, v1, v2, v3, pipeInstance) :
    pipeInstance.transform(v1, v2, v3));
}

/**
 * Invokes a pipe with 4 arguments.
 *
 * This instruction acts as a guard to [PipeTransform#transform] invoking the pipe only when an input to the pipe changes.
 *
 * @param index Pipe index where the pipe was stored on creation.
 * @param slotOffset the offset in the reserved slot space
 * @param v1 1st argument to [PipeTransform#transform].
 * @param v2 2nd argument to [PipeTransform#transform].
 * @param v3 3rd argument to [PipeTransform#transform].
 * @param v4 4th argument to [PipeTransform#transform].
 *
 * @codeGenApi
 */
export function pipeBind4(
  const lView = getLView();
  const pipeInstance = load<PipeTransform>(lView, index);
  return unwrapValue(lView, isPure(lView, index) ? pureFunction4Internal(lView, getBindingRoot(), slotOffset, v1, v2, v3, v4, pipeInstance) :
    pipeInstance.transform(v1, v2, v3, v4));
}

/**
 * Invokes a pipe with variable number of arguments.
 *
 * This instruction acts as a guard to [PipeTransform#transform] invoking the pipe only when an input to the pipe changes.
 *
 * @param index Pipe index where the pipe was stored on creation.
 * @param slotOffset the offset in the reserved slot space
 * @param values Array of arguments to pass to [PipeTransform#transform].
 *
 * @codeGenApi
 */
export function pipeBindV(index: number, slotOffset: number, values: [any, ...any[]]): any {
  const lView = getLView();
  const pipeInstance = load<PipeTransform>(lView, index);
  return unwrapValue(lView, isPure(lView, index) ? pureFunctionVInternal(lView, getBindingRoot(), slotOffset, v1, v2, v3, v4, pipeInstance) :
    pipeInstance.transform.apply(pipeInstance, values));
}

function isPure(lView: LView, index: number): boolean {
  return (<PipeDef<any>>lView[TVIEW].data[index + HEADER_OFFSET]).pure;
}

/**
 * Unwrap the output of a pipe transformation.
 *
 * In order to trick change detection into considering that the new value is always different from the old one, the old value is overwritten by NO_CHANGE.
 *
 * @param newValue the pipe transformation output.
 */
function unwrapValue(lView: LView, newValue: any): any {
  if (WrappedValue.isWrapped(newValue)) {
    newValue = WrappedValue.unwrap(newValue);
    // The NO_CHANGE value needs to be written at the index where the impacted binding value is stored
    // const bindingToInvalidateIdx = getBindingIndex();
    lView[bindingToInvalidateIdx] = NO_CHANGE;
    return lView
  }
  return newValue;
}
@usageNotes

Extends

[RxJS `Subject`](https://rxjs.dev/api/index/class/Subject)

In the following example, a component defines two output properties
that create event emitters. When the title is clicked, the emitter
emits an open or close event to toggle the current visibility state.

```html
@Output() open: EventEmitter<any> = new EventEmitter();
@Output() close: EventEmitter<any> = new EventEmitter();
```

Emits an event containing a given value.

```html
constructor(isAsync: boolean = false) {
  super();
  this.__isAsync = isAsync;
}
```

`emit` method.

```html
emit(value: any) {
  super.next(value);
}
```

Registers handlers for events emitted by this instance.

```html
subscribe(generatorOrNext?: any, error?: any, complete?: any): Subscription {
  ...
}
```

This extends Subject as a class.

```html
class EventEmitter_ extends Subject<any> {
  __isAsync: boolean;  // tslint:disable-line
  constructor(isAsync: boolean = false) {
    super();
    this.__isAsync = isAsync;
  }
  ...
}
```

## Example

```html
<zippy open="onOpen($event)" (close)="onClose($event)"></zippy>
```

- `open` argument passed to the output handler
- `close` argument passed to the output handler
- `@observable` annotations
- `@output` decorator
- `@Input` decorator
- `@Output` decorator
- `@Subscribe` decorator
- `@EventEmitter` decorator
- `@Component` decorator
- `@NgModule` decorator
```typescript
@ViewChildren(Item) items:QueryList<Item>; @ViewChildren(VirtualScroll) virtualScroll:QueryList<VirtualScroll>; @ViewChildren(VirtualItem) virtualItem:QueryList<VirtualItem>; @ViewChildren(Scroll) scroll:QueryList<Scroll>; @ViewChildren(ScrollWheel) scrollWheel:QueryList<ScrollWheel>; @ViewChildren(ScrollWheelEventTarget) scrollWheelEventTarget:QueryList<ScrollWheelEventTarget>; @ViewChildren(ScrollWheelEventTarget) scrollWheelEventTarget2:QueryList<ScrollWheelEventTarget>;

const decoratorForQueryList = Reflect.metadata('decoratorForQueryList', QueryList);

export class QueryList<T> implements Iterable<T> {
  public readonly dirty = true;
  private _results: Array<T> = [];
  public readonly changes: Observable<any> = new EventEmitter();

  readonly length: number = 0;
  // TODO(issue/24571): remove '!'.
  readonly first!: T;
  // TODO(issue/24571): remove '!'.
  readonly last!: T;

  constructor() {
    // This function should be declared on the prototype, but doing so there will cause the class
    // declaration to have side-effects and become not tree-shakable. For this reason we do it in
    // the constructor.
    // getSymbolIterator(): Iterator<T> { ... }
    const symbol = getSymbolIterator();
    const proto = QueryList.prototype as any;
    if (!proto[symbol]) proto[symbol] = symbolIterator;
  }

  /**
   * See
   * 
   * [Array.map](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/map)
   */
  map<U>(fn: (item: T, index: number, array: T[]) => U): U[] {
    return this._results.map(fn);
  }

  /**
   * See
   * 
   * [Array.filter](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/filter)
   */
  filter(fn: (item: T, index: number, array: T[]) => boolean): T[] {
    return this._results.filter(fn);
  }

  /**
   * See
   * 
   * [Array.find](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/find)
   */
  find(fn: (item: T, index: number, array: T[]) => boolean): T|undefined {
    return this._results.find(fn);
  }

  /**
   * See
   * 
   * [Array.reduce](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/reduce)
   */
    return this._results.reduce(fn, init);
  }

  /**
   * See
   * 
   */
  forEach(fn: (item: T, index: number, array: T[]) => void): void {
    this._results.forEach(fn);
  }

  /**
   * See
   * 
   * [Array.some](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/some)
   */
  some(fn: (value: T, index: number, array: T[]) => boolean): boolean {
    return this._results.some(fn);
  }

  /**
   * Returns a copy of the internal results list as an Array.
   */
  toArray(): T[] {
    return this._results.slice();
  }

  toString(): string {
    return this._results.toString();
  }

  /**
   * Updates the stored data of the query list, and resets the `dirty` flag to `false`, so that
   * on change detection, it will not notify
   * of changes to the queries, unless a new change
   * occurs.
   */
  reset(resultsTree: Array<T|any[]>): void {
    this._results = flatten(resultsTree);
    (this as {dirty: boolean}).dirty = false;
    (this as {length: number}).length = this._results.length;
    (this as {last: T}).last = this._results[this._results.length - 1];
    (this as {first: T}).first = this._results[0];
    (this as {dirty: boolean}).dirty = true;
    (this as {length: number}).length = this._results.length;
  }

  /**
   * Triggers a change event
   * by emitting on the `changes` `@link EventEmitter`.
   */
  notifyOnChanges(): void {
    (this.changes as EventEmitter<any>).emit(this);
  }

  /**
   * internal */
  setDirty() {
    (this as {dirty: boolean}).dirty = true;
  }

  /**
   * internal */
  destroy(): void {
    (this.changes as EventEmitter<any>).complete();
    (this.changes as EventEmitter<any>).unsubscribe();
  }
}
```
view queries function should look like:

```typescript
export type ViewQueriesFunction<T> = <U extends T>(rf: RenderFlags, ctx: U) => void; // ...```

Also, the `update` function (in a different part of the code) should look like:

```typescript
export type UpdateFunction = (rf: RenderFlags, ctx: T, directiveIndex: number) => void; // ...```
/**
 * Registry of pipes that may be found in this view.
 * The property is either an array of `PipeDef`s or a function which returns the array of `PipeDef`s. The function is necessary to be able to support forward declarations.
 * The set of schemas that declare elements to be allowed in the component's template.
 * The schemas: SchemaMetadata[],
 * The property should never be read. * The run time link for the component.
 * The first run of component.
 * The run time link for pipes in templates.
 * NOTE: Always use `definePipe` function to create this object.
 * never create the object directly since the shape of this object
 * can change between versions.
 * The function is necessary to be able to support forward declarations.
 * this view.
 * The property is either an array of `PipeDef`s or a function which returns the array of `PipeDef`s. The function is necessary to be able to support forward declarations.
 * NOTE: Always use `definePipe` function to create this object.
 * never create the object directly since the shape of this object
 * can change between versions.
 *
 * the property should never be read.
 * The run time link for pipes in templates.
 * NOTE: Always use `definePipe` function to create this object.
 * never create the object directly since the shape of this object
 * can change between versions.
 * @license
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 */

import {Type} from '../../interface/type';
import {QueryList} from '../../linker/query_list';

import {TNode} from './node';
import {TView} from './view';

/**
 * An object representing query metadata extracted from query annotations.
 * The function is necessary to be able to support forward declarations.
 * NOTE: Always use `definePipe` function to create this object.
 * never create the object directly since the shape of this object
 * can change between versions.
 * The property should never be read.
 * The run time link for pipes in templates.
 * NOTE: Always use `definePipe` function to create this object.
 * never create the object directly since the shape of this object
 * can change between versions.
 */

view is created). A method called when a given query should match any nodes past this point. A method called when processing the templateEnd instruction - this is mostly useful to determine if a given content query should match any views created based on TemplateRef or ViewContainerRef etc.; A method that iterates over all the TQueries in a given TView and calls the corresponding `getByIndex` on each and every TQuery. A proxy method that iterates over all the TQueries in a given TView and calls the corresponding `elementStart` on each and every TQuery. A method that iterates over all the TQueries in a given TView and calls the corresponding `elementEnd` on each and every TQuery. A proxy method that iterates over all the TQueries in a given TView and calls the corresponding `template` on each and every TQuery.

### LQueries Interface

An interface that represents query-related information specific to a view instance. Most notably:

- Materialized query matches
- A pointer to a QueryList where materialized query results should be reported
- An export interface LQuery<T>

Most of the methods on this interface are simple proxy methods to the corresponding functionality on TQuery.

### LQuery<T> Interface

An interface that represents query-related information specific to a view instance. Most notably:

- Materialized query matches
- A pointer to a QueryList where materialized query results should be reported
- An export interface LQuery<T>

### TQueries Interface

An interface that represents a collection of individual TQuery objects tracked in a given view. Most of the methods on this interface are simple proxy methods to the corresponding functionality on TQuery.

### TQuery Interface

A container for a single query match, containing information about the matching node and the result of the query.

### TQueryPart Interface

A container for a single query part, containing information about a specific query within a larger query result.

### TNode Interface

A container for a single node, containing information about the node and its properties.

### TView Interface

A container for a single view, containing information about the view and its properties.

### TContainerNode Interface

A container for a single container node, containing information about the container node and its properties.

### TComponent Interface

A container for a single component, containing information about the component and its properties.

### TComponentContainer Interface

A container for a single component container, containing information about the component container and its properties.

### TComponentRef Interface

A reference to a single component, containing information about the component and its properties.

### TViewRef Interface

A reference to a single view, containing information about the view and its properties.

### TContainerRef Interface

A reference to a single container node, containing information about the container node and its properties.

### TComponentRef Interface

A reference to a single component, containing information about the component and its properties.

### TComponentContainerRef Interface

A reference to a single component container, containing information about the component container and its properties.

### TComponentRef Interface

A reference to a single component, containing information about the component and its properties.

### TComponentContainerRef Interface

A reference to a single component container, containing information about the component container and its properties.

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A reference to a single component, containing information about the component and its properties.

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A reference to a single component container, containing information about the component container and its properties.

### TComponentRef Interface

A reference to a single component, containing information about the component and its properties.

### TComponentContainerRef Interface

A reference to a single component container, containing information about the component container and its properties.

### TComponentRef Interface

A reference to a single component, containing information about the component and its properties.
A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.

A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.

A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.

A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.

*param tView
*/

createEmbeddedView(tView: TView): LQueries|null */

declare view.

@param tView
*/

createEmbeddedView(tView: TView): LQueries|null */

/**
   * A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

createEmbeddedView(tView: TView): LQueries|null;

/**
   * A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

detachView(tView: TView): void;

/**
   * A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

insertView(tView: TView): void;

/**
   * A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

detachView(tView: TView): void;

/**
   * A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

insertView(tView: TView): void;

/**
   * A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

detachView(tView: TView): void;

/**
   * A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

insertView(tView: TView): void;

/**
   * A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

detachView(tView: TView): void;

/**
   * A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

insertView(tView: TView): void;

/**
   * A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

detachView(tView: TView): void;

/**
   * A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

insertView(tView: TView): void;

/**
   * A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

detachView(tView: TView): void;

/**
   * A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

insertView(tView: TView): void;

/**
   * A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

detachView(tView: TView): void;

/**
   * A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

insertView(tView: TView): void;

/**
   * A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

detachView(tView: TView): void;

/**
   * A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

insertView(tView: TView): void;

/**
   * A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

detachView(tView: TView): void;

/**
   * A method called when an embedded view is inserted into a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

insertView(tView: TView): void;

/**
   * A method called when an embedded view is detached from a container. As a result all impacted `LQuery` objects (and associated `QueryList`) are marked as dirty.
   * @param tView
   */

detachView(tView: TView): void;
tNode);

  template(tView: TView, tNode: TNode): void {
    if (ngDevMode &&
        assertFirstCreatePass(tView,'Queries should collect results on the first template pass only'));
    for (let i = 0; i < this.queries.length; i++) {
      this.queries[i].template(tView, tNode);
    }
  }

  getByIndex(index: number): TQuery {
    ngDevMode && assertIndexInRange(this.queries, index);
    return this.queries[index];
  }

  get length(): number {
    return this.queries.length;
  }

  track(tquery: TQuery): void {
    this.queries.push(tquery);
  }
}

class TQuery_ implements TQuery {
  matches: number[] | null = null;
  indexInDeclarationView = -1;
  crossesNgTemplate = false;

  /**
   * A node index on which a query was declared (-1 for view queries and ones inherited from the
   * declaration template). We use this index (alongside with _appliesToNextNode flag to look)
   * when to apply content queries to elements in a template.
   */
  private _declarationNodeIndex: number;

  /**
   * A flag indicating if a given query still applies to nodes it is crossing. We use this flag
   * (alongside with _declarationNodeIndex) to know when to stop applying content queries to
   * elements in a template.
   */
  private _appliesToNextNode = true;

  constructor(public metadata: TQueryMetadata, nodeIndex: number = -1) {
    this._declarationNodeIndex = nodeIndex;
  }

  elementStart(tView: TView, tNode: TNode): void {
    if (this.isApplyingToNode(tNode)) {
      this.matchTNode(tView, tNode);
    }
  }

  elementEnd(tNode: TNode): void {
    if (this._declarationNodeIndex === tNode.index) {
      this._appliesToNextNode = false;
    }
  }

  template(tView: TView, tNode: TNode): void {
    this.elementStart(tView, tNode);
  }

  embeddedTView(tNode: TNode, childQueryIndex: number): TQuery | null {
    if (this.isApplyingToNode(tNode)) {
      this.crossesNgTemplate = true;
      // A marker indicating a `<ng-template>` element (a placeholder for query results from
      // embedded views created based on this `<ng-template>`).
      this.addMatch(-tNode.index, childQueryIndex);
      return new TQuery_(this.metadata);
    }
    return null;
  }

  private isApplyingToNode(tNode: TNode): boolean {
    if (this._appliesToNextNode &&
        this.metadata.descendants === false) {
      return !this.matches.length;
    }
    return this._appliesToNextNode;
  }

  private matchTNode(tView: TView, tNode: TNode): void {
    const predicate = this.metadata.predicate;
    if (Array.isArray(predicate)) {
      for (let i = 0; i < predicate.length; i++) {
        this.matchTNodeWithReadOption(tView, tNode, getIdxOfMatchingSelector(tNode, predicate[i]));
        // Also try matching the name to a provider since strings can be
        // used as DI tokens too.
        if (Array.isString(predicate)) {
          for (let i = 0; i < predicate.length; i++) {
            const name = predicate[i];
            if (Array.isString(tNode)) {
              this.matchTNodeWithReadOption(tView, tNode, locateDirectiveOrProvider(tNode, tView, name, false, false));
            }
          }
        }
      }
    } else {
      if (predicate as any) {
        if (tNode.type === TNodeType.ElementContainer) {
          this.matchTNodeWithReadOption(tView, tNode, getIdxOfMatchingSelector(tNode, name));
        } else {
          if (predicate as any) {
            this.matchTNodeWithReadOption(tView, tNode, locateDirectiveOrProvider(tNode, tView, predicate, getIdxOfMatchingSelector(tNode, name)));
          }
        }
      }
    }
  }
}

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private addMatch(tNodeIdx: number, matchIdx: number) {
    if (this.matches === null) {
        this.matches = [tNodeIdx, matchIdx];
    } else {
        this.matches.push(tNodeIdx, matchIdx);
    }
}

/**
 * Iterates over local names for a given node and returns directive index
 * (or -1 if a local name points to an element).

 * @param tNode static data of a node to check
 * @param selector selector to match
 * @returns directive index, -1 or null if a selector didn't match any of the local names
 */
function getIdxOfMatchingSelector(tNode: TNode, selector: string): number|null {
    const localNames = tNode.localNames;
    if (localNames !== null) {
        for (let i = 0; i < localNames.length; i += 2) {
            if (localNames[i] === selector) {
                return localNames[i + 1] as number;
            }
        }
    }
    return null;
}

function createResultByTNodeType(tNode: TNode, currentView: LView): any {
    if (tNode.type === TNodeType.Element || tNode.type === TNodeType.ElementContainer) {
        return createElementRef(ViewEngine_ElementRef, tNode, currentView);
    } else if (tNode.type === TNodeType.Container) {
        return createTemplateRef(ViewEngine_TemplateRef, ViewEngine_ElementRef, tNode, currentView);
    }
    return null;
}

function createResultForNode(lView: LView, tNode: TNode, matchingIdx: number, read: any): any {
    if (matchingIdx === -1) {
        // if read token and / or strategy is not specified, detect it using appropriate tNode type
        return createResultByTNodeType(tNode, lView);
    } else if (matchingIdx === -2) {
        // read a special token from a node injector
        return createSpecialToken(lView, tNode, read);
    } else {
        // read a token
        return getNodeInjectable(lView, lView[TVIEW], matchingIdx, tNode as TElementNode);
    }
}

function createSpecialToken(lView: LView, tNode: TNode, read: any): any {
    if (read === ViewEngine_ElementRef) {
        return createElementRef(ViewEngine_ElementRef, tNode, lView);
    } else if (read === ViewEngine_TemplateRef) {
        return createTemplateRef(ViewEngine_TemplateRef, ViewEngine_ElementRef, tNode, lView);
    } else if (read === ViewContainerRef) {
        ngDevMode && assertNodeOfPossibleTypes(tNode, TNodeType.Element, TNodeType.Container);
        return createContainerRef(ViewEngine_TemplateRef, ViewEngine_ElementRef, tNode as TElementNode | TElementContainerNode | TContainerNode, lView);
    } else {
        ngDevMode && throwError(`Special token to read should be one of ElementRef, TemplateRef or ViewContainerRef but got ${stringify(read)}.`);
    }
}

/**
 * A helper function that creates query results for a given view. This function is meant to do the
 * processing once and only once for a given view instance (a set of results for a given view
 * doesn't change).

 * @param tView: TView
 * @param tNode: TNode,
 * @param tQuery: TQuery, queryIndex: number: (T|null)[]
 * @param lQuery: LView
 * @param lQueryIndex: number: (T|null)[]
 * @returns TViewResults<T>T
 */
function materializeViewResults<T>(tView: TView, tNode: TNode, tQuery: TQuery, queryIndex: number: (T|null)[]) {
    const lQuery = lView[QUERIES]!.queries![queryIndex]!;
    if (lQuery.matches === null) {
        const tViewData = tView.data;
        const tQueryMatches = tQuery.matches!;
        const result: T|null[] = 
            lQuery.matches = result;
        return lView
            .getTView(tNode as TNode, tQueryMatches[i + 1], tQuery.metadata.read());
    }
    for (let i = 0; i < tQueryMatches.length; i += 2) {
        const matchedNodeIdx = tQueryMatches[i];
        if (matchedNodeIdx < 0) {
            lQuery.matches = result;
            return lView
                .getTView(tNode as TNode, tQueryMatches[i + 1], tQuery.metadata.read());
        } else {
            const tNode = tViewData[matchedNodeIdx] as TNode;
            const result = push(result, createResultForNode(tView, tNode, tQueryMatches[i] || tQueryMatches[i + 1], tQuery.metadata.read()));
            if (result !== null) {
                lQuery.matches = result;
                lQuery.matches = result;
            }
        }
    }
}

/**
 * A helper function that collects (already materialized) query results from a tree of views,
 * starting with a provided LView.

 * @param lView: LView
 * @param lQueryIndex: number: (T|null)[]
 * @returns TViewResults<T>T
 */
function collectQueryResults<T>(tView: TView, lView: LView, lQueryIndex: number: (T|null)[]) {
    const lQuery = lView[QUERIES]!.queries![lQueryIndex]!;
    if (lQuery.matches !== null) {
        const tQuery = tView.queries!.getByIndex(lQueryIndex);
        const tQueryMatches = tQuery.matches;
        if (tQueryMatches !== null) {
            const result = lQuery.matches = result;
            return lView
                .getTView(tNode as TNode, tQueryMatches[i + 1], tQuery.metadata.read());
        } else {
            const tNode = tViewData[matchedNodeIdx] as TNode;
            const result = push(result, createResultForNode(tView, tNode, tQueryMatches[i] || tQueryMatches[i + 1], tQuery.metadata.read()));
            if (result !== null) {
                lQuery.matches = result;
                lQuery.matches = result;
            }
        }
    }
}
materializeViewResults<T>(tView, lView, tQuery, queryIndex); for (let i = 0; i < tQueryMatches.length; i++) {
  const tNodeIdx = tQueryMatches[i];
  if (tNodeIdx > 0) {
    result.push(lViewResults[i / 2] as T);
  } else {
    const childQueryIndex = tQueryMatches[i + 1];
    const declarationLContainer = lView[-tNodeIdx] as LContainer;
    ngDevMode && assertLContainer(declarationLContainer);
    // collect matches for views inserted in this container
    for (let i = CONTAINER_HEADER_OFFSET; i < declarationLContainer.length; i++) {
      const embeddedLView = declarationLContainer[i];
      if (embeddedLView[DECLARATION_LCONTAINER] === declarationLView[PARENT]) {
        const lViewResults = collectQueryResults(embeddedLView[TVIEW], tView, tQuery, queryIndex);
        result.push(lViewResults[i] as T);
      }
    }
  }
}

/**
 * Refreshes a query by combining matches from all active views and removing matches from deleted views.
 * @returns `true` if a query got dirty during change detection or if this is a static query
 * resolving in creation mode, `false` otherwise.
 */
export function queryRefresh(queryList: QueryList<any>): boolean {
  const lView = getLView();
  const tView = getTView();
  const queryIndex = getCurrentQueryIndex();

  setCurrentQueryIndex(queryIndex + 1);

  const tQuery = getTQuery(tView, queryIndex);
  if (queryList.dirty && (isCreationMode(lView) === tQuery.metadata.isStatic)) {
    if (tQuery.matches === null) {
      queryList.reset([]);
    } else {
      const result = tQuery.crossesNgTemplate ?
        collectQueryResults(tView, lView, queryIndex, []) :
        materializeViewResults(tView, lView, tQuery, queryIndex);
      queryList.reset(result);
      queryList.notifyOnChanges();
      return true;
    }
    return false;
  }

  return false;
}

/**
 * Creates new QueryList, stores the reference in LView and returns QueryList.
 * @param predicate The type for which the query will search
 * @param descend Whether or not to descend into children
 * @param read What to save in the query
 */
export function viewQuery<T>(predicate: Type<any>|string[], descend: boolean, read?: any): void {
  viewQueryInternal(getTView(), getLView(), predicate, descend, read, true);
}

function viewQueryInternal<T>(
    tView: TView, lView: LView, predicate: Type<any>|string[], descend: boolean, read: any,
    isStatic: boolean): void {
  if (tView.firstCreatePass) {
    createTQuery(tView, new TQueryMetadata_(predicate, descend, isStatic, read), -1);
    if (isStatic) {
      tView.staticViewQueries = true;
    }
  }
  createLQuery<T>(tView, lView);
}

/**
 * Registers a QueryList, associated with a content query, for later refresh (part of a view refresh).
 * @param directiveIndex Current directive index
 * @param predicate The type for which the query will search
 * @param descend Whether or not to descend into children
 * @param read What to save in the query
 * @returns QueryList<T>
 */
export function contentQuery<T>(
    directiveIndex: number, predicate: Type<any>|string[], descend: boolean, read?: any): void {
  contentQueryInternal(
      getTView(), getLView(), predicate, descend, read, false);
}

function contentQueryInternal<T>(
    tView: TView, lView: LView, predicate: Type<any>|string[], descend: boolean, read: any,
    isStatic: boolean): void {
  if (tView.firstCreatePass) {
    createTQuery(tView, new TQueryMetadata_(predicate, descend, isStatic, read), -1);
    if (isStatic) {
      tView.staticViewQueries = true;
    }
  }
  createLQuery<T>(tView, lView);
}

/**
 * Registers a QueryList, associated with a static content query, for later refresh (part of a view refresh).
 * @param directiveIndex Current directive index
 * @param predicate The type for which the query will search
 * @param descend Whether or not to descend into children
 * @param read What to save in the query
 * @returns QueryList<T>
 */
export function staticContentQuery<T>(
    directiveIndex: number, predicate: Type<any>|string[], descend: boolean, read?: any): void {
  contentQueryInternal(
      getTView(), getLView(), predicate, descend, read, true);
}

/**
 * Registers a QueryList, associated with a static content query, for later refresh (part of a view refresh).
 * @param directiveIndex Current directive index
 * @param predicate The type for which the query will search
 * @param descend Whether or not to descend into children
 * @param read What to save in the query
 * @returns QueryList<T>
 */
export function contentQuery<T>(
    directiveIndex: number, predicate: Type<any>|string[], descend: boolean, read?: any): void {
  contentQueryInternal(
      getTView(), getLView(), predicate, descend, read, false);
}

function contentQueryInternal<T>(
    tView: TView, lView: LView, predicate: Type<any>|string[], descend: boolean, read: any,
    isStatic: boolean): void {
  if (tView.firstCreatePass) {
  
}
createTQuery(tView, new TQueryMetadata_(predicate, descend, isStatic, read), tNode.index);

saveContentQueryAndDirectiveIndex(tView, directiveIndex);

if (isStatic) {
  tView.staticContentQueries = true;
}

createLQuery<T>(tView, LQueryMetadata_, tNode.index);

createLQuery<T>(tView, LView);

const queryList = new QueryList<T>();

storeCleanupWithContext(tView, lView, queryList, queryList.destroy);

if (lView[QUERIES] === null) lView[QUERIES] = new LQueries_();
lView[QUERIES]!.queries.push(new LQuery_(queryList));

function createTQuery(tView: TView, metadata: TQueryMetadata, nodeIndex: number): void {
  if (tView.queries === null) tView.queries = new TQueries_();
  tView.queries.track(new TQuery_(metadata, nodeIndex));
}

function saveContentQueryAndDirectiveIndex(tView: TView, directiveIndex: number): void {
  tView.contentQueries || (tView.contentQueries = []);
  if (directiveIndex !== -1) {
    tView.contentQueries.push(directiveIndex);
  }
}

function getTQuery(tView: TView, index: number): TQuery {
  const tViewContentQueries = tView.contentQueries || [];
  return tViewContentQueries[index] || null;
}

/**
 * Loads a QueryList corresponding to the current view or content query.
 *
 * @codeGenApi
 */
export function loadQuery<T>(): QueryList<T> {
  return loadQueryInternal<T>(getLView(), getCurrentQueryIndex());
}

function loadQueryInternal<T>(lView: LView, queryIndex: number): QueryList<T> {
  ngDevMode && assertDefined(lView[QUERIES], 'LQueries should be defined when trying to load a query');
  if (lView[QUERIES] !== null) lView[QUERIES].loadQuery(tView: TView, lView: LView);

  const queryList = new QueryList<T>();

  lView[QUERIES]!.storeCleanupWithContext(tView, lView, queryList, queryList.destroy);

  if (lView[QUERIES] !== null && lView[QUERIES].queries.length) {
    return lView[QUERIES].queries[lView[QUERIES].queries.length - 1];
  }
}

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 */

import {ChangeDetectorRef} from 'angular2/change_detection/change_detector';
import {InjectFlags} from 'angular2/di/injector';
import {TemplateRef} from 'angular2/linker/template_ref';
import {TNode} from 'angular2/interfaces/node';
import {LView} from 'angular2/interfaces/view';

/**
 * Retrieves `TemplateRef` instance from `Injector` when a local reference is placed on the `ng-template` element.
 *
 * @codeGenApi
 */
export function templateRefExtractor(tNode: TNode, currentView: LView) {
  return createTemplateRef(ViewEngine_TemplateRef, ViewEngine_ElementRef, tNode, currentView);
}

/**
 * Returns the appropriate `ChangeDetectorRef` for a pipe.
 *
 * @codeGenApi
 */
export function injectPipeChangeDetectorRef(flags = InjectFlags.Default): ChangeDetectorRef|null {
  return injectPipeChangeDetectorRef(ngView: ViewEngine_TemplateRef, tNode: TNode, currentView: LView);
}

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 */

import {LifecycleHooksFeature, renderComponent, whenRendered} from './component';
import {defineComponent, defineDirective, defineNgModule, definePipe, setComponentScope, setNgModuleScope} from './definition';
import {CopyDefinitionFeature} from './features/copy_definition_feature';
import {InheritDefinitionFeature} from './features/inherit_definition_feature';
import {NgOnChangesFeature} from './features/ng_onchanges_feature';
import {ProvidersFeature} from './features/providers_feature';
import {ComponentDef, ComponentTemplate, ComponentType, DirectiveDef, DirectiveType, PipeDef, ComponentDefWithMeta, DirectiveDefWithMeta, FactoryDef, PipeDefWithMeta} from './interfaces/definition';
import {getComponent, getDirectives, getHostElement, getRenderedText} from './util/discovery_utils';

export {ComponentFactory, ComponentFactoryResolver, ComponentRef, injectComponentFactoryResolver} from './component_ref';
export {getFactoryOf, getInheritedFactory} from './di';
export {getLocaleId, setLocaleId} from './i18n/i18n_locale_id';
// clang-format off
export {
  detectChanges,
  markDirty,
  store,
  tick,
  advance,

  attribute,
  attributeInterpolate1,
defineInjectable,
defineInjector,
defineNgModule,
definePipe,
directiveInject,
getFactoryOf,
getInheritedFactory,
inject,
injectAttribute,
injectPipeChangeDetectorRef,
injectRefExtractor,
NgOnChangesFeature,
ProvidersFeature,
CopyDefinitionFeature,
InheritDefinitionFeature,
nextContext,
namespaceHTML,
namespaceMathML,
namespaceSVG,
enableBindings,
disableBindings,
elementStart,
elementEnd,
elementContainerStart,
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Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

`i18nAttributes`:
`i18nExp`:
`i18nStart`:
`i18nEnd`:
`resolveWindow`:
`resolveDocument`:
`resolveBody`:
`setComponentScope`:
`setNgModuleScope`:

`sanitizeHtml`:
`sanitizeStyle`:
`sanitizeResourceUrl`:
`sanitizeScript`:
`sanitizeUrlOrResourceUrl`:

```typescript
/**
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import {ViewEncapsulation} from '../metadata/view';
export interface JitCompilerOptions {
  defaultEncapsulation?: ViewEncapsulation;
  preserveWhitespaces?: boolean;
}

let jitOptions:
JitCompilerOptions|null = null;

export function setJitOptions(options: JitCompilerOptions): void {
  if (jitOptions !== null) {
    if (options.defaultEncapsulation !== jitOptions.defaultEncapsulation) {
      ngDevMode &&
          console.error(
              'Provided value for `defaultEncapsulation` can not be changed once it has been set.
}
if (options.preserveWhitespaces !== jitOptions.preserveWhitespaces) {
      ngDevMode &
        console.error('Provided value for `preserveWhitespaces` can not be changed once it has been set.
)
}

export function getJitOptions():
JitCompilerOptions|null {
  return jitOptions;
}

export function resetJitOptions(): void {
  jitOptions = null;
}

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

import {getCompilerFacade, R3InjectorMetadataFacade} from '../compiler/compiler_facade';
import {resolveForwardRef} from '../di/forward_ref';
import {NG_INJ_DEF} from '../di/interface/defs';
import {reflectDependencies} from '../di/jit/util';
import {Type} from '../interface/type';
import {Component} from '../metadata';
import {ModuleWithProviders, NgModule, NgModuleDef, NgModuleTransitiveScopes} from '../metadata/ng_module';
import {deepForEach, flatten} from '../util/array_utils';
import {assertDefined} from '../util/assert';
import {getComponentDef, getDirectiveDef, getNgModuleDef, getPipeDef} from '../definition';
import {NG_COMP_DEF, NG_DIR_DEF, NG_MOD_DEF, NG_PIPE_DEF} from '../fields';
import {ComponentDef} from '../interfaces/definition';
import {NgModuleType} from '../ng_module_ref';
import {maybeUnwrapFn, stringifyForError} from '../util/misc_utils';

import {angularCoreEnv} from './environment';

const EMPTY_ARRAY: Type<any>[] = [];

interface ModuleQueueItem {
  moduleType: Type<any>;
  ngModule: NgModule;
}

const moduleQueue:
ModuleQueueItem[] = [];

/**
 * Enqueues moduleDef to be checked later to see if scope can be set on its
 * component declarations.
 */
function enqueueModuleForDelayedScoping(moduleType: Type<any>, ngModule: NgModule) {
  moduleQueue.push({moduleType, ngModule});
}

let flushingModuleQueue = false;
/**
 * Loops over queued module definitions, if a given module definition has all of its
 * declarations resolved, it dequeues that module definition and sets the scope on its
 * declarations.
 */
export function
flushModuleScopingQueueAsMuchAsPossible() {
  if (!flushingModuleQueue) {
    flushingModuleQueue = true;
    try {
      for (let i = moduleQueue.length - 1; i >= 0; i--) {
        const {moduleType, ngModule} = moduleQueue[i];
        if (ngModule.declarations &&& ngModule.declarations.every(isResolvedDeclaration)) {
          // dequeue
          moduleQueue.splice(i, 1);
          setScopeOnDeclaredComponents(moduleType, ngModule);
        }
      }
    } finally {
      flushingModuleQueue = false;
    }
  }
}

/**
 * Returns truthy if a declaration has resolved. If the declaration happens to be
 * an array of declarations, it will recurse to check each declaration in that array
 * (which may also be arrays).
 */
function isResolvedDeclaration(declaration:
any[]|Type<any>): boolean {
  if (Array.isArray(declaration)) {
    return declaration.every(isResolvedDeclaration);
  }
  return !resolveForwardRef(declaration);
}

/**
 * Compiles a module in JIT mode.
 */
export function compileNgModule(moduleType: Type<any>, ngModule: NgModule = {}): void {
  compileNgModuleDefs(moduleType as NgModuleType, ngModule);
  // Because we don't know if all
declarations have resolved yet at the moment the
// NgModule decorator is executing, we're enqueuing
the setting of module scope
// on its declarations to be run at a later time when all declarations for the module
// including forward refs, have resolved.
enqueueModuleForDelayedScoping(moduleType, ngModule);

/* Compiles and adds the 'mod' and 'inj' properties to the module class. */
* It's possible to compile a module via this API which will allow duplicate declarations in its
* root. */
* noexcept function compileNgModuleDefs(
* moduleType: NgModuleType, ngModule: NgModule, allowDuplicateDeclarationsInRoot: boolean = false): void

* void ngDevMode &
* assertDefined(moduleType, 'Required value moduleType');
* ngDevMode &
* assertDefined(ngModule, 'Required value ngModule');

* const declarations: Type<any>[] =
* flatten(ngModule.declarations || EMPTY_ARRAY);
* let ngModuleDef: any = null;

* Object.defineProperty(moduleType, NG_MOD_DEF, {
* configurable: true,
* get: () => {
* if (ngModuleDef === null) {
* if (ngDevMode &
* ngModule.imports.indexOf(moduleType) > -1) {
* // We need to assert this immediately, because allowing it
to continue will cause it to
* // go into an infinite loop before we've reached the point where we throw all the
* throw new Error(’$ {stringifyForError(moduleType)}’ module can't import itself');
* }

* ngModuleDef = getCompilerFacade().compileNgModuleDefs(
* angularCoreEnv,
* `ng:///${moduleType.name}/mod.js`, {
* type: moduleType,
* bootstrap:
* flatten(ngModule.bootstrap || EMPTY_ARRAY).map(resolveForwardRef),
* declarations:
* declarations.map(resolveForwardRef),
* imports: flatten(ngModule.imports || EMPTY_ARRAY || EMPTY_ARRAY).
* .map(resolveForwardRef).
* .map(expandModuleWithProviders),
* exports:
* flatten(ngModule.exports || EMPTY_ARRAY).
* .map(resolveForwardRef)
. map(expandModuleWithProviders),
* schemas: NgModule.schemas ? flatten(ngModule.schemas) : null,
* id: ngModule.id || null,
* });
* // Set `schemas` on ngModuleDef to an empty array in JIT mode to
* // indicate that runtime
* // should verify that there are no unknown elements in a template. In AOT mode, that
* check // happens at compile time and `schemas` information is not present on Component and Module
* // def's after compilation (so the check doesn't happen the second time at runtime).
* if (!ngModuleDef) {
* throw new Error(’${stringifyForError(moduleType)}’ module can't import itself');
* }

* return ngModuleDef;
* }
* let ngInjectorDef:
* any = null;
* Object.defineProperty(moduleType, NG_INJ_DEF, {
* get: () => {
* if (ngInjectorDef === null) {
* ngInjectorDef = getCompilerFacade().compileInjector(
* angularCoreEnv,
* `ng:///${moduleType.name}/inj.js`, meta);
* }
* return ngInjectorDef;
* },
* // Make the property configurable in dev mode to allow overriding in tests
* configurable: !!ngDevMode,
* });
* 
* function verifySemanticsOfNgModuleDef(
* moduleType: NgModuleType, allowDuplicateDeclarationsInRoot: boolean = false): void
* 
* void ngDevMode &
* assertDefined(moduleType, 'Required value moduleType');
* ngDevMode &
* assertDefined(ngModule, 'Required value ngModule');

* const meta: R3InjectorMetadataFacade = {
* name: moduleType.name,
* type: moduleType,
* deps: reflectDependencies(moduleType),
* providers: ngModule.providers || EMPTY_ARRAY || EMPTY_ARRAY).
* imports: [\n* (ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
* (ngModule.exports || EMPTY_ARRAY).map(resolveForwardRef),
* ],
* ngInjectorDef = getCompilerFacade().compileInjector(
* angularCoreEnv,
* `ng:///${moduleType.name}/inj.js`, meta);
* }

* verifySemanticsOfNgModuleDef(moduleType, allowDuplicateDeclarationsInRoot);

* NgModuleType, allowDuplicateDeclarationsInRoot: boolean = false): void
* 
* void ngDevMode &
* assertDefined(moduleType, 'Required value moduleType');
* ngDevMode &
* assertDefined(ngModule, 'Required value ngModule');

* const meta: R3InjectorMetadataFacade = {
* name: moduleType.name,
* type: moduleType,
* deps: reflectDependencies(moduleType),
* providers: ngModule.providers || EMPTY_ARRAY || EMPTY_ARRAY).
* imports: [\n* (ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
* (ngModule.exports || EMPTY_ARRAY).map(resolveForwardRef),
* ],
* ngInjectorDef = getCompilerFacade().compileInjector(
* angularCoreEnv,
* `ng:///${moduleType.name}/inj.js`, meta);
* }

* verifySemanticsOfNgModuleDef(moduleType, allowDuplicateDeclarationsInRoot);

* NgModuleType, allowDuplicateDeclarationsInRoot: boolean = false): void
* 
* void ngDevMode &
* assertDefined(moduleType, 'Required value moduleType');
* ngDevMode &
* assertDefined(ngModule, 'Required value ngModule');

* const meta: R3InjectorMetadataFacade = {
* name: moduleType.name,
* type: moduleType,
* deps: reflectDependencies(moduleType),
* providers: ngModule.providers || EMPTY_ARRAY || EMPTY_ARRAY).
* imports: [\n* (ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
* (ngModule.exports || EMPTY_ARRAY).map(resolveForwardRef),
* ],
* ngInjectorDef = getCompilerFacade().compileInjector(
* angularCoreEnv,
* `ng:///${moduleType.name}/inj.js`, meta);
* }

* verifySemanticsOfNgModuleDef(moduleType, allowDuplicateDeclarationsInRoot);

* NgModuleType, allowDuplicateDeclarationsInRoot: boolean = false): void
* 
* void ngDevMode &
* assertDefined(moduleType, 'Required value moduleType');
* ngDevMode &
* assertDefined(ngModule, 'Required value ngModule');

* const meta: R3InjectorMetadataFacade = {
* name: moduleType.name,
* type: moduleType,
* deps: reflectDependencies(moduleType),
* providers: ngModule.providers || EMPTY_ARRAY || EMPTY_ARRAY).
* imports: [\n* (ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
* (ngModule.exports || EMPTY_ARRAY).map(resolveForwardRef),
* ],
* ngInjectorDef = getCompilerFacade().compileInjector(
* angularCoreEnv,
* `ng:///${moduleType.name}/inj.js`, meta);
* }

* verifySemanticsOfNgModuleDef(moduleType, allowDuplicateDeclarationsInRoot);

* NgModuleType, allowDuplicateDeclarationsInRoot: boolean = false): void
* 
* void ngDevMode &
* assertDefined(moduleType, 'Required value moduleType');
* ngDevMode &
* assertDefined(ngModule, 'Required value ngModule');

* const meta: R3InjectorMetadataFacade = {
* name: moduleType.name,
* type: moduleType,
* deps: reflectDependencies(moduleType),
* providers: ngModule.providers || EMPTY_ARRAY || EMPTY_ARRAY).
* imports: [\n* (ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
* (ngModule.exports || EMPTY_ARRAY).map(resolveForwardRef),
* ],
* ngInjectorDef = getCompilerFacade().compileInjector(
* angularCoreEnv,
* `ng:///${moduleType.name}/inj.js`, meta);
* }

* verifySemanticsOfNgModuleDef(moduleType, allowDuplicateDeclarationsInRoot);
const combinedDeclarations: Type<any>[] = [...declarations.map(resolveForwardRef),...flatten(imports.map(computeCombinedExports)).map(resolveForwardRef),...exports.forEach(verifyExportsAreDeclaredOrReExported),...declarations.forEach(decl => verifyDeclarationIsUnique(decl, allowDuplicateDeclarationsInRoot)),...declarations.forEach(verifyComponentEntryComponentsIsPartOfNgModule),const ngModule = getAnnotation<NgModule>(moduleType, 'NgModule');if (ngModule) { ngModule.imports &&...flatten(ngModule.imports).map(unwrapModuleWithProvidersImports).forEach(mod => {...verifySemanticsOfNgModuleImport(mod, moduleType);}{verifySemanticsOfNgModuleDef(mod, false, moduleType);});} ngModule.bootstrap && & & deepForEach(ngModule.bootstrap, verifyCorrectBootstrapType);ngModule.bootstrap && & & deepForEach(ngModule.bootstrap, verifyComponentsIsPartOfNgModule);ngModule.entryComponents && deepForEach(ngModule.entryComponents, verifyComponentsIsPartOfNgModule);]<\n>// Throwing Error if any errors were detected.<\nif (errors.length) { throw new Error(errors.join('\n'));}"\n
////////////////////////////////////////////////////////////////////////////////////////////////
function verifyDeclarationsHaveDefinitions(type: Type<any>): void {\n  type = resolveForwardRef(type);\n  const def = getComponentDef(type) || getDirectiveDef(type) || getPipeDef(type);\n  if (!def) { errors.push(`Unexpected value $\{stringifyForError(type)\}` declared by the module $\{stringifyForError(moduleType)\}. Please add a @Pipe/@Directive/@Component annotation.`);\n  }\n}\n
function verifyDirectivesHaveSelector(type: Type<any>): void {\n  type = resolveForwardRef(type);\n  const def = getDirectiveDef(type);\n  if (!getComponentDef(type) && def && def.selectors.length == 0) { errors.push(`Directive $\{stringifyForError(type)\} has no selector, please add it!`);\n  }\n}\n
function verifyExportsAreDeclaredOrReExported(type: Type<any>): void {\n  type = resolveForwardRef(type);\n  const def = getDirectiveDef(type);\n  if (!getComponentDef(type) && & & def && & & def.selectors.length == 0) { errors.push(`Directive $\{stringifyForError(type)\}` declared by the module $\{stringifyForError(moduleType)\}. Please add a @Pipe/@Directive/@Component annotation.`);\n  }\n}\n
function verifyDeclarationIsUnique(type: Type<any>, suppressErrors: boolean) {\n  type = resolveForwardRef(type);\n  const existingModule = ownerNgModule.get(type);\n  if (existingModule && & existingModule !== moduleType) { errors.push(`Type $\{stringifyForError(type)\}` is part of the declarations of 2 modules: $\{modules[0]\} and $\{modules[1]\}!` +\n    `Please consider moving $\{stringifyForError(type)\} to a higher module that imports $\{modules[0]\} and $\{modules[1]\}.` +\n    `You can also create a new NgModule that exports and includes $\{stringifyForError(type)\}` +\n    `then import that NgModule in $\{modules[0]\} and $\{modules[1]\}.` +\n  }\n}\n
else {\n  // Mark type as having owner.\n  ownerNgModule.set(type, moduleType);\n}\n  }\n}\n
function verifyComponentEntryComponentsIsPartOfNgModule(type: Type<any>) {\n  type = resolveForwardRef(type);\n  const existingModule = ownerNgModule.get(moduleType);\n  if (!existingModule) { errors.push(`Component $\{stringifyForError(type)\}` is not part of any NgModule or the module has not been imported into your module.);\n}\n  }\n}\n
function verifyCorrectBootstrapType(type: Type<any>) {\n  type = resolveForwardRef(type);\n  if (!getComponentDef(type)) { errors.push(`Component $\{stringifyForError(type)\}` cannot be used as an entry component.);\n}\n  }\n}\n
function verifyComponentsIsPartOfNgModule(type: Type<any>, importingModule: Type<any>) {\n  type = resolveForwardRef(type);\n  if (getComponentDef(type) && getDirectiveDef(type)) { throw new Error `Unexpected directive '$\{type.name\}'`
imported by the module '${importingModule.name}'. Please add an @NgModule annotation.';

    } \n    } \n  } \n
if (getPipeDef(type)) { \n  throw new Error('Unexpected pipe '${type.name}' imported by the module '${importingModule.name}'. Please add an @NgModule annotation.';

  }) \n  \n  function unwrapModuleWithProvidersImports(typeOrWithProviders: NgModuleType<any>): NgModuleType<any> { 
    NgModuleType<any> typeOrWithProviders = resolveForwardRef(typeOrWithProviders); \n    return (typeOrWithProviders as any).ngModule || typeOrWithProviders; \n
  }

function unwrapModuleWithProviders(typeOrWithProviders: NgModuleType<any>): NgModuleType<any> { 
  return (typeOrWithProviders as any).ngModule || typeOrWithProviders; \n
  func unfunction getAnnotation<T>(type: any, name: string): T|null { \n    null \n      \n    return annotation; \n
    function collect(annotations: any[]|null) { \n      if (annotations) { \n        annotations.forEach(readAnnotation); \n      } \n    } \n
    function readAnnotation(decorator: {prototype: {ngMetadataName: string}, args: any[]}, args: any[]): void { \n      \n    } \n
    function resolveForwardRef(typeOrWithProviders: any): any { \n      typeOrWithProviders = resolveForwardRef(typeOrWithProviders); \n    } \n
    function verifySemanticsOfNgModuleDef(type: any as NgModuleType<any>, false): NgModuleType<any> | NgModuleType<any> { 
      return (type as any as NgModuleType<any>).ngModule || typeOrWithProviders; \n
      const declarations: Type<any>[] = flatten(ngModule.declarations || EMPTY_ARRAY); \n
      const transitiveScopes = transitiveScopesFor(moduleType); \n
      declarations.forEach(declaration => { \n        if (declaration.hasOwnProperty(NG_COMP_DEF)) { \n          // A `cmp` field exists - go ahead and patch the component directly
          \n          declaration.cmp.set(); \n
          const component = declaration as Type<any>& {cmp: ComponentDef<any>}; \n
          const componentDef = getComponentDef(component); \n
          componentDef.directiveDefs = () => Array.from(transitiveScopes.compilation.directives).map(dir => dir.cmp); \n
          componentDef.pipeDefs = () => Array.from(transitiveScopes.compilation.pipes).map(pipe => pipe.cmp); \n
          componentDef.schemas = transitiveScopes.schemas; \n
          // Since we avoid Components/Directives/Pipes recompiling in case there are no overrides, we
          // may face a problem where previously compiled defs available to a given Component/Directive
          // are cached in TView and may become stale (in case any of these defs gets recompiled).

          // order to avoid this
problem, we force fresh TView to be created.

```typescript
componentDef.tView = null;
```

```typescript
/**
 * Compute the pair of transitive scopes (compilation scope and exported scope) for a given module.
 *
 * @param moduleType module that transitive scope should be calculated for.
 * @return def.transitiveCompileScopes
 */
export function transitiveCompileScopes(moduleType: Type< NgModule >): NgModuleTransitiveScopes {
  if (moduleType === null) {
    throw new Error('Module type cannot be null');
  }
  const moduleDef = getNgModuleDef(moduleType);
  if (moduleDef === null) {
    return null;
  }
  const scope = moduleDef.transitiveCompileScopes;
  return { schemas: def.schemas, compilation: {}, exported: {} };
}

function expandModuleWithProviders(value: Type<any> | ModuleWithProviders< {} >): Type<any> {
  if (isModuleWithProviders(value)) {
    return value.ngModule;
  }
  return value;
}

function isModuleWithProviders(value: any): value is ModuleWithProviders< {} > {
  return (value as { ngModule?: any }).ngModule !== undefined;
}
```

```typescript
function isNgModule<T>(value: Type<T>): value is Type<T> & { mod: NgModuleDef<T> } {
  return !!getNgModuleDef(value);
}
```

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

```typescript
import { getCompilerFacade, R3DirectiveMetadataFacade } from '../../compiler/compiler_facade';
import { R3ComponentMetadataFacade, R3QueryMetadataFacade } from '../../compiler/compiler_facade_interface';
import { resolveForwardRef } from '../../di/forward_ref';
import { getReflect, reflectDependencies } from '../../di/jit/util';
import { Type } from '../../interface/type';
import { Query } from '../../metadata/di';
import { Component, Directive, Input } from '../../metadata/directives';
import { NgModule } from '../../metadata/resource_loading';
import { ViewEncapsulation } from '../../metadata/view';
```
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```typescript
import getComponentDef, getDirectiveDef from '../definition';
import {getComponentDef, getDirectiveDef} from '../definition';
import {EMPTY_ARRAY, EMPTY_OBJ} from '../empty';
import {NG_COMP_DEF, NG_DIR_DEF, NG_FACTORY_DEF} from '../fields';
import {ComponentType} from '../interfaces/definition';
import {stringifyForError} from '../util/misc_utils';

import getJitOptions from './jit_options';
import flushModuleScopingQueueAsMuchAsPossible from './module';
import patchComponentDefWithScope from './module';
import transitiveScopesFor from './module';
import angularCoreEnv from './environment';
import {flushModuleScopingQueueAsMuchAsPossible, patchComponentDefWithScope, transitiveScopesFor} from './module';

/**
 * Keep track of the compilation depth to avoid reentrancy issues during JIT compilation. This
 * matters in the following scenario:
 * Consider a component 'A' that extends component 'B', both declared in module 'M'. During
 * the compilation of 'A' the definition of 'B' is requested to capture the inheritance chain,
 * potentially triggering compilation of 'B'. If this nested compilation were to trigger
 * 'flushModuleScopingQueueAsMuchAsPossible' it may happen that module 'M' is still pending in
 * the queue, resulting in 'A' and 'B' to be patched with the NgModule scope. As the compilation
 * of 'A' is still in progress, this would introduce a circular dependency on its compilation.
 * To avoid this issue, the module scope queue is only flushed for compilations at the depth 0,
 * to ensure all compilations have finished.
 */
let compilationDepth = 0;

/**
 * Compile an Angular component according to its decorator metadata, and patch the resulting
 * component def (cmp) onto the component type.
 * Compilation may be asynchronous (due to the need to resolve URLs for the component template
 * or other resources, for example). In the event that compilation is not immediate, `compileComponent`
 * will enquire resource resolution into a global queue and will fail to return the
 * `cmp` until the global queue has been resolved with a call to `resolveComponentResources`. If
 * `compileComponent` is called more than once, it will only use the most recent
 * compiled component.
 */
export function compileComponent(type: Type<any>, metadata: Component): void {
  // Initialize ngDevMode. This must be the first statement in compileComponent.
  // See the `initNgDevMode` docstring for more information.
  (typeof ngDevMode === 'undefined' || ngDevMode) && initNgDevMode();

  let ngComponentDef: any = null;

  // Metadata may have resources which need to be resolved.
  maybeQueueResolutionOfComponentResources(type, metadata);

  // Note that we're using the same function as `Directive`, because that's only subset of metadata
  // that we need to create the ngFactoryDef. We're avoiding
  // using the component metadata
  // because we'd have to resolve the asynchronous templates.
  addDirectiveFactoryDef(type, metadata);

  Object.defineProperty(type, NG_COMP_DEF, {
    get: () => {
      if (ngComponentDef === null) {
        const compiler = getCompilerFacade();

        if (componentNeedsResolution(metadata)) {
          const error = ['Component ' + ngComponentDef.type.name + ' is not resolved.'];
          if (metadata.templateUrl) {
            error.push(` - templateUrl: ${metadata.templateUrl}`);
          }
          if (metadata.styleUrls && metadata.styleUrls.length) {
            error.push(` - styleUrls: ${JSON.stringify(metadata.styleUrls)}`);
          }
          error.push(`Did you run and wait for 'resolveComponentResources()'?`);
          throw new Error(error.join('\n'));
        }

        const templateUrl = metadata.templateUrl || `ng:///${type.name}/template.html`;
        const meta: R3ComponentMetadataFacade = {
          ...directiveMetadata(type, metadata),
          typeSourceSpan: compiler.createParseSourceSpan('Component', type.name, templateUrl),
          template: metadata.templateUrl || '',
          changeDetection: metadata.changeDetection,
          pipes: new Map(),
          encapsulation: ViewEncapsulation.Emulated,
          styles: metadata.styles || EMPTY_ARRAY,
        }
        ngComponentDef = new ComponentDef(meta);
        patchComponentDefWithScope(ngComponentDef, type);
      }
      return ngComponentDef;
    }
  });

  if (options !== null && options.preserveWhitespaces !== false) {
    ngComponentDef.preserveWhitespaces = true;
  }
}
```

---

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metadata.interpolation,
          viewProviders: metadata.viewProviders || null,
        };

        compilationDepth++;
        try {
          if (meta.usesInheritance) {
            addDirectiveDefToUndecoratedParents(type);
          }
          ngComponentDef = compiler.compileComponent(angularCoreEnv, templateUrl, meta);
        } finally {
          // Ensure that the compilation depth is decremented even when the compilation failed.
          compilationDepth--;
        }

        if (compilationDepth === 0) {
          // When NgModule decorator executed, we enqueued the module definition such that
          // it would only dequeque and add itself as module scope to all of its declarations, // but only
          // if all of its declarations had resolved. This call runs the check // to see if any modules that are in the queue
          // can be dequeued and add scope to
          // their declarations.
          flushModuleScopingQueueAsMuchAsPossible();
        }

        // If component compilation is async, then the
        // @NgModule annotation which declares the
        // component may execute and set an ngSelectorScope property on the component type. This
        // allows the component to patch itself with directiveDefs from the module after
        // it\n        // finishes compiling.
        if (hasSelectorScope(type)) {
          const scopes = transitiveScopesFor(type.ngSelectorScope);
          patchComponentDefWithScope(ngComponentDef, scopes);
        }
      }
      return ngComponentDef;
    },
    // Make the property configurable in dev mode to allow
    // overriding in tests\n    configurable: !!ngDevMode,
  });

function hasSelectorScope<T>(component: Type<T>): component is Type<T>&
    {ngSelectorScope: Type<any>} {
  return (component as
    {ngSelectorScope?: any}).ngSelectorScope !== undefined;
}

/**
 * Compile an Angular directive according to
 * its decorator metadata, and patch the resulting\n * directive def onto the component type.\n * In the event that
 * compilation is not immediate, `compileDirective` will return a 'Promise' which\n * will resolve when compilation
 * completes and the directive becomes usable.\n * Create the component definition from the source map URL and
 * patch the resulting\n * directive def onto the component type.\n *\n * In the event that compilation is not immediate, `compileDirective` will return a 'Promise' which\n * will resolve when compilation
 * completes and the directive becomes usable.\n */
export function compileDirective(type: Type<any>, directive: Directive|null): void {
  let ngDirectiveDef: any = null;

  addDirectiveFactoryDef(type, directive || {});

  Object.defineProperty(type, NG_DIR_DEF, {
    get: () => {
      if (ngDirectiveDef === null) {
        // `directive` can be null in the case of abstract directives as a base class
        // that use `@Directive()` with no
        // selector. In that case, pass empty object to the\n        // 'directiveMetadata' function instead of null.\n        const meta = getDirectiveMetadata(type, directive || {});
        ngDirectiveDef =
          getCompilerFacade().compileDirective(angularCoreEnv, meta.sourceMapUrl, meta.metadata);
      }
      return ngDirectiveDef;
    },
    // Make the property configurable in dev mode to allow overriding in tests\n    configurable: !!ngDevMode,
  });

  Object.defineProperty(type, NG_FACTORY_DEF, {
    get: () => {
      if (ngFactoryDef === null) {
        const meta = getDirectiveMetadata(type, directive || {});
        const compiler = getCompilerFacade();
        const facade = compileDirective(type, meta, angularCoreEnv, meta.metadata);
        facade.typeSourceSpan = compiler.createParseSourceSpan('Directive', type.name, sourceMapUrl);
        if (facade.usesInheritance) {
          addDirectiveDefToUndecoratedParents(type);
        }
        return facade;
      }
      return ngFactoryDef;
    },
    // Make the property configurable in dev mode to allow overriding in tests\n    configurable: !!ngDevMode,
  });

    // Reflect inputs and
    // outputs.
    const reflect = getReflect();
    const propMetadata = reflect.ownPropMetadata(type);

    return {
      name: type.name,
      type: type,
      typeArgumentCount: 0,
      selector: metadata.selector || EMPTY_ARRAY,
      dep: reflectDependencies(type),
    };

    boolean (\n      return Object.getPrototypeOf(type).prototype) === Object.prototype;

    return {
      name: type.name,
      type: type,
      typeArgumentCount: 0,
      selector: metadata.selector !== undefined ?
        metadata.selector : null,
      host: metadata.host || EMPTY_OBJ,
      inputs: metadata.inputs || EMPTY_ARRAY,
      outputs: metadata.outputs ||
      queries: extractQueriesMetadata(type, propMetadata, isContentQuery),
      lifecycle:
/**
 * Adds a directive definition to all parent classes of a type that don't have an Angular decorator.
 */

function addDirectiveDefToUndecoratedParents(type: Type<any>) {
  const objPrototype = Object.prototype;
  let parent = Object.getPrototypeOf(type.prototype).constructor;

  // Go up the prototype until we hit `Object` while (parent && parent !== objPrototype) {

    // Since inheritance works if the class was annotated already, we only need to add
    // the def if there are no annotations and the def hasn't been created already.
    if (!getDirectiveDef(parent) && !getComponentDef(parent)) {
      compileDirective(parent, null);
    }
    parent = Object.getPrototypeOf(parent);
  }
}

function convertToR3QueryPredicate(selector: any): any|string[] {
  return typeof selector === 'string' ? splitByComma(selector) : resolveForwardRef(selector);
}

export function convertToR3QueryMetadata(propertyName: string, ann: Query): R3QueryMetadataFacade {
  return {
    propertyName: propertyName,
    predicate: convertToR3QueryPredicate(ann.selector),
    descendants: ann.descendants,
    first: ann.first,
    read: ann.read ? ann.read : null,
    static: !!ann.static
  };
}

function extractQueriesMetadata(type: Type<any>, propMetadata: {[key: string]: any[]}, isQueryAnn: (ann: any) => ann is Query): R3QueryMetadataFacade[] {
  const queriesMeta: R3QueryMetadataFacade[] = [];
  for (const field in propMetadata) {
    if (propMetadata.hasOwnProperty(field)) {
      const annotations = propMetadata[field];
      annotations.forEach(ann => {
        if (isQueryAnn(ann)) {
          if (ann.selector) {
            queriesMeta.push(convertToR3QueryMetadata(field, ann));
          }
        }
      });
    }
  }
  return queriesMeta;
}

function extractExportAs(exportAs: string|undefined): string[]|null {
  return exportAs === undefined ? null : splitByComma(exportAs);
}

function isContentQuery(value: any): value is Query {
  const name = value.ngMetadataName;
  return name === 'ContentChild' || name === 'ContentChildren';
}

function isViewQuery(value: any): value is Query {
  const name = value.ngMetadataName;
  return name === 'ViewChild' || name === 'ViewChildren';
}

function isInputAnnotation(value: any): value is Input {
  return value.ngMetadataName === 'Input';
}

function splitByComma(value: string): string[] {
  return value.split(',').map(piece => piece.trim());
}

const LIFECYCLE_HOOKS = ['ngOnChanges', 'ngOnInit', 'ngOnDestroy', 'ngDoCheck', 'ngAfterViewInit', 'ngAfterViewChecked', 'ngAfterContentInit', 'ngAfterContentChecked']

function shouldAddAbstractDirective(type: Type<any>): boolean {
  const reflect = getReflect();

  if (LIFECYCLE_HOOKS.some(hookName => reflect.hasLifecycleHook(type, hookName))) {
    return true;
  }

  const propMetadata = reflect.propMetadata(type);
  for (const field in propMetadata) {
    const annotations = propMetadata[field];
    for (let i = 0; i < annotations.length; i++) {
      const current = annotations[i];
      const metadataName = current.ngMetadataName;
      if (isInputAnnotation(current) || isContentQuery(current) || isViewQuery(current)) {
        return true;
      }
    }
  }

  return false;
}
inputs?: string[]; /* *\n * Enumerates the set of event-bound output properties.
 * When an output property emits an event, an event handler attached to that event
 * in the template is triggered. *\n * The `outputs` property defines a set of `directiveProperty` to `bindingProperty` configuration.
 * The `directiveProperty` specifies the component property that emits events.
 * The `bindingProperty` specifies the DOM property the event handler is attached to.
 * `@Component({ select: 'child-dir', outputs: [ 'bankNameChange' ] })` is a template: `<input

On the other hand, `OutputsConfig` is a property of a directive or a component, which controls how outputs are handled.

```typescript
/**
 * Configures the [injector](guide/glossary#injector) of this
 * directive or component with a [token](guide/glossary#di-token) that maps to a [provider](guide/glossary#provider) of a
dependency.
 */
```

The `exports` property is used to export a component as a module.

```typescript
/**
 * When present, this directive/component is ignored by the AOT
 * compiler. It remains in distributed code, and the JIT compiler attempts to compile it
 * at run time, in the
 * browser.
 * To ensure the correct behavior, the app must import `@angular/compiler`.
 * @jit
 */
```

The `NgModule` is the main component of an Angular app.

```typescript
/**
 * Component decorator interface
 */
```

The `NgModule` is the main component of an Angular app.

```typescript
/**
 * Type of the Directive metadata.
 */
```

The `NgModule` is the main component of an Angular app.

```typescript
/**
 * Decorator that marks a class as an Angular component and provides configuration
 * metadata that determines how the component should be processed.
 * instantiated, and used at runtime.
 * Components are the most basic UI building block of an
 * Angular app.
 * An Angular app contains a tree of Angular components.
 * Angular components are a subset of directives, always associated with a template.
 * Unlike other directives, only one component can be
 * instantiated for a given element in a
 * template.
 * A component must belong to an NgModule in order for it to be available
 * to another component or application. To make it a member of an NgModule,
 * list it in

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the `declarations` field of the `NgModule` metadata.

* Note that, in addition to these options for configuring a directive, you can control a component's runtime behavior by implementing life-cycle hooks. For more information, see the guide [Life-cycle Hooks](guide/lifecycle-hooks) guide.

* Note that, in addition to these options for configuring a directive, you can control a component's runtime behavior by implementing life-cycle hooks. For more information, see the guide [Life-cycle Hooks](guide/lifecycle-hooks) guide.

* @usageNotes

### Setting component inputs

* The following example creates a component with two data-bound properties specified by the `inputs` value.

* @example core/ts/metadata/directives.ts region='component-input'

### Setting component outputs

* The following example shows two event emitters that emit on an interval. One emits an output every second, while the other emits every five seconds.

* @example core/ts/metadata/directives.ts region='component-output-interval'

### Injecting a class with a view provider

```ts
  @Directive({
    selector: 'needs-greeter'
  })
  class NeedsGreeter {
    greeter: Greeter;

    constructor(greeter: Greeter) {
      this.greeter = greeter;
    }

    greet(name: string) {
      return 'Hello ' + name + '!
    }
  }

  @Component({
    selector: 'greet',
    viewProviders: [
      NeedsGreeter
    ],
    template: `<needs-greeter>
      {{ greet('John') }}
    </needs-greeter>`
  })
  class HelloWorld {
  }
```

### Preserving whitespace

Removing whitespace can greatly reduce AOT-generated code size and speed up view creation. As of Angular 6, the default for `preserveWhitespaces` is false (whitespace is removed).

* To change the default setting for all components in your application, set `preserveWhitespaces` option of the AOT compiler.

* By default, the AOT compiler removes whitespace characters as follows:

  * Trims all whitespaces at the beginning and the end of a template.

  * Removes whitespace-only text nodes. For example,

    ```html
    <button>Action 1</button>  <button>Action 2</button>
    ```

    becomes:

    ```html
    <button>Action 1</button><button>Action 2</button>
    ```

  * Replaces a series of whitespace characters in text nodes with a single space.

    ```html
    &nbsp;&nbsp;&nbsp;&nbsp;some text
    ```

    becomes:

    ```html
    &nbsp;&nbsp;&nbsp;&nbsp;some text
    ```

* Does NOT alter text nodes inside HTML tags such as `<pre>` or `<textarea>`, where whitespace characters are significant.

* Note that these transformations can influence DOM nodes layout, although impact

* should be minimal.

* You can override the default behavior to preserve whitespace characters in certain fragments of a template. For example, you can exclude an entire DOM sub-tree by using the `ngPreserveWhitespaces` attribute.

```html
  <div ngPreserveWhitespaces>
    whitespaces are preserved here
    <span> and here </span>
  </div>
```

* You can force a single space to be preserved in a text node by using `&nbsp;`.

```html
  &nbsp;&nbsp;&nbsp;&nbsp;some text
```

* @Annotation

The `NgModule` metadata in the `@NgModule` decorator.

* Specifies a component's metadata.

```ts
export interface NgModule {
  /**
   * The relative path or URL of the module that contains the component.
   */
  moduleId?: string;
```
absolute URL of a template file for an Angular component. * If provided, do not supply an inline template using
`template`. * An inline template for an Angular component. If provided, do not supply a template file using
`templateUrl`. * One or more relative paths or absolute URLs for files containing CSS stylesheets to use
* in this component. * One or more animation `trigger()` calls, containing `*state()` and `transition()`
definitions. * See the [Animations guide](guide/animations) and animations API documentation. * One or more animation
`options`: * An encapsulation policy for the template and CSS styles. One of:

entryComponents?: Array<Type<any>|any[]>;
property is used for input binding.

The following example creates a component with two input properties, one of which is given a special binding name:

```typescript
@Component({
  selector: 'bank-account',
  template: `
    Bank Name: {{bankName}}
    Account Id: {{id}}
  `})
class BankAccount {
  // This property is bound using its original name.
  @Input() bankName: string;
  // this property value is bound to a different property name when this component is instantiated in a template.
  @Input('account-id') id: string;
}

@Component({
  selector: 'app',
  template: `
    <bank-account bankName="RBC" account-id="4747"></bank-account>
  `})
class App {}
```

@see [Input and Output properties](guide/inputs-outputs)

---

```
/**
 * Type of metadata for an 'Input' property.
 * @publicApi
 */
export interface Input {
  /**
   * The name of the DOM property to which the input property is bound.
   */
  bindingPropertyName?: string;
}

/**
 * @Annotation
 * @publicApi
 */
export const Input: InputDecorator = makePropDecorator('Input', (bindingPropertyName?: string) => ({bindingPropertyName}));

/**
 * Type of the 'Output' decorator / constructor function.
 *
 * The DOM property bound to the output property is automatically updated during change detection.
 * You can supply a name to use in templates when the component is instantiated, that maps to the name of the bound property. By default, the original name is used for output binding.
 * The DOM property to which the output property is bound is set in the prototype.
 * This property is not bound, and is not automatically updated by Angular.
 * normalizedBankName: string;
 * @Component({
 *   selector: 'app',
 *   template: '<bank-account bankName="RBC" account-id="4747"></bank-account>'
 * })
 * class App {
 *   @Input('account-id') id: string;
 * }

@Input('account-id') id: string;

@see [Input and Output properties](guide/inputs-outputs)

---

```
```
that attaches a click listener to a button and counts clicks.

```ts
@Directive({selector: 'button[Counting]'})
class CountClicks {
  @HostListener('click', ['$event.target'])
  onClick(btn) {
    console.log('button', btn, 'number of clicks:', this.numberOfClicks++)
  }
}
```

The following example registers another DOM event handler that listens for
key-press events.

```ts
import { HostListener, Component } from '@angular/core';

@Component({
  selector: 'app',
  template: `<h1>Hello, you have pressed keys {{counter}} number of
  times!</h1> Press any key to increment the counter.
  <button (click)="resetCounter()">Reset
  Counter</button>`
})
class AppComponent {
  counter = 0;
  @HostListener('window:keydown', ['$event'])
  handleKeyDown(event: KeyboardEvent) {
    this.counter++;
  }
  resetCounter() {
    this.counter = 0;
  }
}
```

@Annotation
@publicApi
*/

```ts
export let HostListener:
    HostListenerDecorator =
        makePropDecorator('HostListener', (eventName?: string, args?: string[]) =>
            {eventName, args}));

// render3CompileComponent, render3CompileDirective, render3CompilePipe,
// render3CompileNgModule, etc.
```
[providers](guide/glossary#provider) *Definition*). Usage without a generic type is deprecated.*

```typescript
@see [Deprecations](guide/deprecations#modulewithproviders-type-without-a-generic)
*/
export interface ModuleWithProviders<T> {
  ngModule: Type<T>;
  providers?: Provider[];
}

/**
 * Type of the NgModule decorator / constructor function.
 *
 * @usageNotes
 * Dependencies whose providers are listed here become available for injection into any component, directive, pipe or service that is a child of this injector.
 * The NgModule used for bootstrapping uses the root injector, and can provide dependencies to any part of the app.
 * A lazy-loaded module has its own injector, typically a child of the app root injector.
 * Lazy-loaded services are scoped to the lazy-loaded module's injector.
 * If a lazy-loaded module also provides the `UserService`, any component creating a within that module's context (such as by router navigation) gets the local instance of the service, not the instance in the root injector.
 *
 * Components in external modules continue to receive the instance provided by their injectors.
 *
 * The following example defines a class that is injected into the Hello World NgModule:
 *
```typescript
class Greeter {
  greet(name: string) {
    return 'Hello ' + name + '!
  }
}

@NgModule({
  providers: [Greeter]
})
class HelloWorld {
  greeter: Greeter;
  constructor(greeter: Greeter) {
    this.greeter = greeter;
  }
}
```
```

Components and directives are private by default. If this ModuleA does not export `UserService`, then only the components within this NgModule can use `UserService`.

```typescript
@NgModule({
  imports: [CommonModule]
})
class MainModule {
  ...
}
```

Angular automatically adds components in the module's bootstrap and route definitions into the `entryComponents` list.
Use this option to add components that are bootstrapped using one of the imperative techniques, such as `ViewContainerRef.createComponent()`.

The set of components that are bootstrapped when this module is bootstrapped. The components listed here are automatically added to `entryComponents`.

The set of schemas that declare elements to be allowed in the NgModule.

Elements and properties that are neither Angular components nor directives must be declared in a schema.

Allowed value are `NO_ERRORS_SCHEMA` and `CUSTOM_ELEMENTS_SCHEMA`.

@security When using one of `NO_ERRORS_SCHEMA` or `CUSTOM_ELEMENTS_SCHEMA` you must ensure that allowed elements and properties securely escape inputs.

A name or path that uniquely identifies this NgModule in `getModuleFactory`.

If left `undefined`, the NgModule is not registered with in `getModuleFactory`.

When present, this module is ignored by the AOT compiler.

It remains in distributed code, and the JIT compiler attempts to compile it at run time, in the browser.

To ensure the correct behavior, the app must import `@angular/compiler`.

@deprecated Since 9.0.0. With Ivy, this property is no longer necessary.

Use this option to add components that are bootstrapped using one of the imperative techniques, such as `ViewContainerRef.createComponent()`. The components listed here are automatically added to `entryComponents`.

The set of schemas that declare elements to be allowed in the NgModule.

Elements and properties that are neither Angular components nor directives must be declared in a schema.

Allowed value are `NO_ERRORS_SCHEMA` and `CUSTOM_ELEMENTS_SCHEMA`.

@security When using one of `NO_ERRORS_SCHEMA` or `CUSTOM_ELEMENTS_SCHEMA` you must ensure that allowed elements and properties securely escape inputs.

A name or path that uniquely identifies this NgModule in `getModuleFactory`.

If left `undefined`, the NgModule is not registered with in `getModuleFactory`.

When present, this module is ignored by the AOT compiler.

It remains in distributed code, and the JIT compiler attempts to compile it at run time, in the browser.

To ensure the correct behavior, the app must import `@angular/compiler`.

@deprecated Since 9.0.0. With Ivy, this property is no longer necessary.
ViewChildren, ViewChildrenDecorator} from './metadata/di';

export { Component, ComponentDecorator, Directive, DirectiveDecorator, HostBinding, HostListener, HostListenerDecorator, Input, InputDecorator, Output, OutputDecorator, Pipe, PipeDecorator } from './metadata/directives';

export { Component, ComponentDecorator, Directive, DirectiveDecorator, HostBinding, HostListener, HostListenerDecorator, Input, InputDecorator, Output, OutputDecorator, Pipe, PipeDecorator } from './metadata/directives';

export { DoBootstrap, ModuleWithProviders, NgModule, NgModuleDecorator } from './metadata/ng_module';

export { CUSTOM_ELEMENTS_SCHEMA, NO_ERRORS_SCHEMA, SchemaMetadata } from './metadata/schema';

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

declare global {
  const ngJitMode: boolean;
}

// Make this an ES module to be able to augment the global scope

event module {}

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

import { isPromise } from '../src/util/lang';

import { Inject, Injectable, InjectionToken, Optional } from './di';

/**
 * A [DI token](guide/glossary#di-token "DI token definition") that you can use to provide
 * one or more initialization functions.
 * The provided functions are injected at application startup and executed during
 * app initialization. If any of these functions returns a Promise, initialization
 * does not complete until the Promise is resolved.
 * You can, for example, create a factory function that loads language data or an external
 * configuration, and provide that function to the `APP_INITIALIZER` token.
 * The function is executed during the application bootstrap process and the needed data is available on startup.

 * @publicApi
 */
export const APP_INITIALIZER = new InjectionToken<Array<() => void>>('Application Initializer');

/**
 * A class that reflects the state of running `APP_INITIALIZER` functions.
 * @publicApi
 */
@Injectable()
export class ApplicationInitStatus {
  // TODO(issue/24571): remove '!'.
  private resolve!: Function;
  // TODO(issue/24571): remove '!'.
  private reject!: Function;
  private initialized = false;
  public readonly donePromise: Promise<any>;
  public readonly done = false;

  constructor(@Inject(APP_INITIALIZER) @Optional() private appInits: (() => any)[]) {
    this.donePromise = new Promise((res, rej) => {
      this.resolve = res;
      this.reject = rej;
    });
  }

  /** @internal */
  runInitializers() {
    if (this.initialized) {
      return;
    }

    const asyncInitPromises: Promise<any>[] = [];

    const complete = () => {
      (this as { done: boolean }).done = true;
      this.resolve();
    };

    if (this.appInits) {
      for (let i = 0; i < this.appInits.length; i++) {
        const initResult = this.appInits[i]();
        if (isPromise(initResult)) {
          asyncInitPromises.push(initResult);
        }
      }
    }

    Promise.all(asyncInitPromises).then(() => {
      complete();
    }).catch(e => {
      this.reject(e);
    });
  }
}

/**
 * A [DI token](guide/glossary#di-token "DI token definition") that provides a set of callbacks to
 * be called during the application bootstrapping process.
 * @publicApi
 */
export const PLATFORM_INITIALIZER = new InjectionToken<Array<() => void>>('Platform Initializer');

/**
 * A [DI token](guide/glossary#di-token "DI token definition") representing a unique string ID, used primarily for
 * prefixing application attributes and CSS styles when
 * @link ViewEncapsulation#Emulated ViewEncapsulation.Emulated is being used.
 * By default, the value is randomly generated and assigned to the application by Angular.
 * To provide a custom ID value, use a DI provider to configure the root (in the In Memory Injector) that uses this token.

 * @publicApi
 */
export const APP_ID = new InjectionToken<string>('AppId');

export function _appIdRandomProviderFactory() {
  return `${_randomChar()}_${_randomChar()}_${_randomChar()}`;
}

/**
 * Providers that generate a random `APP_ID_TOKEN`.
 * @publicApi
 */
export const APP_ID_RANDOM_PROVIDER = {
  provide: APP_ID,
  useFactory: _appIdRandomProviderFactory,
  deps: <any>[],
};

function _randomChar(): string {
  return String.fromCharCode(97 + Math.floor(Math.random() * 25));
}

/**
 * A [DI token](guide/glossary#di-token "DI token definition") representing a unique string ID, used primarily for
 * prefixing application attributes and CSS styles when
 * @link ViewEncapsulation#Emulated ViewEncapsulation.Emulated is being used.
 * By default, the value is randomly generated and assigned to the application by Angular.
 * To provide a custom ID value, use a DI provider to configure the root (in the In Memory Injector) that uses this token.

 * @publicApi
 */
export const PLATFORM_ID = new InjectionToken<Object>('Platform ID');

/**
 * A [DI token](guide/glossary#di-token "DI token definition") that provides a set of callbacks to be called for
every component that is bootstrapped.

Each callback must take a `ComponentRef` instance and return nothing.

```typescript
@ComponentRef => void
```

`APP_BOOTSTRAP_LISTENER` in new InjectionToken<Arrayциально<ComponentRef<any>>>() =>
void>(appBootstrapListener);`\n
A [DI token](guide/glossary#di-token \"DI token definition\") that indicates the root directory of\nthe application\n
```typescript
@export
```

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```typescript
import { Injectable } from './di';

@Injectable()
export class Console {
  log(message: string): void {
    // tslint:disable-next-line:no-console
    console.log(message);
  }

  // Note: for reporting errors use 'DOM.logError(' as it is platform specific
  warn(message: string): void {
    // tslint:disable-next-line:no-console
    console.warn(message);
  }
}
```

```typescript
import { LOCALE_ID } from '@angular/core';
import {
  platformBrowserDynamic } from '@angular/platform-browser-dynamic';
import { AppModule } from './app/app.module';

platformBrowserDynamic().bootstrapModule(AppModule, {
  providers: 
  [{provide: LOCALE_ID, useValue: 'en-US'}]
});
```

### Example

```typescript
import { TRANSLATIONS_FORMAT } from '@angular/core';
import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';
import { AppModule } from './app/app.module';

platformBrowserDynamic().bootstrapModule(AppModule, {
  providers: 
  [{provide: TRANSLATIONS_FORMAT, useValue: 'xlf'}]
});
```

Use this enum at bootstrap as an option of `bootstrapModule` to define the strategy when building the translation file.
case of missing translations:

- Error: throw if you have missing translations.
- Warning (default): show a warning in the console and/or shell.
- Ignore: do nothing.

See the [i18n guide](https://angular.io/guide/i18n#missing-translation) for more information.

* @usageNotes

* ### Example

```typescript
import { MissingTranslationStrategy } from '@angular/core';
import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';

const SWITCH_IVY_ENABLED__POST_R3__ = true;
const SWITCH_IVY_ENABLED__PRE_R3__ = false;

const ivyEnabled = SWITCH_IVY_ENABLED__PRE_R3__;

export const SWITCH_IVY_ENABLED__POST_R3__ = ivyEnabled;

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

export const SWITCH_IVY_ENABLED__POST_R3__ = true;
const SWITCH_IVY_ENABLED__PRE_R3__ = false;
export const ivyEnabled = SWITCH_IVY_ENABLED__PRE_R3__;

export const SWITCH_IVY_ENABLED__POST_R3__ = ivyEnabled;

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 */

import { Injectable } from '../di/injectable';
import { InjectionToken } from '../di/injection_token';
import { StaticProvider } from '../di/interface/provider';
import { MissingTranslationStrategy } from '../i18n/tokens';
import { Type } from '../interface/type';
import { ViewEncapsulation } from '../metadata';
import { ComponentFactory as ComponentFactoryR3 } from '../render3/component_ref';
import { getComponentDef, getNgModuleDef } from '../render3/definition';
import { NgModuleFactory as NgModuleFactoryR3 } from '../render3/ng_module_ref';
import { maybeUnwrapFn } from '../render3/util/misc_utils';

import { ComponentFactory } from './component_factory';
import { NgModuleFactory } from './ng_module_factory';

/**
 * Combination of NgModuleFactory and ComponentFactories.
 *
 * @publicApi
 */
export class ModuleWithComponentFactories<T> {
  constructor(
    public ngModuleFactory: NgModuleFactory<T>,
    public componentFactories: ComponentFactory<any>[])
}

function _throwError() {
  throw new Error(`Runtime compiler is not loaded`);
}

const Compiler_compileModuleSync__PRE_R3__: <T>(moduleType: Type<T>) => NgModuleFactory<T> =
    _throwError as any;
export const Compiler_compileModuleSync__POST_R3__: <T>(moduleType: Type<T>) =>
    NgModuleFactory<T> = function<T>(moduleType: Type<T>): NgModuleFactory<T> {
      return Promise.resolve(Compiler_compileModuleSync__POST_R3__(moduleType));
    };
const Compiler_compileModuleSync = Compiler_compileModuleSync__PRE_R3__;

const Compiler_compileModuleAsync__PRE_R3__: <T>(moduleType: Type<T>) =>
    Promise<NgModuleFactory<T>> = _throwError as any;
export const Compiler_compileModuleAsync__POST_R3__: <T>(moduleType: Type<T>) =>
    Promise<NgModuleFactory<T>> = function<T>(moduleType: Type<T>): Promise<NgModuleFactory<T>> {
      return Promise.resolve(Compiler_compileModuleAsync__POST_R3__(moduleType));
    };
const Compiler_compileModuleAsync = Compiler_compileModuleAsync__PRE_R3__;

const Compiler_compileModuleAndAllComponentsSync__PRE_R3__: <T>(moduleType: Type<T>) =>
    NgModuleFactory<T> = function<T>(moduleType: Type<T>): NgModuleFactory<T> {
      const ngModuleFactory = getNgModuleFactory(moduleType);
      const moduleDef = getNgModuleFactory(moduleType);
      return new NgModuleFactory<T>(moduleType, moduleDef);
    };
const Compiler_compileModuleAndAllComponentsSync = Compiler_compileModuleAndAllComponentsSync__PRE_R3__;

const Compiler_compileModuleAndAllComponentsAsync__PRE_R3__: <T>(moduleType: Type<T>) =>
    Promise<NgModuleFactory<T>> = function<T>(moduleType: Type<T>): Promise<NgModuleFactory<T>> {
      return Promise.resolve(Compiler_compileModuleAndAllComponentsAsync__PRE_R3__(moduleType));
    };
const Compiler_compileModuleAndAllComponentsAsync = Compiler_compileModuleAndAllComponentsAsync__PRE_R3__;

const Compiler_compileModuleAndAllComponentsSync__POST_R3__: <T>(moduleType: Type<T>) =>
    NgModuleFactory<T> = function<T>(moduleType: Type<T>): NgModuleFactory<T> {
      const ngModuleFactory = getNgModuleFactory(moduleType);
      return new NgModuleFactory<T>(moduleType, ngModuleFactory, componentFactories);
    };
const Compiler_compileModuleAndAllComponentsSync = Compiler_compileModuleAndAllComponentsSync__POST_R3__;

const Compiler_compileModuleAndAllComponentsAsync__POST_R3__: <T>(moduleType: Type<T>) =>
    Promise<NgModuleFactory<T>> = function<T>(moduleType: Type<T>): Promise<NgModuleFactory<T>> {
      return Promise.resolve(Compiler_compileModuleAndAllComponentsAsync__POST_R3__(moduleType));
    };
const Compiler_compileModuleAndAllComponentsAsync = Compiler_compileModuleAndAllComponentsAsync__POST_R3__;

const Compiler_compileModuleAndAllComponentsSync__PRE_R3__ = new NgModuleFactory<T>(moduleType, ngModuleFactory, componentFactories);
const Compiler_compileModuleAndAllComponentsAsync__PRE_R3__ = new Promise<NgModuleFactory<T>>(
    function(resolve) {
      resolve(new NgModuleFactory<T>(moduleType, ngModuleFactory, componentFactories));
    });
const Compiler_compileModuleAndAllComponentsSync = Compiler_compileModuleAndAllComponentsSync__PRE_R3__;
const Compiler_compileModuleAndAllComponentsAsync = Compiler_compileModuleAndAllComponentsAsync__PRE_R3__;

```
Compiler_compileModuleAndAllComponentsAsync__PRE_R3__: <T>(moduleType: Type<T>) =>
Promise<ModuleWithComponentFactories<T>> = _throwError as any;

export const Compiler_compileModuleAndAllComponentsAsync__POST_R3__: <T>(moduleType: Type<T>) =>
Promise<ModuleWithComponentFactories<T>> = function<T>(moduleType: Type<T>):
Promise<ModuleWithComponentFactories<T>> {
  return Promise.resolve(Compiler_compileModuleAndAllComponentsSync__POST_R3__(moduleType));
};

const Compiler_compileModuleAndAllComponentsAsync =
Compiler_compileModuleAndAllComponentsAsync__PRE_R3__;

/**
 * Low-level service for running the angular compiler during runtime to create ComponentFactories
 * which can later be used to create a Component instance. Each `@NgModule` provides an own `Compiler` to its injector
 * that will use the directives/pipes of the ng module for compilation of components.
 * Compiles the given NgModule and all of its components.
 * All templates of the components listed in `entryComponents` have to be inlined.
 * Compiles the given NgModule and all of its components.
 */
@Injectable()
export class Compiler {
  compileModuleSync:
<T>(moduleType: Type<T>) => NgModuleFactory<T> = Compiler_compileModuleSync;

  compileModuleAsync:
<T>(moduleType: Type<T>) =>
Promise<NgModuleFactory<T>> = Compiler_compileModuleAsync;

  compileModuleAndAllComponentsSync:
<T>(moduleType: Type<T>) => ModuleWithComponentFactories<T> =
Compiler_compileModuleAndAllComponentsSync;

  compileModuleAndAllComponentsAsync: 
<T>(moduleType: Type<T>) =>
Promise<ModuleWithComponentFactories<T>> = Compiler_compileModuleAndAllComponentsAsync;

  clearCache(): void {}

  clearCacheFor(type: Type<any>) {}

  getModuleId(moduleType: Type<any>): string|undefined {
    return undefined;
  }
}

/**
 * Options for creating a Compiler
 */
export type CompilerOptions = {
  useJit?: boolean,
  defaultEncapsulation?: ViewEncapsulation,
  providers?: StaticProvider[],
  missingTranslation?: MissingTranslationStrategy,
  preserveWhitespaces?: boolean,
};

/**
 * A factory for creating a Compiler
 */
export abstract class CompilerFactory {
  abstract createCompiler(options?: CompilerOptions[]): Compiler;
}

/**
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 */
import {global} from './global';

export function getNativeRequestAnimationFrame() {
  let nativeRequestAnimationFrame: (callback: FrameRequestCallback) => number =
      global['requestAnimationFrame'];
  let nativeCancelAnimationFrame: (handle: number) => void =
      global['cancelAnimationFrame'];
  if (typeof Zone !== 'undefined' && nativeRequestAnimationFrame &&
nativeCancelAnimationFrame) {
    // use unpatched version of requestAnimationFrame(native delegate) if possible
    // to avoid another Change detection
    const unpatchedRequestAnimationFrame =
(nativeRequestAnimationFrame as any)((zone as any)._symbol__('OriginalDelegate'));
    if (unpatchedRequestAnimationFrame) {
const unpatchedCancelAnimationFrame =
(nativeCancelAnimationFrame as any)((zone as any)._symbol__('OriginalDelegate'));
  }

  return Promise.resolve(Compiler_compileModuleAndAllComponentsSync__moduleType)(moduleType);
};

const promise: Promise<any> = (() => Promise.resolve(0));

declare const Zone: any;

export function scheduleMicroTask(fn: Function) {
  if (typeof Zone === 'undefined') {
    // use promise to schedule microTask
    promise.then(() => {
      fn && fn.apply(null, null);
    });
  } else {
    Zone.current.scheduleMicroTask('scheduleMicrotask', fn);
  }
}

/**
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 */
import {global} from './global';

export function getNativeRequestAnimationFrame() {
  let nativeRequestAnimationFrame: (callback: FrameRequestCallback) => number =
      global['requestAnimationFrame'];
  let nativeCancelAnimationFrame: (handle: number) => void =
      global['cancelAnimationFrame'];
  if (typeof Zone !== 'undefined') {
    // use unpatched version of requestAnimationFrame(native delegate) if possible
    // to avoid another Change detection
    const unpatchedRequestAnimationFrame =
(nativeRequestAnimationFrame as any)((zone as any)._symbol__('OriginalDelegate'));
    if (unpatchedRequestAnimationFrame) {
const unpatchedCancelAnimationFrame =
(nativeCancelAnimationFrame as any)((zone as any)._symbol__('OriginalDelegate'));
  }

  return Promise.resolve(Compiler_compileModuleAndAllComponentsSync__moduleType)(moduleType);
};

const promise: Promise<any> = (() => Promise.resolve(0));

declare const Zone: any;

export function scheduleMicroTask(fn: Function) {
  if (typeof Zone === 'undefined') {
    // use promise to schedule microTask
    promise.then(() => {
      fn && fn.apply(null, null);
    });
  } else {
    Zone.current.scheduleMicroTask('scheduleMicrotask', fn);
  }
}
```
nativeCancelAnimationFrame = unpatchedCancelAnimationFrame;
} return
[nativeRequestAnimationFrame, nativeCancelAnimationFrame];

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

import {EventEmitter} from '../event_emitter';
import {global} from '../util/global';
import {getNativeRequestAnimationFrame} from '../util/raf';

/**
 * An injectable service for executing work inside or outside of the Angular zone.
 * The most common use of this service is to optimize performance when starting a work consisting of
 * one or more asynchronous tasks that don't require UI updates or error handling to be handled by
 * Angular. Such tasks can be kicked off via
 * @link #runOutsideAngular and if needed, these tasks
 * can reenter the Angular zone via @link #run.
 * @component {NgZone} from @angular/core;
 * @import {NgIf} from '@angular/common';
 *
 * @Component({
 *   selector: 'ng-zone-demo',
 *   template: `<h2>Demo: NgZone</h2>
 *
 *     <p>Progress: {{progress}}%</p>
 *     <p *ngIf="progress >= 100">Done processing {{label}} of Angular
 *     zone!</p>
 *   }
 * })
 * export class NgZoneDemo {
 *   progress: number = 0;
 *   label: string = 'inside';
 *
 *   constructor(private _ngZone: NgZone) {
 *     // Loop inside the Angular zone
 *     this._ngZone.runOutsideAngular(() => {
 *       this._increaseProgress(() => {
 *         // reenter the Angular zone and display done
 *         this._ngZone.run(() => { console.log('Inside Done!'); });
 *       });
 *     });
 *   }
 *
 *   _increaseProgress(doneCallback: () => void) {
 *     this.progress += 1;
 *     console.log(`Current progress: ${this.progress}%`);
 *     if (this.progress >= 100) {
 *       doneCallback();
 *     } else {
 *       this._ngZone.run(() => {
 *         console.log('Outside Done!');
 *       });
 *       this._increaseProgress(doneCallback);
 *     }
 *   }
 * }
 */

constructor({enableLongStackTrace = false, shouldCoalesceEventChangeDetection = false}) {
  if (typeof Zone === 'undefined') {
    throw new Error(`In this configuration Angular requires Zone.js`);
  }

  Zone.assertZonePatched();
  const self = this as any as NgZonePrivate;
  this._nesting = 0;
  this._outer = this._inner = Zone.current;
  if ((Zone as any)['wtfZoneSpec']) {
    this._inner = this._inner.fork((Zone as any)['wtfZoneSpec']);
  }
  if ((Zone as any)['TaskTrackingZoneSpec']) {
    this._inner = this._inner.fork(new ((Zone as any)['TaskTrackingZoneSpec'] as any));
  }
  if (enableLongStackTrace && (Zone as any)['longStackTraceZoneSpec']) {
    this._inner = this._inner.fork((Zone as any)['longStackTraceZoneSpec']);
  }
  this.hasPendingMacrotasks = true;
  this.hasPendingMicrotasks = true;
  this.isStable = false;
  this.onUnstable = new EventEmitter(false);
  this.onMicrotaskEmpty = new EventEmitter(false);
  this.onStable = new EventEmitter(false);
  this.onError = new EventEmitter(false);
  this._nesting = 0;

  this.shouldCoalesceEventChangeDetection = shouldCoalesceEventChangeDetection;
  this._lastRequestAnimationFrameId = -1;
  this._nativeRequestAnimationFrame = getNativeRequestAnimationFrame().nativeRequestAnimationFrame;
  this._forkInnerZoneWithAngularBehavior = null;
}
Zone.current.get('isAngularZone') === true; static assertInAngularZone(): void {
  if (!NgZone.isInAngularZone()) {
    throw new Error('Expected to be in Angular Zone, but it is not!');
  }
}

NgZone.isInAngularZone(): boolean {
  return Zone.current.get('isAngularZone') === true;
}

static assertInAngularZone(): void {
  if (!NgZone.isInAngularZone()) {
    throw new Error('Expected to be in Angular Zone, but it is not!');
  }
}

static assertNotInAngularZone(): void {
  if (NgZone.isInAngularZone()) {
    throw new Error('Expected to not be in Angular Zone, and it is!');
  }
}

/**
 * Executes the `fn` function synchronously within the Angular zone and returns value returned by
 * the function.
 * Running functions via `run` allows you to reenter Angular zone from a task that was executed
 * outside of the Angular zone (typically started via { @link #runOutsideAngular }).
 * Any future tasks or microtasks scheduled from within this function will continue executing from
 * within the Angular zone.
 * If a synchronous error happens it will be rethrown and not reported via `onError`.
 * Running functions via `runTask` allows you to reenter Angular zone from a task as and returns value
 * returned by the function.
 * Running functions via `run` allows you to reenter Angular zone from a task that was executed
 * outside of the Angular zone (typically started via { @link #runOutsideAngular }).
 * Any future tasks or microtasks scheduled from within this function will continue executing from
 * within the Angular zone.
 * If a synchronous error happens it will be rethrown and not reported via `onError`.
 * Running functions via `runGuarded` allows you to escape Angular's zone and do work that
 * doesn't trigger Angular change-detection or is subject to Angular's error handling.
 * Any future tasks or microtasks scheduled from within this function will continue executing from
 * outside of the Angular zone.
 * Use { @link #run } to reenter the Angular zone and do work that updates the application model.
 * Running functions via `runOutsideAngular` allows you to escape Angular's zone and do work that
 * doesn't trigger Angular change-detection or is subject to Angular's error handling.
 * Any future tasks or microtasks scheduled from within this function will continue executing from
 * outside of the Angular zone.
 * Use { @link #run } to reenter the Angular zone and do work that updates the application model.
 */

checkStable(zone: NgZonePrivate) {
  if (zone._nesting == 0 && !zone.hasPendingMicrotasks && !zone.isStable)
  {
    try {
      zone._nesting++;
      zone.onMicrotaskEmpty.emit(null);
    } finally {
      zone._nesting--;
      if (!zone.hasPendingMicrotasks)
      {
        try {
          zone.runOutsideAngular(() => zone.onStable.emit(null));
        } finally {
          zone.isStable = true;
        }
      }
    }
  }
}

function forkInnerZoneWithAngularBehavior(zone: NgZonePrivate) {
  Zone.current.get('isAngularZone') === true; static assertInAngularZone(): void {
  if (!NgZone.isInAngularZone()) {
    throw new Error('Expected to be in Angular Zone, but it is not!');
  }
}

NgZone.isInAngularZone(): boolean {
  return Zone.current.get('isAngularZone') === true;
}

static assertInAngularZone(): void {
  if (!NgZone.isInAngularZone()) {
    throw new Error('Expected to be in Angular Zone, but it is not!');
  }
}

static assertNotInAngularZone(): void {
  if (NgZone.isInAngularZone()) {
    throw new Error('Expected to not be in Angular Zone, and it is!');
  }
}

/**
 * Executes the `fn` function synchronously within the Angular zone and returns value returned by
 * the function.
 * Running functions via `run` allows you to reenter Angular zone from a task that was executed
 * outside of the Angular zone (typically started via { @link #runOutsideAngular }).
 * Any future tasks or microtasks scheduled from within this function will continue executing from
 * within the Angular zone.
 * If a synchronous error happens it will be rethrown and not reported via `onError`.
 * Running functions via `runTask` allows you to reenter Angular zone from a task as and returns value
 * returned by the function.
 * Running functions via `run` allows you to reenter Angular zone from a task that was executed
 * outside of the Angular zone (typically started via { @link #runOutsideAngular }).
 * Any future tasks or microtasks scheduled from within this function will continue executing from
 * within the Angular zone.
 * If a synchronous error happens it will be rethrown and not reported via `onError`.
 * Running functions via `runGuarded` allows you to escape Angular's zone and do work that
 * doesn't trigger Angular change-detection or is subject to Angular's error handling.
 * Any future tasks or microtasks scheduled from within this function will continue executing from
 * outside of the Angular zone.
 * Use { @link #run } to reenter the Angular zone and do work that updates the application model.
 */

checkStable(zone: NgZonePrivate) {
  if (zone._nesting == 0 && !zone.hasPendingMicrotasks && !zone.isStable)
  {
    try {
      zone._nesting++;
      zone.onMicrotaskEmpty.emit(null);
    } finally {
      zone._nesting--;
      if (!zone.hasPendingMicrotasks)
      {
        try {
          zone.runOutsideAngular(() => zone.onStable.emit(null));
        } finally {
          zone.isStable = true;
        }
      }
    }
  }
}

function forkInnerZoneWithAngularBehavior(zone: NgZonePrivate) {

function updateMicroTaskStatus(zone: NgZonePrivate) {
  if (zone._hasPendingMicrotasks ||
    (zone.shouldCoalesceEventChangeDetection && zone.lastRequestAnimationFrameId !== -1)) {
    zone.hasPendingMicrotasks = true;
  } else {
    zone.hasPendingMicrotasks = false;
  }
}

function onEnter(zone: NgZonePrivate) {
  zone._nesting++;
  if (zone.isStable) {
    zone.isStable = false;
    zone.onUnstable.emit(null);
  }
}

function onLeave(zone: NgZonePrivate) {
  zone._nesting--;
  checkStable(zone);
}

/**
 * Provides a noop implementation of `NgZone` which does nothing. This zone
 * requires explicit calls to framework to perform rendering. */
export class NoopNgZone implements NgZone {
  readonly hasPendingMicrotasks: boolean = false;
  readonly hasPendingMacrotasks: boolean = false;
  readonly isStable: boolean = true;
  readonly onUnstable: EventEmitter<any> = new EventEmitter();
  readonly onMicrotaskEmpty: EventEmitter<any> = new EventEmitter();
  readonly onStable: EventEmitter<any> = new EventEmitter();
  readonly onError: EventEmitter<any> = new EventEmitter();

  run<T>(fn: (...args: any[]) => T, applyThis?: any, applyArgs?: any): T {
    return fn.apply(applyThis, applyArgs);
  }

  runGuarded<T>(fn: (...args: any[]) => any, applyThis?: any, applyArgs?: any): T {
    return fn.apply(applyThis, applyArgs);
  }

  runOutsideAngular<T>(fn: (...args: any[]) => T): T {
    return fn();
  }

  runTask<T>(fn: (...args: any[]) => T, applyThis?: any, applyArgs?: any, name?: string): T {
    return fn.apply(applyThis, applyArgs);
  }
}

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

import {Injectable} from '../di';
import {scheduleMicroTask} from '../util/microtask';
import {NgZone} from '../zone/ng_zone';

/**
 * Testability API.
 * `declare` keyword causes tsickle to generate externs, so these methods are
 * not renamed by
 * Closure Compiler.`
 * @publicApi
 */
export declare interface PublicTestability {
  isStable(): boolean;
  whenStable(callback: Function, timeout?: number, updateCallback?: Function): void;
  findProviders(using: any, provider: string, exactMatch: boolean): any[];
}

// Angular internal, not intended for public API.
export interface PendingMacrotask {
  source: string;
  creationLocation: Error;
  runCount?: number;
  data?: TaskData;
}

export interface TaskData {
  target?: XMLHttpRequest;
  delay?: number;
  isPeriodic?: boolean;
}

// Angular internal, not intended for public API.
export type DoneCallback = (didWork: boolean, tasks?: PendingMacrotask[]) => void;
export type UpdateCallback = (tasks: PendingMacrotask[]) => boolean;
export type WaitCallback = {
  timeoutId: any;
  doneCb: DoneCallback;
  updateCb?: UpdateCallback;
};
UpdateCallback;

/**
 * The Testability service provides testing hooks that can be accessed from
 * the browser and by services such as Protractor. Each bootstrapped Angular
 * application on the page will have an instance of Testability.
 */

// @publicApi
// @Injectable()
export class Testability {
  private _pendingCount: number = 0;
  private _isZoneStable: boolean = true;

  // Whether any work was done since the last 'whenStable' callback.
  // This is useful to detect if this could have potentially destabilized
  // another component while it is stabilizing.

  // * @internal
  // * private _didWork: boolean = false;
  // * private _callbacks: WaitCallback[] = [];

  constructor(private _ngZone: NgZone) {
    this._watchAngularEvents();
    _ngZone.run(() => {
      this.taskTrackingZone =
          typeof Zone == 'undefined' ? null : Zone.current.get('TaskTrackingZone');
    });

    // Schedule the call backs in a new frame so that it is always async.

    // Copy the tasks data so that we don't leak tasks.
    return thisTaskTrackingZone?.macroTasks.map((t: Task)
    => {
      return {
        source: t.source,
        // From TaskTrackingZone:
        // https://github.com/angular/zone.js/blob/master/lib/zone-spec/task-tracking.ts#L40
        creationLocation: (t as any).creationLocation as Error,
        data: t.data
      };
    });
  }

  // Wait for the application to be stable with a timeout. If the timeout
  // is reached before that happens, the callback receives a list of the macro
  // tasks that were pending, otherwise null.

  // The callback to invoke when Angular is stable or the timeout expires
  // whichever comes first.

  // The maximum time to wait for Angular to become stable. If not specified,
  // whenStable() will wait forever.

  // Get the number of pending requests

  // @deprecated pending requests are now tracked with zones.

  // Increases the number of pending requests

  // Decreases the number of pending requests

  // Whether an associated application is stable

  // Schedules the call backs in a new frame so that it is always async.

  whenStable(doneCb: Function, timeout?: number, updateCb?: Function): void {
    // These arguments are 'Function' above to keep the public API simple.
    this.addCallback(doneCb as DoneCallback, timeout, updateCb as UpdateCallback);

    // Get the number of pending requests

    // @deprecated pending requests are now tracked with zones

    return null;
  }

  getPendingRequestCount(): number {
    return
  }

  // Get the number of pending tasks

  // @deprecated pending requests are now tracked with zones

  getPendingTaskCount(): number {
    return
  }

  // The Testability service provides testing hooks that can be accessed from
  // the browser and by services such as Protractor. Each bootstrapped Angular
  // application on the page will have an instance of Testability.
  // * @publicApi
  // * @Injectable()
  // * export class Testability implements PublicTestability {
  // *  private _pendingCount: number = 0;
  // *  private _isZoneStable: boolean = true;
  // *  Whether any work was done since the last 'whenStable' callback. This is
  // *  useful to detect if this could have potentially destabilized another
  // *  component while it is stabilizing.
  // *  * @internal
  // *  * private _didWork: boolean = false;
  // *  * private _callbacks: WaitCallback[] = [];
  // *  }
  // *
  // * The Testability service provides testing hooks that can be accessed from
  // * the browser and by services such as Protractor. Each bootstrapped Angular
  // * application on the page will have an instance of Testability.
  // * * @publicApi
  // * * @Injectable()
  // * * export class Testability implements PublicTestability {
  // * *  private _pendingCount: number = 0;
  // * *  private _isZoneStable: boolean = true;
  // * *  Whether any work was done since the last 'whenStable' callback. This is
  // * *  useful to detect if this could have potentially destabilized another
  // * *  component while it is stabilizing.
  // * *  * @internal
  // * *  * private _didWork: boolean = false;
  // * *  * private _callbacks: WaitCallback[] = [];
  // * *  }
  // */
  // */
  // }
this._pendingCount;  

/**
 * Find providers by name
 * @param provider The root element to search from
 * @param provider The name of binding variable
 * @param exactMatch Whether using exactMatch
 * @param findProviders(using: any, provider: string, exactMatch: boolean): any
 * // TODO(juliemr): implement.
 * return [];
 * @param this
 * @property
 * @return
 */

/**
 * A global registry of @link Testability instances for specific elements.
 */

/**
 * Registers an application with a testability hook so that it can be tracked
 * @param token token of application, root element
 * @param registerApplication(token: any, testability: Testability)
 * // this._applications.set(token, testability);

/**
 * Register application to testability registry
 * @param token token of application
 * @param testability Testability
 */

/**
 * Unregister an application
 * @param token token of application
 */

/**
 * Unregister all applications
 */

/**
 * Get a testability hook associated with the application
 * @param token token of application, root element
 * @return
 */

/**
 * Get all registered testabilities
 */

/**
 * Get all registered root elements
 */

/**
 * Find testability of a node in the Tree
 * @param elem node
 * @param findInAncestors whether finding testability in ancestors if
testability was not found in node
 * @param findInAncestors: boolean = true);
 */

/**
 * Set the @link GetTestability implementation
 */

import './util/ng_jit_mode';

import {merge, Observable, Observer, Subscription} from 'rxjs';
import {share} from 'rxjs/operators';

import {ApplicationInitStatus} from './application_init';
import {APP_BOOTSTRAP_LISTENER, PLATFORM_INITIALIZER} from './platform_initializer';
import {getCompilerFacade} from './compiler/compiler_facade';
import {Console} from './console';
import {@Injectable, InjectionToken, Injector, StaticProvider} from './di';
import {INJECTOR_SCOPE} from './di/scope';
import {ErrorHandler} from './error_handler';
import {DEFAULT_LOCALE_ID} from './i18n/localization';
import {LOCALE_ID} from './i18n/tokens';
import {Type} from './interface/type';
import {ivyEnabled} from './ivy_switch';
import {COMPILER_OPTIONS, CompilerFactory, CompilerOptions} from './linker/compiler';
import {ComponentFactory, ComponentRef} from './linker/component_factory';
import {ComponentFactoryBoundToModule, ComponentFactoryResolver} from './linker/component_factory_resolver';
import {InternalNgModuleRef, NgModuleFactory, NgModuleRef} from './linker/ng_module_factory';
import {InternalViewRef, ViewRef} from './linker/view_ref';
import {isComponentResourceResolutionQueueEmpty, resolveComponentResources} from './metadata/resource_loading';
import {assertNgModuleType} from './render3/assert';
import {R3ComponentFactory} from './render3/component_ref';
import {setLocaleId} from './render3/i18n/i18n_locale_id';
import {setJitOptions} from './render3/jit/jit_options';
import {R3NgModuleFactory} from './render3/ng_module_ref';
import {_publishDefaultGlobalUtils as _publishDefaultGlobalUtils} from './render3/util/global_utils';
import {Testability, TestabilityRegistry} from './testability/testability';
import {isDevMode} from './util/is_dev_mode';
import {isPromise} from './util/promise';
import {ApplicationInitStatus} from './util/ng_jit_mode';

/**
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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 './util/ng_jit_mode';

import {merge, Observable, Observer, Subscription} from 'rxjs';
import {share} from 'rxjs/operators';

import {ApplicationInitStatus} from './application_init';
import {APP_BOOTSTRAP_LISTENER, PLATFORM_INITIALIZER} from './platform_initializer';
import {getCompilerFacade} from './compiler/compiler_facade';
import {Console} from './console';
import {@Injectable, InjectionToken, Injector, StaticProvider} from './di';
import {INJECTOR_SCOPE} from './di/scope';
import {ErrorHandler} from './error_handler';
import {DEFAULT_LOCALE_ID} from './i18n/localization';
import {LOCALE_ID} from './i18n/tokens';
import {Type} from './interface/type';
import {ivyEnabled} from './ivy_switch';
import {COMPILER_OPTIONS, CompilerFactory, CompilerOptions} from './linker/compiler';
import {ComponentFactory, ComponentRef} from './linker/component_factory';
import {ComponentFactoryBoundToModule, ComponentFactoryResolver} from './linker/component_factory_resolver';
import {InternalNgModuleRef, NgModuleFactory, NgModuleRef} from './linker/ng_module_factory';
import {InternalViewRef, ViewRef} from './linker/view_ref';
import {isComponentResourceResolutionQueueEmpty, resolveComponentResources} from './metadata/resource_loading';
import {assertNgModuleType} from './render3/assert';
import {R3ComponentFactory} from './render3/component_ref';
import {setLocaleId} from './render3/i18n/i18n_locale_id';
import {setJitOptions} from './render3/jit/jit_options';
import {NgModuleFactory as R3NgModuleFactory} from './render3/ng_module_ref';
import {publishDefaultGlobalUtils as _publishDefaultGlobalUtils} from './render3/util/global_utils';
import {Testability, TestabilityRegistry} from './testability/testability';
import {isDevMode} from './util/is_dev_mode';
import {isPromise} from './util/promise';
import {ApplicationInitStatus} from './util/ng_jit_mode';
different libraries or parts of the application. Identifies the new platform factory.

*param name Identifies the new platform factory.

*param providers A set of dependency providers for platforms created with the new factory.

* @param name Identifies the new platform factory.

* @param providers A set of dependency providers for platforms created with the new factory.

*export function createPlatformFactory(name, providers) => PlatformRef

*platformFactory: ((extraProviders?: StaticProvider[]) => PlatformRef)null, name: string, providers: StaticProvider[] = []) => (extraProviders?: StaticProvider[]) => PlatformRef {
  const desc = `Platform: ${name}`;
  const marker = new InjectionToken(desc);
  return (extraProviders: StaticProvider[] = []) => {
    let platform = getPlatform();
    if (!platform) {
      return assertPlatform(marker);
    } else {
      const injectedProviders = providers.concat(extraProviders).concat({provide: marker, useValue: true});
      providers.concat(extraProviders).concat({provide: marker, useValue: true});
      provide: INJECTOR_SCOPE
      useValue: 'platform'
    });
    createPlatform(Injector.create({providers: injectedProviders, name: desc}));
    if (!platform || platform.injector.get(ALLOW_MULTIPLE_PLATFORMS, false)) {
      if (parentPlatformFactory) {
        parentPlatformFactory(providers.concat(extraProviders));
      } else {
        const injectedProviders = providers.concat(extraProviders).concat({provide: marker, useValue: true}, {
          provide: INJECTOR_SCOPE,
          useValue: 'platform'
        });
        createPlatform(Injector.create({providers: injectedProviders, name: desc}));
      }
    } else {
      if (!platform) {
        throw new Error('No platform exists!');
      } else if (!platform.injector.get(requiredToken, null)) {
        throw new Error('A platform with a different configuration has been created. Please destroy it first.');
      }
      return platform;
    }
  }

/**
 * Checks that there is currently a platform that contains the given token as a provider.
 * Checks that there is currently a platform that contains the given token as a provider.
 * @publicApi
 */
export function assertPlatform(requiredToken: any): PlatformRef {
  const platform = getPlatform();
  if (!platform) {
    throw new Error('No platform exists!');
  }
  if (!platform.injector.get(requiredToken, null)) {
    throw new Error('A platform with a different configuration has been created. Please destroy it first.');
  }
  return platform;
}

/**
 * Destroys the current Angular platform and all Angular applications on the page.
 * Destroys the current Angular platform and all Angular applications on the page.
 * @publicApi
 */
export function destroyPlatform(): void {
  if (_platform && !_platform.destroyed) {
    _platform.destroy();
  }
}

/**
 * Returns the current platform.
 * Returns the current platform.
 * @publicApi
 */
export function getPlatform(): PlatformRef|null {
  return _platform && !_platform.destroyed ? _platform : null;
}

/**
 * The Angular platform is the entry point for Angular on a web page.
 * The Angular platform is the entry point for Angular on a web page.
 * Each page has exactly one platform. Services (such as reflection) which are common to every Angular application running on the page are bound in its scope.
 * A page's platform is initialized implicitly when a platform is created using a platform
 * factory such as `PlatformBrowser`, or explicitly by calling the `createPlatform()` function.
 * The Angular platform is the entry point for Angular on a web page.
 * Each page has exactly one platform. Services (such as reflection) which are common to every Angular application running on the page are bound in its scope.
 * A page's platform is initialized implicitly when a platform is created using a platform
 * factory such as `PlatformBrowser`, or explicitly by calling the `createPlatform()` function.
 */
@Injectable()
export class PlatformRef {
  private _modules: NgModuleRef<any>[] = [];
  private _destroyListeners: Function[] = [];
  private _destroyed: boolean = false;

  /**
   * Creates an instance of an NgModule for the given platform for offline compilation.
   * Creates an instance of an NgModule for the given platform for offline compilation.
   * @usageNotes
   *
   * The following example creates the NgModule for a browser platform.
   * The following example creates the NgModule for a browser platform.
   * ```typescript
   * NgModuleModuleRef<any[]> = []; private _destroyListeners: Function[] = [];
   * private _destroyed: boolean = false;
   * ```
   */
  constructor(private injector: Injector) {
    this._modules = []; this._destroyListeners = [];
    this._destroyed = false;
  }

  /**
   * Creates an instance of an NgModule for the given platform for offline compilation.
   * Creates an instance of an NgModule for the given platform for offline compilation.
   * ```typescript
   * NgModuleModuleRef<any[]> = []; private _destroyListeners: Function[] = [];
   * private _destroyed: boolean = false;
   * ```
   */
  bootstrapModuleFactory<M>(moduleFactory: NgModuleFactory<M>, options?: BootstrapOptions): Promise<NgModuleRef<M>> {
    // Note: We need to create the NgZone _before_ we instantiate the module, so as instantiating the module creates some providers eagerly.
    // We need to create the NgZone _before_ we instantiate the module, so as instantiating the module creates some providers eagerly.
    // So we create a mini parent injector that just contains the new NgZone and pass that as parent to the NgModuleFactory.
    // So we create a mini parent injector that just contains the new NgZone and pass that as parent to the NgModuleFactory.
    const ngZoneOption = options ? options.ngZone : undefined;
    const ngZone = ngZoneOption = options ? options.ngZone : undefined;
    const ngZoneEventCoalescing = (options && options.ngZoneEventCoalescing) ||
  }
}
const ngZone = getNgZone(ngZoneOption, ngZoneEventCoalescing);
    const providers: provider[] = [
        {provide: NgZone, useValue: ngZone}
    ];
    // Attention: Don't use ApplicationRef.run here,
    // as we want to be sure that all possible constructor calls are inside `ngZone.run()
    return ngZone.run(() => {
        const ngZoneInjector = Injector.create(
            {providers: providers, parent: this.injector, name: moduleFactory.moduleType.name});
        const moduleRef = moduleFactory.create(ngZoneInjector);
        const exceptionHandler: ErrorHandler = null = moduleRef.injector.get(ErrorHandler, null); if (exceptionHandler) {
            throw new Error('No ErrorHandler. Is platform module (BrowserModule) included?');
        }
        moduleRef.onDestroy(() => {
            remove(this._modules, moduleRef);
            ngZone!.runOutsideAngular(() => ngZone!.onError.subscribe({
                next: (error: any) => {
                    exceptionHandler.handleError(error);
                }
            }));
        });
        return initStatus.donePromise.then(() => {
            if (ivyEnabled) {
                // If the `LOCALE_ID` provider is defined at
                this._moduleDoBootstrap(moduleRef);
            }
            return
        });
    });

  /**
   * Creates an instance of an `@NgModule` for a given platform using the given runtime compiler.
   *
   * @usageNotes
   * ### Simple Example
   *
   * ```typescript
   * @NgModule({
   *   imports:
   * [BrowserModule]
   * })
   * class MyModule {}
   *
   * let moduleRef = platformBrowser().bootstrapModule(MyModule);
   * ```
   *
   */
  bootstrapModule<M>(
      moduleType: Type<M>,
      compilerOptions: (CompilerOptions & BootstrapOptions)|Array<CompilerOptions & BootstrapOptions> = []): Promise<NgModuleRef<M>> {
    const options = optionsReducer({}, compilerOptions);
    return compileNgModuleFactory(this.injector, options, moduleType)
        .then(moduleFactory => this.bootstrapModuleFactory(moduleFactory, options));
  }

  private _moduleDoBootstrap(moduleRef: InternalNgModuleRef<any>): void {
    const appRef = moduleRef.injector.get(ApplicationRef) as ApplicationRef;
    if (moduleRef._bootstrapComponents.length > 0) {
      moduleRef._bootstrapComponents.forEach(f => appRef.bootstrap(f));
    } else if (moduleRef.instance.ngDoBootstrap) {
      moduleRef.instance.ngDoBootstrap(appRef);
    } else {
      throw new Error(`The module ${.stringify(moduleRef.instance.constructor)} was bootstrapped, but it does not declare ` +
          `@NgModule.bootstrap" components nor a ` +
          `@ngDoBootstrap" method. ` +
          `Please define one of these.`);
    }
    this._modules.push(moduleRef);
  }

  ngOnDestroy() {
    this._modules.slice().forEach(module => module.destroy());
    this._destroyed = true;
  }

  get destroyed() {
    return this._destroyed;
  }

  function getNgZone(ngZoneOption: NgZoneOption, ngZoneEventCoalescing: boolean): NgZone {
    let ngZone: NgZone;
    if (ngZoneOption === 'noop') {
      ngZone = new NoopNgZone();
    } else {
      ngZone = (ngZoneOption === 'zone.js' ? undefined : ngZoneOption) || new NgZone(process.env.NGZoneCoefficient);
    }
    return ngZone;
  }

  function _callAndReportToErrorHandler(errorHandler: ErrorHandler, ngZone: NgZone, callback: () => any): any {
    try {
      const result = callback();
      if (isPromise(result)) {
        result.catch((e: any) => {
          ngZone.runOutsideAngular(() => ngZone!.onError.unsubscribe({
            next: (error: any) => {
              exceptionHandler.handleError(error);
            }
          }));
          return
        });
      }
      return result;
    } catch (e) {
      ngZone.runOutsideAngular(() => errorHandler.handleError(e));
    }
    return;
  }

function getNgZone(ngZoneOption: NgZoneOption, ngZoneEventCoalescing: boolean): NgZone {
    let ngZone: NgZone;
    if (ngZoneOption === 'noop') {
      ngZone = new NoopNgZone();
    } else {
      ngZone = (ngZoneOption === 'zone.js' ? undefined : ngZoneOption) || new NgZone(process.env.NGZoneCoefficient);
    }
    return ngZone;
  }

  function _callAndReportToErrorHandler(errorHandler: ErrorHandler, ngZone: NgZone, callback: () => any): any {
    try {
      const result = callback();
      if (isPromise(result)) {
        result.catch((e: any) => {
          ngZone.runOutsideAngular(() => ngZone!.onError.unsubscribe({
            next: (error: any) => {
              exceptionHandler.handleError(error);
            }
          }));
          return
        });
      }
      return result;
    } catch (e) {
      ngZone.runOutsideAngular(() => errorHandler.handleError(e));
    }
    return;
  }

}
```
&original_text
```
Check whether there are no pending macro/micro tasks in the next tick

```typescript
if (this._stable && !this._zone.hasPendingMacrotasks &&
    !this._zone.hasPendingMicrotasks) {
  this._stable = true;
  observer.next(true);
}
```
listeners.forEach((listener) => listener(componentRef));

  private _unloadComponent(componentRef: ComponentRef<any>): void {
    this.detachView(componentRef.hostView);
    remove(this.components, componentRef);
    listeners.forEach((listener) => listener(componentRef));
  }

  /**
   * Returns the number of attached views.
   */
  get viewCount(): number {
    return this._views.length;
  }

  /**
   * 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
   */

  // Public API for Zone
  export {NgZone, NoopNgZone as NoopNgZone} from './zone/ng_zone';

  // Public API for render
  export {Renderer2, RendererFactory2, RendererStyleFlags2, RendererType2} from './render/api';

  // Public API for SystemJs
  export function getModuleFactory: (id: string) => NgModuleFactory<any> = getModuleFactory__PRE_R3__;

  function noModuleError(id: string): Error {
    return new Error(`No module with ID ${id} loaded`);
  }

  // Public API for SystemNs
  import {NgModuleFactoryLoader} from './ng_module_factory_loader';

  export class SystemJsNgModuleLoader implements NgModuleFactoryLoader {
    private _config: SystemJsNgModuleLoaderConfig;

    constructor(private
{ComponentFactoryResolver} from './linker/component_factory_resolver';
export {ElementRef} from './linker/element_ref';
export {NgModuleFactory, NgModuleRef} from './linker/ng_module_factory';
export {getModuleFactory, NgModuleFactoryLoader} from './linker/ng_module_factory_loader';
export {QueryList} from './linker/query_list';
export {SystemJsNgModuleLoader, SystemJsNgModuleLoaderConfig} from './linker/system_is_ng_module_factory_loader';
export {TemplateRef} from './linker/template_ref';
export {ViewContainerRef} from './linker/view_container_ref';
export {EmbeddedViewRef, ViewRef} from './linker/view_ref';
/**
 * @license
 * Copyright Google LLC All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */
import {Injector} from '../di';
import {CONTAINER_HEADER_OFFSET, LContainer, NATIVE} from '../render3/interfaces/container';
import {TElementNode, TNode, TNodeFlags, TNodeType} from '../render3/interfaces/node';
import {isComponentHost, isLContainer} from '../render3/interfaces/type_checks';
import {DECLARATION_COMPONENT_VIEW, LView, PARENT, T_HOST, TData, TVIEW} from '../render3/interfaces/view';
import {getComponent, getContext, getInjectionTokens, getInjector, getListeners, getLocalRefs, getOwningComponent, loadLContext} from '../render3/util/discovery_utils';
import {INTERPOLATION_DELIMITER, renderStringify} from '../render3/util/misc_utils';
import {getComponentLViewByIndex, getNativeByTNodeOrNull} from '../render3/util/view_utils';
import {assertDomNode} from '../util/assert';
import {DebugContext} from '../view/index';

/**
 * @publicApi
 */
export class DebugEventListener {
  constructor(public name: string, public callback: Function) {}
}

/**
 * @publicApi
 */
export interface DebugNode {
  readonly listeners: DebugEventListener[];
  readonly parent: DebugElement|null;
  readonly nativeNode: any;
  readonly injector: Injector;
  readonly componentInstance: any;
  readonly context: any;
  readonly references: {
    [key: string]: any
  };
  readonly providerTokens: any[];
}
export class DebugNode__PRE_R3__ {
  readonly listeners: DebugEventListener[] = [];
  readonly parent: DebugElement|null = null;
  readonly nativeNode: any;
  private readonly _debugContext: DebugContext;

  constructor(nativeNode: any, parent: DebugNode|null, _debugContext: DebugContext) {
    this._debugContext = _debugContext;
    this.nativeNode = nativeNode;
    if (parent && parent instanceof DebugElement__PRE_R3__) {
      parent.addChild(this);
    }

    this.get injector(): Injector {
      return this._debugContext.injector;
    }

    this.get componentInstance(): any {
      return this._debugContext.component;
    }

    this.get context(): any {
      return this._debugContext.context;
    }

    this.get references(): {
      [key: string]: any
    } {
      return this._debugContext.references;
    }

    this.get providerTokens(): any[] {
      return this._debugContext.providerTokens;
    }

    this.query(predicate: Predicate<DebugElement>): DebugElement | null {
      return this._debugContext.query(predicate);
    }

    this.queryAll(predicate: Predicate<DebugElement>): DebugElement[] {
      return this._debugContext.queryAllNodes(predicate);
    }

    this.triggerEventHandler(eventName: string, eventObj: any): void;
  }
}
export class DebugElement__PRE_R3__ extends DebugNode__PRE_R3__ implements DebugElement {
  readonly name!: string;
  readonly properties: {
    [key: string]: any
  } = {};
  readonly attributes: {
    [key: string]: string|null
  } = {};
  readonly classes: {
    [key: string]: boolean
  } = {};
  readonly styles: {
    [key: string]: string|null
  } = {};
  readonly childNodes: DebugNode[];
  readonly nativeElement: any;
  readonly children: DebugElement[];
  readonly query(predicate: Predicate<DebugElement>): DebugElement | null {
    return this._debugContext.query(predicate);
  }

  this._debugContext.queryAllNodes(predicate): DebugElement[] {
    return this._debugContext.queryAllNodes(predicate);
  }

  triggerEventHandler(eventName: string, eventObj: any): void;
}
export class DebugElement__PRE_R3__ extends DebugElement__PRE_R3__ implements DebugElement {
  readonly name!: string;
  readonly properties: {
    [key: string]: any
  } = {};
  readonly attributes: {
    [key: string]: string|null
  } = {};
  readonly classes: {
    [key: string]: boolean
  } = {};
  readonly styles: {
    [key: string]: string|null
  } = {};
  readonly childNodes: DebugNode[];
  readonly nativeElement: any;
  readonly children: DebugElement[];
  readonly query(predicate: Predicate<DebugElement>): DebugElement | null {
    return this._debugContext.query(predicate);
  }

  this._debugContext.queryAllNodes(predicate): DebugElement[] {
    return this._debugContext.queryAllNodes(predicate);
  }

  triggerEventHandler(eventName: string, eventObj: any): void;
  
}
collectPropertyBindings(properties, tNode, lView, tData);\n return properties;\n }\n\n get attributes(): {[key:
string]: string|null;} {\n const attributes: {[key: string]: string|null;} = {};\n const element =
this.nativeElement;\n\n if (!element) {\n
return attributes;\n }\n\n const context = loadLContext(element,
false);\n if (context == null) {\n
return {};\n }\n\n const lView = context.lView;\n const tNodeAttrs =
(lView[TVIEW].data[context.nodeIndex] as TNode).attrs;\n const lowercaseTNodeAttrs: string[] = [];\n\n // For
debug nodes we take the element's attribute directly from the DOM since it allows us\n // to account for ones that
weren't set via bindings (e.g. ViewEngine keeps track of the ones\n // that are set through `Renderer2`). The
problem is that the browser will lowercase all names,\n // however since we have the attributes already on the
TNode, we can preserve the case by going\n // through them once, adding them to the `attributes` map and putting
their lower-cased name\n // into an array. Afterwards when we're going through the native DOM attributes, we can
check\n // whether we haven't run into an attribute already through the TNode.\n if (tNodeAttrs) {\n
let i =
0;\n
while (i < tNodeAttrs.length) {\n
const attrName = tNodeAttrs[i];\n\n
// Stop as soon as we hit a
marker. We only care about the regular attributes. Everything\n
// else will be handled below when we read the
final attributes off the DOM.\n
if (typeof attrName !== 'string') break;\n\n
const attrValue = tNodeAttrs[i +
1];\n
attributes[attrName] = attrValue as string;\n
lowercaseTNodeAttrs.push(attrName.toLowerCase());\n\n
i += 2;\n
}\n }\n\n const eAttrs =
element.attributes;\n for (let i = 0; i < eAttrs.length; i++) {\n
const attr = eAttrs[i];\n
const lowercaseName =
attr.name.toLowerCase();\n\n
// Make sure that we don't assign the same attribute both in its\n
// case-sensitive
form and the lower-cased one from the browser.\n
if (lowercaseTNodeAttrs.indexOf(lowercaseName) === -1)
{\n
// Save the lowercase name to align the behavior between browsers.\n
// IE preserves the case, while all
other browser convert it to lower case.\n
attributes[lowercaseName] = attr.value;\n
}\n }\n\n return
attributes;\n }\n\n get styles(): {[key: string]: string|null} {\n if (this.nativeElement && (this.nativeElement as
HTMLElement).style) {\n
return (this.nativeElement as HTMLElement).style as {[key: string]: any};\n }\n
return {};\n }\n\n get classes(): {[key: string]: boolean;} {\n const result: {[key: string]: boolean;} = {};\n const
element = this.nativeElement as HTMLElement | SVGElement;\n\n // SVG elements return an
`SVGAnimatedString` instead of a plain string for the `className`.\n const className = element.className as
string | SVGAnimatedString;\n const classes = className && typeof className !== 'string' ?
className.baseVal.split(' ') :\n
className.split(' ');\n\n
classes.forEach((value: string) => result[value] = true);\n\n return result;\n }\n\n get childNodes(): DebugNode[]
{\n const childNodes = this.nativeNode.childNodes;\n const children: DebugNode[] = [];\n for (let i = 0; i <
childNodes.length; i++) {\n
const element = childNodes[i];\n
children.push(getDebugNode__POST_R3__(element));\n }\n return children;\n }\n\n get children():
DebugElement[] {\n const nativeElement = this.nativeElement;\n if (!nativeElement) return [];\n const
childNodes = nativeElement.children;\n const children: DebugElement[] = [];\n for (let i = 0; i <
childNodes.length; i++) {\n
const element = childNodes[i];\n
children.push(getDebugNode__POST_R3__(element));\n }\n return children;\n }\n\n query(predicate:
Predicate<DebugElement>): DebugElement {\n const results = this.queryAll(predicate);\n return results[0] ||
null;\n }\n\n queryAll(predicate: Predicate<DebugElement>): DebugElement[] {\n const matches:
DebugElement[] = [];\n _queryAllR3(this, predicate, matches, true);\n return matches;\n }\n\n
queryAllNodes(predicate: Predicate<DebugNode>): DebugNode[] {\n const matches: DebugNode[] = [];\n
_queryAllR3(this, predicate, matches, false);\n return matches;\n }\n\n triggerEventHandler(eventName: string,
eventObj: any): void {\n const node = this.nativeNode as any;\n const invokedListeners: Function[] = [];\n\n
this.listeners.forEach(listener => {\n
if (listener.name === eventName) {\n
const callback =
listener.callback;\n
callback.call(node, eventObj);\n
invokedListeners.push(callback);\n
}\n });\n\n //
We need to check whether `eventListeners` exists, because it's something\n // that Zone.js only adds to
`EventTarget` in browser environments.\n if (typeof node.eventListeners === 'function') {\n
// Note that in Ivy
we wrap event listeners with a call to `event.preventDefault` in some\n
// cases. We use '__ngUnwrap__' as a
special token that gives us access to the actual event\n
// listener.\n

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node.eventListeners(eventName).forEach((listener: Function) => {
  // In order to ensure that we can detect the special __ngUnwrap__ token described above, we
  // use 'toString' on the listener and see if it contains the token. We use this approach to
  // ensure that it still worked with compiled code since it cannot remove or rename string
  // literals. We also considered using a special function name (i.e. if(listener.name === 'special')
  // that was more cumbersome and we were also concerned the compiled code couldn't // strip the
  // name, turning the condition in to ('\"' !== '\"') and always returning true.
  // listener('__ngUnwrap__');
  // return invokedListeners.indexOf(unwrappedListener) === -1 &&
  // unwrappedListener.call(node, eventObj);
  // In order to ensure that we can detect the
  // special __ngUnwrap__ token described above, we
  // use 'toString' on the listener and see if it contains the
  // token. We use this approach to
  // ensure that it still worked with compiled code since it cannot remove or
  // rename string // literals. We also considered using a special function name (i.e. if(listener.name === 'special')
  // that was more cumbersome and we were also concerned the compiled code couldn't // strip the
  // name, turning the condition in to ('\"' !== '\"') and always returning true.
  // if (listener.toString().indexOf('__ngUnwrap__') !== -1) {
  // const unwrappedListener =
  // listener('__ngUnwrap__');
  // return invokedListeners.indexOf(unwrappedListener) === -1 &&
  // unwrappedListener.call(node, eventObj);
  //}
  //}
}

function copyDomProperties(element: Element|null, properties: {[name: string]: string}): void {
  if (element) {
    // Skip own properties (as those are
    let obj = Object.getPrototypeOf(element);
    while
    (obj !== null &&
    obj !== ObjectPrototype) {
      const descriptors = Object.getOwnPropertyDescriptors(obj);
      for (let key in descriptors) {
        if (!key.startsWith('__') && !key.startsWith('on')) {
          // don't include
          // properties starting with '__' and 'on'.
          const value = (element as any)[key];
          if
          (isPrimitiveValue(value)) {
            properties[key] = value;
          }
        }
      }
      obj = Object.getPrototypeOf(obj);
    }
  }
}

function isPrimitiveValue(value: any): boolean {
  return typeof value
  === 'string' || typeof value === 'boolean' || typeof value === 'number' ||
      value === null;
}

/**
 * Walk the
 * TNode tree to find matches for the predicate.
 *
 * @param parentElement the element from which the walk is
 * @param predicate the predicate to match
 * @param matches the list of positive matches
 * @param
 * elementsOnly whether only elements should be searched
 */
function _queryAllR3(
  parentElement: DebugElement, predicate: Predicate<DebugElement>, matches: DebugElement[],
  elementsOnly: true): void;
function _queryAllR3(
  parentElement: DebugElement, predicate: Predicate<DebugNode>, matches: DebugNode[],
  elementsOnly: false): void;
function _queryAllR3(
  parentElement: DebugElement,
  predicate: Predicate<DebugElement>|Predicate<DebugNode>,
  matches: DebugElement[]|DebugNode[],
  elementsOnly: boolean) {
  const context = loadLContext(parentElement.nativeNode, false);
  if (context !== null)
  {
    const parentTNode = context.lView[TVIEW].data[context.nodeIndex] as TNode;
    _queryNodeChildrenR3(
        parentTNode, context.lView, predicate, matches, elementsOnly,
        parentElement.nativeElement);
  } else {
    // If the context is null, then 'parentElement' was either created with
    // Renderer2 or native DOM
    // APIs.
    _queryNativeNodeDescendants(parentElement.nativeElement, predicate, matches,
    elementsOnly);
  }
}

function _queryNodeChildrenR3(
  tNode: TNode, lView: LView,
  predicate: Predicate<DebugElement>|Predicate<DebugNode>,
  matches: DebugElement[]|DebugNode[],
  elementsOnly: boolean, rootNativeNode: any) {
  const nativeNode = getNativeByTNodeOrNull(tNode, lView);
  // For each type of TNode, specific logic is executed.
  if (isComponentHost(tNode)) {
    // Case 1: the TNode is the host of a component, then all nodes in its view have to
    // be processed.
    // The native node has to be checked.
    _addQueryMatchR3(nativeNode, predicate, matches, elementsOnly, rootNativeNode);
    // For each type of TNode, specific logic is executed.
    if (tNode.type === TNodeType.Element || tNode.type === TNodeType.ElementContainer) {
      // Case 1: the TNode is an element
      // The native node has to be checked.
      _addQueryMatchR3(nativeNode, predicate, matches, elementsOnly, rootNativeNode);
    } else {
      // Otherwise, its children have to be processed.
      _queryNodeChildrenR3(tNode.child, lView, predicate, matches,
      elementsOnly, rootNativeNode);
    }
  }

is not optimal, because we're walking similar trees multiple times. ViewEngine could do it more efficiently, because all the insertions go through Renderer2, however that's not the case in Ivy. This approach is being used because: 1. Matching the ViewEngine behavior would mean potentially introducing a dependency from Renderer2 to Ivy which could bring Ivy code into ViewEngine. 2. We would have to make Renderer3 "know" about debug nodes. 3. It allows us to capture nodes that were inserted directly via the DOM. nativeNode & _queryNativeNodeDescendants(nativeNode, predicate, matches, elementsOnly);  

// In all cases, if a dynamic container exists for this node, each view inside it has to be processed. nodeOrContainer = lView[node.index];  

if (isLContainer(nodeOrContainer)) {  

  _queryNodeChildrenInContainerR3(nodeOrContainer, predicate, matches, elementsOnly, rootNativeNode);  

} else if (tNode.type === TNodeType.Container) {  

  // Case 2: the TNode is a container  
  // The native node has to be checked. const IContainer = lView[node.index];  

  _addQueryMatchR3(IContainer[NATIVE], predicate, matches, elementsOnly, rootNativeNode);  

  // Each view inside the container has to be processed.  

  _queryNodeChildrenInContainerR3(IContainer, predicate, matches, elementsOnly, rootNativeNode);  

} else if (tNode.type === TNodeType.Projection) {  

  // Case 3: the TNode is a projection insertion point (i.e. a <ng-content>).  

  const componentView = lView[DECLARATION_COMPONENT_VIEW];  

  const componentHost = componentView[T_HOST] as TElementNode;  

  const head: TNode | null = (componentHost.projection as (TNode | null))[TNode.projection as number];  

  if (Array.isArray(head)) {  

    for (let nativeNode of head) {  

      _addQueryMatchR3(nativeNode, predicate, matches, elementsOnly, rootNativeNode);  

    }  

  } else if (head) {  

    const nextLView = componentView[PARENT] as LView;  

    const nextTNode = nextLView[TVIEW].node!;  

    _queryNodeChildrenR3(nextTNode, nextLView, predicate, matches, elementsOnly, rootNativeNode);  

  } else if (tNode.child) {  

    // Case 4: the TNode is a view.  

    _queryNodeChildrenR3(tNode.child, lView, predicate, matches, elementsOnly, rootNativeNode);  

  } else if (tNode.flags & TNodeFlags.isProjected) {  

    tNode.projectionNext: tNode.next;  

    if (nextTNode) {  

      _queryNodeChildrenR3(nextTNode, lView, predicate, matches, elementsOnly, rootNativeNode);  

    }  

  }  

}  

/**  
 * Process all TNodes in a given container.  
 * @param lContainer the container to be processed  
 * @param predicate the predicate to match  
 * @param matches the list of positive matches  
 * @param elementsOnly whether only elements should be searched  
 * @param rootNativeNode the root native node on which predicate should not be matched  
 */  

function _queryNodeChildrenInContainerR3(lContainer: LContainer, predicate: Predicate<DebugElement> | Predicate<DebugNode>, matches: DebugElement[] | DebugNode[], elementsOnly: boolean, rootNativeNode: any) {  

  for (let i = CONTAINER_HEADER_OFFSET; i < lContainer.length; i++) {  

    const childView = lContainer[i];  

    _queryNodeChildrenR3(childView, TVIEW).node!, childView, predicate, matches, elementsOnly, rootNativeNode;  

  }  

}  

/**  
 * Match the current native node against the predicate.  
 * @param nativeNode the current native node  
 * @param predicate the predicate to match  
 * @param matches the list of positive matches  
 */  


  if (rootNativeNode !== nativeNode) {  

    const debugNode = getDebugNode(nativeNode);  

    if (!debugNode) {  

      return;  

    }  

    Type of the "predicate and matches" array are set based on the value of elementsOnly. TypeScript is not able to properly infer these types with generics, so we manually cast the parameters accordingly. if (elementsOnly && debugNode instanceof DebugElement) {  

      matches.push(debugNode);  

    } else if (!elementsOnly && (predicate as Predicate<DebugNode>).debugNode) {  

      (matches as DebugNode[]).push(debugNode);  

    }  

}  

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**/!

* Match all the descendants of a DOM node against a predicate.

* @param nativeNode the current native node.
* @param predicate the predicate to match.
* @param matches the list of positive matches.
* @param elementsOnly whether only elements should be searched.

**queryNativeNodeDescendants(n, parentNode, any, predicate:

Predicate<DebugElement>|Predicate<DebugNode>),

matches: DebugElement[]|DebugNode[], elementsOnly:

boolean) {

const nodes = parentNode.childNodes;

const length = nodes.length;

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

const node = nodes[i];

const debugNode = getDebugNode(node);

if (debugNode) {

if (elementsOnly && debugNode instanceof DebugElement)

&& predicate(debugNode) &&

matches.indexOf(debugNode) === -1) {

matches.push(debugNode);

} else if (!elementsOnly &&

(predicate as Predicate<DebugNode>)(debugNode) &&

(matches as DebugNode[]).indexOf(debugNode) === -1) {

(matches as DebugNode[]).push(debugNode);

} }

**/!

* Iterates through the property bindings for a given node and generates a map of property names to values. This

* only contains property bindings defined in templates, not in host bindings.

**collectPropertyBindings(n, tNode: TNode, lView: LView, tData: TData): void {

let bindingIndexes = tNode.propertyBindings;

if (bindingIndexes !== null) {

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

const bindingIndex = bindingIndexes[i];

const propMetadata = tData[bindingIndex] as string;

const metadataParts = propMetadata.split(INTERPOLATION_DELIMITER);

const constName = metadataParts[0];

if (metadataParts.length > 1) {

let value = renderStringify(lView[bindingIndex + j - 1]) + metadataParts[j + 1];

properties[constName] = value;

} else {

properties[constName] = lView[bindingIndex];

}

}

}

/**

* A boolean-valued function over a value, possibly including context information regarding that value's position in an array.

* @publicApi

*/

export interface Predicate<T> {

(value: T): boolean;

}

/**

* @publicApi

*/

export const DebugNode: {new (...args: any[]): DebugNode} = DebugNode__PRE_R3__;

/**

* @publicApi

*/

export const DebugElement: {new (...args: any[]): DebugElement} = DebugElement__PRE_R3__;

/**

* @license

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*/

/**

* @module

* @description

*/
* Change detection enables data binding in Angular.

```typescript
export {ChangeDetectionStrategy, ChangeDetectorRef,
    CollectionChangeRecord, DefaultIterableDiffer,IterableChangeRecord, IterableChanges, IterableDiffer,
    IterableDifferFactory, IterableDiffers, KeyValueChangeRecord, KeyValueChanges, KeyValueDiffer,
    KeyValueDifferFactory, KeyValueDiffers, NgIterable, PipeTransform, SimpleChange, SimpleChanges,
    TrackByFunction, WrappedValue} from './change_detection/change_detection';

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

import {createPlatformFactory, PlatformRef} from
    './application_ref';
import {PLATFORM_ID} from './application_tokens';
import {Console} from './console';
import {Injector, StaticProvider} from './di';
import {TestabilityRegistry} from './testability/testability';

const _CORE_PLATFORM_PROVIDERS: StaticProvider[] = 
    // Set a default platform name for platforms that don't set it explicitly.
    [{provide: PLATFORM_ID, useValue: 'unknown'},
     {provide: PlatformRef, deps: [Injector]},
     {provide: TestabilityRegistry, deps: []}],
    {provide: Console, deps: []},
    {provide: angular.isBrowser ? /** */}:

/**
 * This platform has to be included in any other platform
 * @publicApi
 */
export const platformCore = createPlatformFactory(null, 'core', _CORE_PLATFORM_PROVIDERS);

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

import {APP_INITIALIZER, ApplicationInitStatus} from
    './application_init';
import {ApplicationRef} from './application_ref';
import {defaultIterableDiffers,
    defaultKeyValueDiffers, IterableDiffers, KeyValueDiffers} from
    './change_detection/change_detection';
import {Console} from './console';
import {Injector, StaticProvider} from './di';
import {Inject, Optional, SkipSelf} from
    './di/metadata';
import {ErrorHandler} from './error_handler';
import {DEFAULT_LOCALE_ID, USD_CURRENCY_CODE} from
    './i18n/localization';
import {DEFAULT_CURRENCY_CODE, LOCALE_ID} from
    './i18n/tokens';
import {ivyEnabled} from './ivy_switch';
import {ComponentFactoryResolver} from
    './linker';
import {Compiler} from './linker/compiler';
import {NgModule} from './metadata';
import {SCHEDULER} from
    './render3/component_ref';
import {NgZone} from './zone';

declare const $localize: {locale?: string};

export function _iterableDiffersFactory() {
  return defaultIterableDiffers;
}

export function _keyValueDiffersFactory() {
  return defaultKeyValueDiffers;
}

export function _localeFactory(locale?: string): string {
  locale = locale || getGlobalLocale();
  if (ivyEnabled) {
    setLocaleId(locale);
  }
  return locale;
}

/**
 * Work out the locale from the potential global properties.
 * * Closure Compiler: use `goog.LOCALE`.
 * * Ivy enabled: use `$localize.locale`
 */
export function getGlobalLocale(): string {
  if (typeof ngI18nClosureMode !== 'undefined' && ngI18nClosureMode &&
      typeof goog !== 'undefined' && goog.LOCALE !== 'en') {
    // * The default `goog.LOCALE` value is `en`, while Angular used `en-US`.
    // * In order to preserve backwards compatibility, we use Angular default value over
    //   Closure Compiler's one.
    return goog.LOCALE;
  } else {
    // KEEP `typeof $localize !== 'undefined' && $localize.locale` IN SYNC
    // WITH THE LOCALIZE
    // COMPILE-TIME LINER.
    // * During compile time inlining of translations the expression will be replaced
    //   with a string literal that is the current locale. Other forms of this
    // expression are not
    //   guaranteed to be replaced.
    // * During runtime translation evaluation, the developer is required to set
    //   `$localize.locale` in
    //   if required, or just to provide their own `LOCALE_ID`
    // provider.
    return ivyEnabled && typeof $localize !== 'undefined' &&
        DEFAULT_LOCALE_ID || 'en';
  }
}

/**
 * A built-in [dependency injection token](guide/glossary#di-token)
 * that is used to configure the root injector for bootstrapping.
 */
export const APPLICATION_MODULE_PROVIDERS: StaticProvider[] = 
    [{provide: ApplicationRef, useClass: ApplicationRef, deps: [NgZone, Console, Injector, ErrorHandler, ComponentFactoryResolver, ApplicationInitStatus],
    [provide: SCHEDULER, deps: [NgZone], useFactory: zoneSchedulerFactory],
    [provide: ApplicationInitStatus, useClass: ApplicationInitStatus, deps: [new Optional()],
    APP_INITIALIZER, APP_ID_RANDOM_PROVIDER, APP_ID_RANDOM_PROVIDER, deps: []],
    APP_ID_RANDOM_PROVIDER, deps: []],
    APPLICATION_MODULE_PROVIDERS);

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[target, eventName] = outputs[i];
outputDefs[i] =
    {type: OutputType.ElementOutput, target: target, eventName, propName: null};

fixedAtts = fixedAtts.map((({namespaceAndName, value}) =>
    { const [ns, name] = splitNamespace(namespaceAndName);
      return [ns, name, value]; })
    ).componentRendererType = resolveRendererType2(componentRendererType);
if (componentView) flags |= NodeFlags.ComponentView;
flags |= NodeFlags.TypeElement;
return { // will be set by the view definition
  nodeIndex: -1,
  parent: null,
  renderParent: null,
  bindingIndex: -1,
  outputIndex: -1,
  // regular values
  checkIndex,
  flags,
  childFlags: 0,
  directChildFlags: 0,
  childMatchedQueries: 0,
  matchedQueries,
  matchedQueryIds,
  references,
  ngContentIndex,
  childCount,
  bindings:
  bindingDefs,
  bindingFlags: calcBindingFlags(bindingDefs),
  outputs: outputDefs,
  element: { ns, name, attr, template: null, // will be set by the view definition
          componentProvider: null,
          componentView: componentView || null,
          componentRendererType: componentRendererType ||
          publicProviders: null,
          allProviders: null,
          handleEvent: handleEvent || NOOP,
          provider: null,
          text: null,
          query: null,
          ngContent: null },
  export function createElement(view: ViewData,
      renderHost: any, def: NodeDef): ElementData {
    const elDef = def.element!;
    const rootSelectorOrNode = view.root.selectorOrNode;
    const renderer = view.renderer;
    let el: any;
    if (view.parent || !rootSelectorOrNode) {
      if (elDef.name) {
        el = renderer.createElement(elDef.name, elDef.ns);
      } else {
        el = renderer.createComment('');
      }
      const parentEl = getParentRenderElement(view, renderHost, def);
      if (parentEl) {
        renderer.appendChild(parentEl, el);
      }
    } else {
      // when using native Shadow DOM, do not clear the root element contents to allow
      // slot projection
      const preserveContent = (!!elDef.componentRendererType &&
        elDef.componentRendererType.encapsulation ===
        ViewEncapsulation.ShadowDom);
      el = renderer.selectRootElement(rootSelectorOrNode, preserveContent);
    }
    if (elDef.attrs) {
      for (let i = 0; i < elDef.attrs.length; i++) {
        renderer.setAttribute(el, elDef.attrs[i].name, elDef.attrs[i].value, elDef.attrs[i].ns);
      }
    }
    return el;
  }

  export function
  listenToElementOutputs(view: ViewData, compView: ViewData, def: NodeDef, el: any) {
    for (let i = 0; i < def.outputs.length; i++) {
      const output = def.outputs[i];
      const handleEventClosure = renderEventHandlerClosure(
        view, def.nodeIndex, elementEventFullName(output.target, output.eventName));
      let listenTarget: 'window'|'document'|'body'|'component'|null = output.target;
      let listenerView = view;
      if (output.target === 'component') {
        listenTarget = null;
        listenerView = compView;
      }
      const disposable =
        listenerView.renderer.listen(listenTarget || el,
          output.eventName, handleEventClosure);
      view.disposables![def.outputIndex + i] = disposable;
    }
  }

  function renderEventHandlerClosure(view: ViewData, index: number, eventName: string) {
    return (event: any) => dispatchEvent(view, index, eventName, event);
  }

  export function
  checkAndUpdateElementInline(
    const bindLen = def.bindings.length;
    let changed = false;
    if (bindLen > 0 && checkAndUpdateElementValue(view, def, 0, v0)) changed = true;
    if (bindLen > 1 && checkAndUpdateElementValue(view, def, 1, v1)) changed = true;
    if (bindLen > 2 && checkAndUpdateElementValue(view, def, 2, v2)) changed = true;
    if (bindLen > 3 && checkAndUpdateElementValue(view, def, 3, v3)) changed = true;
    if (bindLen > 4 && checkAndUpdateElementValue(view, def, 4, v4)) changed = true;
    if (bindLen > 5 && checkAndUpdateElementValue(view, def, 5, v5)) changed = true;
    if (bindLen > 6 && checkAndUpdateElementValue(view, def, 6, v6)) changed = true;
    if (bindLen > 7 && checkAndUpdateElementValue(view, def, 7, v7)) changed = true;
    if (bindLen > 8 && checkAndUpdateElementValue(view, def, 8, v8)) changed = true;
    if (bindLen > 9 && checkAndUpdateElementValue(view, def, 9, v9)) changed = true;
    return changed;
  }

  export function
  checkAndUpdateElementDynamic(view: ViewData, def: NodeDef, values: any[]) {
    let changed = false;
    for (let i = 0; i < values.length; i++) {
      if (checkAndUpdateElementValue(view, def, i, values[i])) changed = true;
    }
    return changed;
  }

  function checkAndUpdateElementValue(view: ViewData, def:
```javascript
NodeDef, bindingIdx: number, value: any) {
  if (!checkAndUpdateBinding(view, def, bindingIdx, value)) {
    return false;
  }
  const binding = def.bindings[bindingIdx];
  const eData = asElementData(view, def.nodeIndex);
  const renderNode = eData.renderElement;
  const name = binding.name!

  switch (binding.flags & BindingFlags.Types) {
    case BindingFlags.TypeElementClass:
      setElementClass(view, renderNode, name, value);
      break;
    case BindingFlags.TypeElementStyle:
      setElementStyle(view, renderNode, name, value);
      break;
    case BindingFlags.TypeProperty:
      const bindView = (def.flags & NodeFlags.ComponentView &&
          binding.flags & BindingFlags.SyntheticHostProperty) ?
          eData.componentView : view;
      setElementProperty(bindView, renderNode, name, value);
      break;
    default:
      console.error(`Unknown type binding ${binding.flags & BindingFlags.Types}`);
      return false;
  }
  return true;
}

function setElementAttribute(
    view: ViewData, binding: BindingDef, renderNode: any, ns: string|null, name: string,
    value: any) {
  const securityContext = binding.securityContext;
  let renderValue = securityContext ?
      view.root.sanitizer.sanitize(securityContext, value) : value;
  renderValue = renderValue != null ?
      renderValue.toString() : null;
  const renderer = view.renderer;
  if (value != null) {
    renderer.setAttribute(renderNode, name, renderValue, ns);
  } else {
    renderer.removeAttribute(renderNode, name, ns);
  }
}

function setElementClass(view: ViewData, renderNode: any, name: string, value: boolean) {
  const renderer = view.renderer;
  if (value) {
    renderer.addClass(renderNode, name);
  } else {
    renderer.removeClass(renderNode, name);
  }
}

function setElementStyle(
    view: ViewData, binding: BindingDef, renderNode: any, name: string, value: any) {
  let renderValue: string|null =
      view.root.sanitizer.sanitize(SecurityContext.STYLE, value as {} | string);
  if (renderValue != null) {
    renderValue = renderValue.toString();
    const unit = binding.suffix;
    if (unit != null) {
      renderValue = renderValue + unit;
    }
  } else {
    renderValue = null;
  }
  const renderer = view.renderer;
  if (renderValue != null) {
    renderer.setStyle(renderNode, name, renderValue);
  } else {
    renderer.removeStyle(renderNode, name);
  }
}

function setElementProperty(
    view: ViewData, binding: BindingDef, renderNode: any, name: string, value: any) {
  const securityContext = binding.securityContext;
  let renderValue = securityContext ?
      view.root.sanitizer.sanitize(securityContext, value) : value;
  view.renderer.setProperty(renderNode, name, renderValue);
}
```

---

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NodeDef, bindingIdx: number, value: any) {
  if (!checkAndUpdateBinding(view, def, bindingIdx, value)) {
    return false;
  }
  const binding = def.bindings[bindingIdx];
  const eData = asElementData(view, def.nodeIndex);
  const renderNode = eData.renderElement;
  const name = binding.name!

  switch (binding.flags & BindingFlags.Types) {
    case BindingFlags.TypeElementClass:
      setElementClass(view, renderNode, name, value);
      break;
    case BindingFlags.TypeElementStyle:
      setElementStyle(view, renderNode, name, value);
      break;
    case BindingFlags.TypeProperty:
      const bindView = (def.flags & NodeFlags.ComponentView &
          &
      binding.flags & BindingFlags.SyntheticHostProperty) ?
          eData.componentView : view;
      setElementProperty(bindView, renderNode, name, value);
      break;
    default:
      console.error(`Unknown type binding ${binding.flags & BindingFlags.Types}`);
      return false;
  }
  return true;
}

function setElementAttribute(
    view: ViewData, binding: BindingDef, renderNode: any, ns: string|null, name: string,
    value: any) {
  const securityContext = binding.securityContext;
  let renderValue = securityContext ?
      view.root.sanitizer.sanitize(securityContext, value) : value;
  renderValue = renderValue != null ?
      renderValue.toString() : null;
  const renderer = view.renderer;
  if (value != null) {
    renderer.setAttribute(renderNode, name, renderValue, ns);
  } else {
    renderer.removeAttribute(renderNode, name, ns);
  }
}

function setElementClass(view: ViewData, renderNode: any, name: string, value: boolean) {
  const renderer = view.renderer;
  if (value) {
    renderer.addClass(renderNode, name);
  } else {
    renderer.removeClass(renderNode, name);
  }
}

function setElementStyle(
    view: ViewData, binding: BindingDef, renderNode: any, name: string, value: any) {
  let renderValue: string|null =
      view.root.sanitizer.sanitize(SecurityContext.STYLE, value as {} | string);
  if (renderValue != null) {
    renderValue = renderValue.toString();
    const unit = binding.suffix;
    if (unit != null) {
      renderValue = renderValue + unit;
    }
  } else {
    renderValue = null;
  }
  const renderer = view.renderer;
  if (renderValue != null) {
    renderer.setStyle(renderNode, name, renderValue);
  } else {
    renderer.removeStyle(renderNode, name);
  }
}

function setElementProperty(
    view: ViewData, binding: BindingDef, renderNode: any, name: string, value: any) {
  const securityContext = binding.securityContext;
  let renderValue = securityContext ?
      view.root.sanitizer.sanitize(securityContext, value) : value;
  view.renderer.setProperty(renderNode, name, renderValue);
}
```

---

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---

```typescript
export function queryDef(
    flags: NodeFlags, id: number, bindings: {[propName: string]: QueryBindingType}): NodeDef {
  let bindingDefs: QueryBindingDef[] = [];
  for (let propName in bindings) {
    const bindingType = bindings[propName];
    bindingDefs.push({propName, bindingType});
  }

  return {
    // will bet set by the view definition
    nodeIndex: -1,
    parent: null,
    renderParent: null,
    bindingIndex: -1,
    outputIndex: -1,
    // regular values
    // TODO(vicb): check
    checkIndex: -1,
    flags: childFlags: 0,
    directChildFlags: 0,
    childMatchedQueries: 0,
    ngContentIndex: -1,
    matchedQueries: [],
    matchedQueryIds: 0,
    references: [
    ],
    childCount: 0,
    bindings: []
  };
}

export function createQuery(): QueryList<any> {
  return new QueryList();
}

export function dirtyParentQueries(view: ViewData) {
  const queryIds = view.def.nodeMatchedQueries;
  while (view.parent && isEmbeddedView(view)) {
    let tplDef = view.parentNodeDef!;
    view = view.parent;
    // content queries
    const end = tplDef.nodeIndex + tplDef.childCount;
    for (let i = 0; i <= end; i++) {
      if (tplDef.flags & NodeFlags.DynamicQuery) {
        asQueryList(view, i).setDirty();
      } else {
        asQueryList(view, i).setDirty();
      }
    }
  }
}
```

---

```html
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```
function checkAndUpdateQuery(view: ViewData, nodeDef: NodeDef) {
  const queryList = asQueryList(view, nodeDef.nodeIndex);
  if (!queryList.dirty) {
    return;
  }

  let directiveInstance: any;
  let newValues: any[] = undefined!
  if (nodeDef.flags & NodeFlags.TypeContentQuery) {
    const elementDef = nodeDef.parent!.parent!
    newValues = calcQueryValues(view, elementDef.nodeIndex, elementDef.nodeIndex + elementDef.childCount, nodeDef.query!, []);
    directiveInstance = asProviderData(view, nodeDef.parent!.nodeIndex).instance;
  } else if (nodeDef.flags & NodeFlags.TypeViewQuery) {
    newValues = calcQueryValues(view, 0, view.def.nodes.length - 1, nodeDef.query!, {});
    directiveInstance = view.component;
  }

  queryList.reset(newValues);
  const bindings = nodeDef.query!.bindings;
  let notify = false;
  for (let i = 0; i < bindings.length; i++) {
    const binding = bindings[i];
    let boundValue: any;
    switch (binding.bindingType) {
      case QueryBindingType.First:
        boundValue = queryList.first;
        break;
      case QueryBindingType.All:
        boundValue = queryList;
        notify = true;
        break;
    }

    directiveInstance[binding.propName] = boundValue;
  }
  if (notify) {
    queryList.notifyOnChanges();
  }
}

function calcQueryValues(view: ViewData, startIndex: number, endIndex: number, queryDef: QueryDef, values: any[]): any[] {
  for (let i = startIndex; i <= endIndex; i++) {
    const nodeDef = view.def.nodes[i];
    const valueType = nodeDef.matchedQueries[queryDef.id];
    if (valueType != null) {
      values.push(getQueryValue(view, nodeDef, valueType));
    }

    if (nodeDef.flags & NodeFlags.TypeElement && nodeDef.element!.template && (nodeDef.element!.template!.nodeMatchedQueries & queryDef.filterId) === queryDef.filterId) {
      const elementData = asElementData(view, i);
      // check embedded views that were attached at the place of their template.
      // but process child nodes first if some match the query (see issue #16568)
      if ((nodeDef.childMatchedQueries & queryDef.filterId) !== queryDef.filterId) {
        i += nodeDef.childCount;
      }
    }
  }
  return values;
}

export function getQueryValue(view: ViewData, nodeDef: NodeDef, queryValueType: QueryValueType): any {
  if (queryValueType != null) {
    // a match
    switch (queryValueType) {
      case QueryValueType.RenderElement:
        return asElementData(view, nodeDef.nodeIndex).renderElement;
      case QueryValueType.ElementRef:
        return new ElementRef(asElementData(view, nodeDef.nodeIndex).renderElement);
      case QueryValueType.TemplateRef:
        return asElementData(view, nodeDef.nodeIndex).template;
      case QueryValueType.ViewContainerRef:
        return asElementData(view, nodeDef.nodeIndex).viewContainer;
      case QueryValueType.Provider:
        return asProviderData(view, nodeDef.nodeIndex).instance;
    }
  }
}
the view definition

    nodeIndex: -1,
    parent: null,
    renderParent: null,
    bindingIndex: -1,
    outputIndex: -1,
    flags: NodeFlags.TypeNgContent,
    childFlags: 0,
    directChildFlags: 0,
    childMatchedQueries: 0,
    matchedQueries: {},
    matchedQueryIds: 0,
    references: {}

    ngContentIndex: 0,
    childCount: 0,
    bindings: [],
    bindingFlags: 0,
    outputs: [],
    element: null,
    provider: null,
    text: null,
    query: null,
    ngContent: {index: 0}
  })

export function appendNgContent(view: ViewData, renderHost: any, def: NodeDef) {
  const parentEl = getParentRenderElement(view, renderHost, def);
  if (!parentEl) {
    // Nothing to do if there is no parent element.
    return;
  }
  const ngContentIndex = def.ngContent!.index;
  visitProjectedRenderNodes(view, ngContentIndex, RenderNodeAction.AppendChild, parentEl, null, undefined);
}

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 */

import {newArray} from '../util/array_utils';

import {asPureExpressionData, BindingDef, BindingFlags, NodeDef, NodeFlags, PureExpressionData, ViewData} from './types';
import {calcBindingFlags, checkAndUpdateBinding} from './util';

export function purePipeDef(checkIndex: number, argCount: number): NodeDef {
  // argCount + 1 to include the pipe as first argument
  return _pureExpressionDef(NodeFlags.TypePurePipe, checkIndex, newArray(argCount + 1));
}

export function pureArrayDef(checkIndex: number, argCount: number): NodeDef {
  return _pureExpressionDef(NodeFlags.TypePureArray, checkIndex, newArray(argCount));
}

export function pureObjectDef(checkIndex: number, propToIndex: {[p: string]: number}): NodeDef {
  const keys = Object.keys(propToIndex);
  const nbKeys = keys.length;
  const propertyNames = [];
  for (let i = 0; i < nbKeys; i++) {
    const key = keys[i];
    const index = propToIndex[key];
    propertyNames.push(key);
  }

  return _pureExpressionDef(NodeFlags.TypePureObject, checkIndex, propertyNames);
}

function _pureExpressionDef(flags: NodeFlags, checkIndex: number, propertyNames: string[]): NodeDef {
  const bindings: BindingDef[] = [];
  for (let i = 0; i < propertyNames.length; i++) {
    const prop = propertyNames[i];
    bindings.push({
      flags: BindingFlags.TypeProperty,
      name: prop,
      ns: null,
      nonMinifiedName: prop,
      securityContext: null,
      suffix: null
    });
  }
  return {
    // will be set by the view definition
    nodeIndex: -1,
    parent: null,
    renderParent: null,
    bindingIndex: -1,
    outputIndex: -1,
    flags: flags,
    childFlags: 0,
    directChildFlags: 0,
    childMatchedQueries: 0,
    matchedQueries: {},
    matchedQueryIds: 0,
    references: {},
    ngContentIndex: -1,
    childCount: 0,
    bindings: bindings,
    bindingFlags: calcBindingFlags(bindings),
    outputs: [],
    element: null,
    provider: null,
    text: null,
    query: null,
    ngContent: null
  };
}

export function createPureExpression(view: ViewData, def: NodeDef): PureExpressionData {
  return {value: undefined};
}

  const bindings = def.bindings;
  let changed = false;
  const bindLen = bindings.length;
  if (bindLen > 0 && checkAndUpdateBinding(view, def, 0, v0)) changed = true;
  if (bindLen > 1 && checkAndUpdateBinding(view, def, 1, v1)) changed = true;
  if (bindLen > 2 && checkAndUpdateBinding(view, def, 2, v2)) changed = true;
  if (bindLen > 3 && checkAndUpdateBinding(view, def, 3, v3)) changed = true;
  if (bindLen > 4 && checkAndUpdateBinding(view, def, 4, v4)) changed = true;
  if (bindLen > 5 && checkAndUpdateBinding(view, def, 5, v5)) changed = true;
  if (bindLen > 6 && checkAndUpdateBinding(view, def, 6, v6)) changed = true;
  if (bindLen > 7 && checkAndUpdateBinding(view, def, 7, v7)) changed = true;
  if (bindLen > 8 && checkAndUpdateBinding(view, def, 8, v8)) changed = true;
  if (bindLen > 9 && checkAndUpdateBinding(view, def, 9, v9)) changed = true;
  if (changed) {
    const data = asPureExpressionData(view, def.nodeIndex);
    let value: any;
    switch (def.flags & NodeFlags.Types) {
      case NodeFlags.TypePureArray:
        value = [];
        if (bindLen > 0) value.push(v0);
        if (bindLen > 1) value.push(v1);
        if (bindLen > 2) value.push(v2);
        if (bindLen > 3) value.push(v3);
        if (bindLen > 4) value.push(v4);
        if (bindLen > 5) value.push(v5);
        if (bindLen > 6) value.push(v6);
        if (bindLen > 7) value.push(v7);
        if (bindLen > 8) value.push(v8);
        if (bindLen > 9) value.push(v9);
        break;
    }
  }
}

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(bindLen > 2) value[bindings[2].name!][i] = v2;
if (bindLen > 3) value[bindings[3].name!][i] = v3;
if (bindLen > 4) value[bindings[4].name!][i] = v4;
if (bindLen > 5) value[bindings[5].name!][i] = v5;
if (bindLen > 6) value[bindings[6].name!][i] = v6;
if (bindLen > 7) value[bindings[7].name!][i] = v7;
if (bindLen > 8) value[bindings[8].name!][i] = v8;
if (bindLen > 9) value[bindings[9].name!][i] = v9;
break;
}

case NodeFlags.TypePurePipe:
  const pipe = v0;
  switch (bindLen) {
    case 1:
      value = pipe.transform(v0);
      break;
    case 2:
      value = pipe.transform(v1);
      break;
    case 3:
      value = pipe.transform(v1, v2);
      break;
    case 4:
      value = pipe.transform(v1, v2, v3);
      break;
    case 5:
      value = pipe.transform(v1, v2, v3, v4);
      break;
    case 6:
      value = pipe.transform(v1, v2, v3, v4, v5);
      break;
    case 7:
      value = pipe.transform(v1, v2, v3, v4, v5, v6);
      break;
    case 8:
      value = pipe.transform(v1, v2, v3, v4, v5, v6, v7);
      break;
    case 9:
      value = pipe.transform(v1, v2, v3, v4, v5, v6, v7, v8);
      break;
    case 10:
      value = pipe.transform(v1, v2, v3, v4, v5, v6, v7, v8, v9);
      break;
  }

break;

if (bindLen > 8 && checkAndUpdateBinding(view, def, 8, v8)) changed = true;
if (bindLen > 9 && checkAndUpdateBinding(view, def, 9, v9)) changed = true;
break;

for (let i = 0; i < values.length; i++) {
  if (bindLen > 0 && checkAndUpdateBinding(view, def, 0, v0)) changed = true;
  if (bindLen > 1 && checkAndUpdateBinding(view, def, 1, v1)) changed = true;
  if (bindLen > 2 && checkAndUpdateBinding(view, def, 2, v2)) changed = true;
  if (bindLen > 3 && checkAndUpdateBinding(view, def, 3, v3)) changed = true;
  if (bindLen > 4 && checkAndUpdateBinding(view, def, 4, v4)) changed = true;
  if (bindLen > 5 && checkAndUpdateBinding(view, def, 5, v5)) changed = true;
  if (bindLen > 6 && checkAndUpdateBinding(view, def, 6, v6)) changed = true;
  if (bindLen > 7 && checkAndUpdateBinding(view, def, 7, v7)) changed = true;
  if (bindLen > 8 && checkAndUpdateBinding(view, def, 8, v8)) changed = true;
  if (bindLen > 9 && checkAndUpdateBinding(view, def, 9, v9)) changed = true;
}

if (changed) {
  const data = asPureExpressionData(view, def.nodeIndex);
  let value: any;
  switch (def.flags & NodeFlags.Types) {
    case NodeFlags.TypePureArray:
      value = [];
      break;
    case NodeFlags.TypePureObject:
      value = {};
      break;
    case NodeFlags.TypePurePipe:
      value = pipe.transform(v0);
      break;
  }
  return {renderText: renderNode};
}

export function checkAndUpdateTextInline(
  view: ViewData, def: NodeDef, values: any[]): boolean {
  const changed = false;
  const bindings = def.bindings;
  const bindLen = bindings.length;
  if (bindLen > 0)
    value = bindings[0].values[0];
  if (bindLen > 1)
    value = bindings[1].values[1];
  if (bindLen > 2)
    value = bindings[2].values[2];
  if (bindLen > 3)
    value = bindings[3].values[3];
  if (bindLen > 4)
    value = bindings[4].values[4];
  if (bindLen > 5)
    value = bindings[5].values[5];
  if (bindLen > 6)
    value = bindings[6].values[6];
  if (bindLen > 7)
    value = bindings[7].values[7];
  if (bindLen > 8)
    value = bindings[8].values[8];
  if (bindLen > 9)
    value = bindings[9].values[9];
  break;
}

for (let i = 0; i < values.length; i++) {
  // Note: We need to loop over all values, so that
  // the old values are updates as well! If
  // checkAndUpdateBinding(view, def, i, values[i])
  // then changed = true;
  // let value = any;
  // switch (def.flags & NodeFlags.Types)
  // case NodeFlags.TypePureArray:
  // value = values;
  // break;
  // case NodeFlags.TypePureObject:
  // value = {};
  // break;
  // case NodeFlags.TypePurePipe:
  // value = pipe.transform(v0);
  // break;
  if (bindLen > 0)
    value = bindings[0].values[0];
  if (bindLen > 1)
    value = bindings[1].values[1];
  if (bindLen > 2)
    value = bindings[2].values[2];
  if (bindLen > 3)
    value = bindings[3].values[3];
  if (bindLen > 4)
    value = bindings[4].values[4];
  if (bindLen > 5)
    value = bindings[5].values[5];
  if (bindLen > 6)
    value = bindings[6].values[6];
  if (bindLen > 7)
    value = bindings[7].values[7];
  if (bindLen > 8)
    value = bindings[8].values[8];
  if (bindLen > 9)
    value = bindings[9].values[9];
  break;
}

if (changed) {
  const data = asPureExpressionData(view, def.nodeIndex);
  let value: any;
  switch (def.flags & NodeFlags.Types) {
    case NodeFlags.TypePureArray:
      value = [];
      break;
    case NodeFlags.TypePureObject:
      value = {};
      break;
    case NodeFlags.TypePurePipe:
      value = pipe.transform(v0);
      break;
  }
  return {renderText: renderNode};
}

export function checkAndUpdatePureExpressionDynamic(
  view: ViewData, def: NodeDef, values: any[]): boolean {
  const changed = false;
  const bindings = def.bindings;
  const bindLen = bindings.length;
  if (bindLen > 0)
    value = bindings[0].values[0];
  if (bindLen > 1)
    value = bindings[1].values[1];
  if (bindLen > 2)
    value = bindings[2].values[2];
  if (bindLen > 3)
    value = bindings[3].values[3];
  if (bindLen > 4)
    value = bindings[4].values[4];
  if (bindLen > 5)
    value = bindings[5].values[5];
  if (bindLen > 6)
    value = bindings[6].values[6];
  if (bindLen > 7)
    value = bindings[7].values[7];
  if (bindLen > 8)
    value = bindings[8].values[8];
  if (bindLen > 9)
    value = bindings[9].values[9];
  break;
}

for (let i = 0; i < values.length; i++) {
  // Note: We need to loop over all values, so that
  // the old values are updates as well! If
  // checkAndUpdateBinding(view, def, i, values[i])
  // then changed = true;
  // let value = any;
  // switch (def.flags & NodeFlags_TYPES)
  // case NodeFlags.TYPE_PURE_ARRAY:
  // value = values;
  // break;
  // case NodeFlags.TYPE_PURE_OBJECT:
  // value = {};
  // break;
  // case NodeFlags.TYPE_PURE_PIPE:
  // value = pipe.transform(v0);
  // break;
  if (bindLen > 0)
    value = bindings[0].values[0];
  if (bindLen > 1)
    value = bindings[1].values[1];
  if (bindLen > 2)
    value = bindings[2].values[2];
  if (bindLen > 3)
    value = bindings[3].values[3];
  if (bindLen > 4)
    value = bindings[4].values[4];
  if (bindLen > 5)
    value = bindings[5].values[5];
  if (bindLen > 6)
    value = bindings[6].values[6];
  if (bindLen > 7)
    value = bindings[7].values[7];
  if (bindLen > 8)
    value = bindings[8].values[8];
  if (bindLen > 9)
    value = bindings[9].values[9];
  break;
}

if (changed) {
  const data = asPureExpressionData(view, def.nodeIndex);
  let value: any;
  switch (def.flags & NodeFlags.Types) {
    case NodeFlags.TypePureArray:
      value = [];
      break;
    case NodeFlags.TypePureObject:
      value = {};
      break;
    case NodeFlags.TypePurePipe:
      value = pipe.transform(v0);
      break;
  }
  return {renderText: renderNode};
}
```javascript
(bindLen > 0) value += _addInterpolationPart(v0, bindings[0]);
if (bindLen > 1) value +=
_addInterpolationPart(v1, bindings[1]);
if (bindLen > 2) value += _addInterpolationPart(v2, bindings[2]);
if (bindLen > 3) value += _addInterpolationPart(v3, bindings[3]);
if (bindLen > 4) value +=
_addInterpolationPart(v4, bindings[4]);
if (bindLen > 5) value += _addInterpolationPart(v5, bindings[5]);
if (bindLen > 6) value += _addInterpolationPart(v6, bindings[6]);
if (bindLen > 7) value +=
_addInterpolationPart(v7, bindings[7]);
if (bindLen > 8) value += _addInterpolationPart(v8, bindings[8]);
if (bindLen > 9) value +=
_addInterpolationPart(v9, bindings[9]);

const renderNode = asTextData(view, def.nodeIndex).renderText;
view.renderer.setValue(renderNode, value);
}

export function checkAndUpdateTextDynamic(view: ViewData, def: NodeDef, values: any[]): boolean {
  const bindings = def.bindings;
  let changed = false;
  for (let i = 0; i < values.length; i++) {
    if (checkAndUpdateBinding(view, def, i, values[i])) {
      changed = true;
    }
  }
  if (changed) {
    let value = '';
    for (let i = 0; i < values.length; i++) {
      value += _addInterpolationPart(values[i], bindings[i]);
    }
    value = def.text!.prefix + value;
    const renderNode = asTextData(view, def.nodeIndex).renderText;
    view.renderer.setValue(renderNode, value);
  }
  return changed;
}

function _addInterpolationPart(value: any, binding: BindingDef): string {
  const valueStr = value != null ? value.toString() : '';
  return valueStr + binding.suffix;
}
```

any): ViewData {
  // embedded views are seen as siblings to the anchor, so we need
  // to get the parent of the anchor and use it as parentIndex
  const view = createView(parent.root, root, parent.renderer, parent, anchorDef, viewDef);
  initView(view, parent.component, context);
}

createViewNodes(view: ViewData): void {
  let renderHost: any;
  if (isComponentView(view)) {
    const hostDef = view.parentNodeDef;
    renderHost = asElementData(view.parent!, hostDef!.parent!.nodeIndex).renderElement;
  }
  const def = view.def;
  const nodes = view.nodes;
  for (let i = 0; i < def.nodes.length; i++) {
    const nodeDef = def.nodes[i];
    Services.setCurrentNode(view, i);
    let nodeData: any;
    switch (nodeDef.flags & NodeFlags.Types) {
      case NodeFlags.TypeElement:
        const el = createElement(view, renderHost, nodeDef) as any;
        let componentView: ViewData = undefined!;
        if (nodeDef.flags & NodeFlags.ComponentView) {
          const compViewDef = resolveDefinition(nodeDef.element!.componentView!);
          componentView = Services.createComponentView(view, nodeDef, compViewDef, el);
        }
        listenToElementOutputs(view, componentView, nodeDef, el);
        nodeData = <ElementData>{
          renderElement: el,
          componentView,
          viewContainer: null,
          template: nodeDef.element!.template ? createTemplateData(view, nodeDef) : undefined
        };
        if (nodeDef.flags & NodeFlags.EmbeddedViews) {
          nodeData.viewContainer = createViewContainerData(view, nodeDef, nodeData);
        }
        break;
      case NodeFlags.TypeText:
        nodeData = createText(view, renderHost, nodeDef) as any;
        break;
      case NodeFlags.TypeClassProvider:
      case NodeFlags.TypeFactoryProvider:
      case NodeFlags.TypeUseExistingProvider:
      case NodeFlags.TypeValueProvider: {
        nodeData = nodes[i];
        if (!nodeData && !(nodeDef.flags & NodeFlags.LazyProvider)) {
          const instance = createProviderInstance(view, nodeDef);
          nodeData = <ProviderData>{instance};
        }
        break;
      }
      case NodeFlags.TypePipe: {
        const instance = createPipeInstance(view, nodeDef);
        nodeData = <ProviderData>{instance};
        break;
      }
      case NodeFlags.TypeDirective: {
        nodeData = nodes[i];
        if (!nodeData) {
          const instance = createDirectiveInstance(view, nodeDef);
          nodeData = <ProviderData>{instance};
        }
        if (nodeDef.flags & NodeFlags.Component) {
          const compView = asElementData(view, nodeDef.parent!.nodeIndex).componentView;
          initView(compView, nodeData.instance, nodeData.instance);
        }
        break;
      }
      case NodeFlags.TypePureArray:
      case NodeFlags.TypePureObject:
      case NodeFlags.TypePurePipe:
      case NodeFlags.TypeContentQuery:
      case NodeFlags.TypeViewQuery: {
        nodeData = createQuery() as any;
        break;
      }
      case NodeFlags.TypeNgContent:
      appendNgContent(view, renderHost, nodeDef); // no runtime data needed for NgContent...
      break;
    }
    nodes[i] = nodeData;
  }
  // Create the ViewData.nodes of component views
  execComponentViewsAction(view, ViewAction.CreateViewNodes);
  // fill static content and view queries
  execQueriesAction(view, ViewAction.FillNodesQuery);
}
NodeFlags.TypeContentQuery | NodeFlags.TypeViewQuery, NodeFlags.StaticQuery,

CheckType.CheckAndUpdate;\n\n
export function checkNoChanges(view: ViewData) {\n  markProjectedViewsForCheck(view);\n  Services.updateDirectives(view, CheckType.CheckNoChanges);\n  execEmbeddedViewsAction(view, ViewAction.CheckNoChanges);\n  Services.updateRenderer(view, CheckType.CheckNoChanges);\n  execComponentViewsAction(view, ViewAction.CheckNoChanges);\n  // Note: We don't check queries for changes as we didn't do this in v2.x.\n  // TODO(tbosch): investigate if we can enable the check again in v5.x with a nicer error message.\n  view.state &= ~(ViewState.CheckProjectedViews | ViewState.CheckProjectedView);\n  execExportedFunction(view, CheckType.CheckAndUpdate);\n}

export function checkNoChangesView(viewData: ViewData) {\n  markProjectedViewsForCheckAndUpdate(view: ViewData) {\n    if (view.state & ViewState.BeforeFirstCheck) {\n      view.state &= ~ViewState.BeforeFirstCheck;\n    } else {\n      view.state &= ~ViewState.FirstCheck;\n    }\n    shiftInitState(view);\n    ViewState.InitState_BeforeInit, ViewState.InitState_CallOnInit();\n    markProjectedViewsForCheck(view);\n    Services.updateDirectives(view, CheckType.CheckAndUpdate);\n    execEmbeddedViewsAction(view, ViewAction.CheckAndUpdate);\n    execQueriesAction(view, NodeFlags.TypeContentQuery, NodeFlags.DynamicQuery, CheckType.CheckAndUpdate);\n  let callInit = shiftInitState(view, ViewState.InitState_CallOnInit, NodeFlags.DynamicQuery, CheckType.CheckAndUpdate);\n    callLifecycleHooks(view, NodeFlags.AfterContentChecked | (callInit ? NodeFlags.AfterContentInit : 0));\n    Services.updateRenderer(view, CheckType.CheckAndUpdate);\n    execQueriesAction(view, NodeFlags.TypeViewQuery, NodeFlags.DynamicQuery, CheckType.CheckAndUpdate);\n    callInit = shiftInitState(view, ViewState.InitState_CallAfterContentInit, NodeFlags.DynamicQuery, CheckType.CheckAndUpdate);\n    callLifecycleHooks(view, NodeFlags.AfterViewChecked | (callInit ? NodeFlags.AfterViewInit : 0));\n    if (view.def.flags & ViewFlags.OnPush) {\n      view.state &= ~(ViewState.ChecksEnabled | ViewState.InitState_CallingOnInit);\n    }\n    ViewState.CheckProjectedView;\n    Services.updateRenderer(view, ViewState.CheckProjectedView);\n    execComponentViewsAction(view, CheckType.CheckAndUpdate);\n    execQueriesAction(view, NodeFlags.TypeViewQuery, NodeFlags.DynamicQuery, CheckType.CheckAndUpdate);\n    callInit = shiftInitState(view, ViewState.InitState_CallAfterContentInit, NodeFlags.DynamicQuery, CheckType.CheckAndUpdate);\n    callLifecycleHooksChildrenFirst(view, NodeFlags.AfterContentChecked | (callInit ? NodeFlags.AfterContentInit : 0));\n    if (view.def.flags & ViewFlags.OnPush) {\n      view.state &= ~(ViewState.ChecksEnabled | ViewState.InitState_CallingOnInit);\n    }\n    callExportedFunction(view, CheckType.CheckAndUpdate);\n    execComponentViewsAction(view, ViewState.CheckProjectedView);\n    shiftInitState(view, ViewState.InitState_CallAfterViewInit, ViewState.InitState_AfterInit);\n    execExportedFunction(view, CheckAndUpdateNode);\n    view: ViewData, nodeDef: NodeDef, argStyle: ArgumentType, v0?: any, v1?: any, v2?: any, v3?: any, v4?: any, v5?: any, v6?: any, v7?: any, v8?: any, v9?: any): boolean {\n      if (argStyle === ArgumentType.Inline) {\n        return checkAndUpdateNodeInline(view, nodeDef, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);\n      } else {\n        return checkAndUpdateNodeDynamic(view, nodeDef, v0);\n      }\n    }\n    shiftParentViewsForCheck(view, nodeDef);\n    execComponentViewsAction(view, ViewState.CheckProjectedView);\n    shiftInitState(view, ViewState.InitState_CallAfterViewInit, ViewState.InitState_AfterInit);\n    execExportedFunction(view, CheckAndUpdateNode);\n    view: ViewData, nodeDef: NodeDef, argStyle: ArgumentType, v0?: any, v1?: any, v2?: any, v3?: any, v4?: any, v5?: any, v6?: any, v7?: any, v8?: any, v9?: any): boolean {\n      return checkAndUpdateNodeDynamic(view, nodeDef, v0);\n    }\n    shiftParentViewsForCheck(view, nodeDef);\n    execComponentViewsAction(view, ViewState.CheckProjectedView);\n    shiftInitState(view, ViewState.InitState_CallAfterViewInit, ViewState.InitState_AfterInit);\n    execExportedFunction(view, CheckAndUpdateNode);\n    view: ViewData, nodeDef: NodeDef, argStyle: ArgumentType, v0?: any, v1?: any, v2?: any, v3?: any, v4?: any, v5?: any, v6?: any, v7?: any, v8?: any, v9?: any): boolean {\n      return checkAndUpdateNodeDynamic(view, nodeDef, v0);\n    }\n  }
checkAndUpdateTextDynamic(view, nodeDef, values);  
  case NodeFlags.TypeDirective:  
    return checkAndUpdateDirectiveDynamic(view, nodeDef, values);  
  case NodeFlags.TypePureObject:  
    return checkAndUpdatePureExpressionDynamic(view, nodeDef, values);  

export function checkNoChangesNode(view: ViewData, nodeDef: NodeDef,
argStyle: ArgumentType, v0?: any, v1?: any, v2?: any, v3?: any, v4?: any,
v5?: any, v6?: any, v7?: any, v8?: any, v9?: any): any {  
  if (argStyle === ArgumentType.Inline) {  
    checkNoChangesNodeInline(view, nodeDef, v0, v1, v2, v3, v4, v5, v6,
v7, v8, v9);  
  } else {  
    checkNoChangesNodeDynamic(view, nodeDef, v0);  
  }  
  return false;  
}

const bindLen = nodeDef.bindings.length;  
if (bindLen > 0) checkBindingNoChanges(view, nodeDef, 0, v0);

for (let i = 0; i < values.length; i++) {  
  checkBindingNoChanges(view, nodeDef, i, values[i]);
}

const queryList = asQueryList(view, nodeDef.nodeIndex);
if (queryList.dirty) {
  throw expressionChangedAfterItHasBeenCheckedError(
    Services.createDebugContext(view, nodeDef.nodeIndex),
    `Query ${nodeDef.query!.id} not dirty`, `Query ${nodeDef.query!.id} dirty`,
    (view.state & ViewState.BeforeFirstCheck) !== 0);
}

if (view.state & ViewState.Destroyed) {
  return;
}

detachProjectedView(view);
if (view.renderer.destroyNode) {
  destroyViewNodes(view);
}
if (isComponentView(view)) {
  view.renderer.destroy();
}
view.state |= ViewState.Destroyed;

function execComponentViewsAction(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (!(def.nodeFlags & NodeFlags.ComponentView)) {
    return;
  }
  for (let i = 0; i < def.nodes.length; i++) {
    const nodeDef = def.nodes[i];
    if (nodeDef.flags & NodeFlags.ComponentView) {
      // a leaf
      callViewAction(asElementData(view, i).componentView, action);
    } else if ((nodeDef.childFlags & NodeFlags.ComponentView) === 0) {
      // a parent with leafs
      // no child is a component,
      // then skip
      i += nodeDef.childCount;
    }
  }
}

function execEmbeddedViewsAction(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (!(def.nodeFlags & NodeFlags.EmbeddedViews)) {
    return;
  }
  for (let i = 0; i < def.nodes.length; i++) {
    const nodeDef = def.nodes[i];
    if (nodeDef.flags & NodeFlags.EmbeddedViews) {
      // a leaf
      callViewAction(asElementData(view, i).componentView, action);
    } else if (nodeDef.childFlags & NodeFlags.EmbeddedViews) {
      // a parent with leafs
      // no child is a component,
      // then skip
      i += nodeDef.childCount;
    }
  }
}

function execLifecycleHooksChildrenFirst(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooksChildrenLast(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = def.nodes.length - 1; i >= 0; i--) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooks(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooksFirst(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooksLast(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = def.nodes.length - 1; i >= 0; i--) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooks(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooksFirst(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooksLast(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = def.nodes.length - 1; i >= 0; i--) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooks(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooksFirst(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooksLast(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = def.nodes.length - 1; i >= 0; i--) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooks(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooksFirst(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooksLast(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = def.nodes.length - 1; i >= 0; i--) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooks(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooksFirst(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooksLast(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = def.nodes.length - 1; i >= 0; i--) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}

function execLifecycleHooks(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (view.disposables) {
    for (let i = 0; i < view.disposables.length; i++) {
      view.disposables[i](view.state & ViewState.Destroyed);
    }
  }
}
NodeFlags.EmbeddedViews) === 0) {  
      // a parent with leafs
      // no child is a component,
      // then skip the children
      i += nodeDef.childCount;
    } 
  }
}

function callViewAction(view: ViewData, action: ViewAction) {
  switch (view.action) {
    case ViewAction.CheckNoChanges:
      if ((viewState & ViewState.Destroyed) === 0) {
        if (ViewState.CatDetectChanges) {
          checkNoChangesView(view);
        }
      }
      break;
    case ViewAction.CheckAndUpdate:
      if ((viewState & ViewState.Destroyed) === 0) {
        if ((viewState & ViewState.CatDetectChanges) === ViewState.CatDetectChanges) {
          checkAndUpdateView(view);
        } else if (viewState & ViewState.CheckProjectedViews) {
          execProjectedViewsAction(view, checkNoChangesView(view));
        }
      }
      break;
    case ViewAction.CheckAndUpdateProjectedViews:
      if ((viewState & ViewState.CheckProjectedView) && (viewState & ViewState.CheckProjectedViews)) {
        execProjectedViewsAction(view, ViewAction.CheckNoChangesProjectedViews);
      } 
      break;
  }
}

function execProjectedViewsAction(view: ViewData, action: ViewAction) {
  execEmbeddedViewsAction(view, action);
  execComponentViewsAction(view, action);
}

function execQueriesAction(view: ViewData, queryFlags: NodeFlags, staticDynamicQueryFlag: NodeFlags, checkType: CheckType) {
  if (!(view.def.nodeFlags & queryFlags) || !(view.def.nodeFlags & staticDynamicQueryFlag)) {
    return;
  }
  const nodeCount = view.def.nodes.length;
  for (let i = 0; i < nodeCount; i++) {
    const nodeDef = view.def.nodes[i];
    if ((nodeDef.flags & queryFlags) && (nodeDef.flags & staticDynamicQueryFlag)) {
      Services.setCurrentNode(view, nodeDef.nodeIndex);
      switch (checkType) {
        case CheckType.CheckAndUpdate:
          checkAndUpdateView(view, nodeDef);
          break;
        case CheckType.CheckNoChanges:
          checkNoChangesView(view, nodeDef);
          break;
      }
    } 
    if (!(nodeDef.childFlags & queryFlags) || !(nodeDef.childFlags & staticDynamicQueryFlag)) {
      // no child has a matching query
      // then skip the children
      i += nodeDef.childCount;
    }
  }
}

let initialized = false;

export function initServicesIfNeeded() {
  if (initialized)
```javascript
applyProviderOverridesToView(viewDef): ViewData {
  return callWithDebugContext(DebugAction.create,
      createEmbeddedView, null, parentView, anchorDef, defWithOverride, context);
}

function debugCreateComponentView(
    parentView: ViewData, nodeDef: NodeDef, viewDef: ViewDefinition,
    hostElement: any): ViewData {
  const overrideComponentView =
      viewDefOverrides.get(nodeDef.element!.componentProvider!.provider!.token);
  if (overrideComponentView) {
    viewDef = overrideComponentView;
  } else {
    viewDef = applyProviderOverridesToView(viewDef);
  }
  return callWithDebugContext(DebugAction.create,
      createComponentView, null, parentView, nodeDef, viewDef, hostElement);
}

function debugCreateNgModuleRef(
    moduleType: Type<any>, parentInjector: Injector, bootstrapComponents: Type<any>[],
    def: NgModuleDefinition): NgModuleRef<any> {
  const defWithOverride = applyProviderOverridesToNgModule(def);
  return createNgModuleRef(moduleType, parentInjector, bootstrapComponents, defWithOverride);
}

const providerOverrides = new Map<any, ProviderOverride>();
const providerOverridesWithScope = new Map<InjectableType<any>, ProviderOverride>();
const viewDefOverrides = new Map<any, ViewDefinition>();

function debugOverrideProvider(override: ProviderOverride) {
  providerOverrides.set(override.token, override);
  let injectableDef: InjectableDef<any>|null = null;
  if (typeof override.token === 'function' && (injectableDef =
      getInjectableDef(override.token)) &&
      typeof injectableDef.providedIn === 'function') {
    providerOverridesWithScope.set(override.token as InjectableType<any>, override);
  }
}

function debugOverrideComponentView(comp: any, compFactory: ComponentFactory<any>) {
  const hostViewDef = resolveDefinition(getComponentViewDefinitionFactory(compFactory));
  const compViewDef = resolveDefinition(hostViewDef.nodes[0].element!.componentView!);
  viewDefOverrides.set(comp, compViewDef);
}

function debugClearOverrides() {
  providerOverrides.clear();
  providerOverridesWithScope.clear();
  viewDefOverrides.clear();
}

// Notes about the algorithm:
// 1) Locate
// the providers of an element and check if one of them was overwritten
// 2) Change the providers of that
// element
// We only create new datastructures if we need to, to keep perf impact
// reasonable.
function applyProviderOverridesToView(viewDef: ViewDefinition): ViewDefinition {
  if (providerOverrides.size === 0) {
    return viewDef;
  }
  const elementIndicesWithOverwrittenProviders =
      findElementIndicesWithOverwrittenProviders(viewDef);
  if (elementIndicesWithOverwrittenProviders.length === 0) {
    return viewDef;
  }
  // clone the whole view definition,
  // as it maintains references between the nodes that are hard to update.
  viewDef = viewDef.factory!(() => NOOP);
  for (let i = 0; i <
      elementIndicesWithOverwrittenProviders.length; i++) {
    applyProviderOverridesToElement(viewDef, elementIndicesWithOverwrittenProviders[i]);
  }
  return viewDef;
}
```

```typescript
NOOP);\napplyProviderOverrides(def: NgModuleDefinition):\n  {hasOverrides: boolean, hasDeprecatedOverrides: boolean} {\n    let hasOverrides = false;\n    let hasDeprecatedOverrides = false;\n    if (providerOverrides.size === 0) {\n      return {hasOverrides,\n        hasDeprecatedOverrides};\n    }\n    def.providers.forEach(node => {\n      const override = providerOverrides.get(node.token);\n      if ((node.flags & NodeFlags.CatProviderNoDirective) &\n        & (node.flags & NodeFlags.CatProviderNoDirective)) \n        return {\n          providerOverrides: hasDeprecatedOverrides \n        };\n    }\n    def.modules.forEach(module => {\n      providerOverridesWithScope.forEach((override, token) => {\n        if (getInjectableDef(token).\n            providedIn === module) {\n          hasOverrides = true;\n          hasDeprecatedOverrides = true;\n        }\n      }\n      if (getInjectableDef(token).\n          providedIn === module) {\n        hasOverrides = true;\n        hasDeprecatedOverrides = true;\n      }\n    }\n    return {\n      hasOverrides,\n      hasDeprecatedOverrides};\n  }\n}

function calcHasOverrides(def: NgModuleDefinition):\n  {hasOverrides: boolean, hasDeprecatedOverrides: boolean} {
    let hasOverrides = false;
    let hasDeprecatedOverrides = false;
    if (providerOverrides.size === 0) {
      return {hasOverrides,\n        hasDeprecatedOverrides};
    }\n    def.providers.forEach(node => {
      const override = providerOverrides.get(node.token);
      if ((node.flags & NodeFlags.CatProviderNoDirective) &\n          & (node.flags & NodeFlags.CatProviderNoDirective)) \n        return {\n          providerOverrides: hasDeprecatedOverrides \n        };\n    }\n    def.modules.forEach(module => {\n      providerOverridesWithScope.forEach((override, token) => {\n        if (getInjectableDef(token).\n            providedIn === module) {\n          hasOverrides = true;
          hasDeprecatedOverrides = hasDeprecatedOverrides ||
            override.deprecatedBehavior;
        }\n      }\n      });\n    });\n  }\n
  function applyProviderOverrides(def: NgModuleDefinition) {
    for (let i = 0; i < def.providers.length; i++) {
      const provider = def.providers[i];\n      if (hasDeprecatedOverrides) {
        // We had a bug where me made
        // all providers lazy. Keep this logic
        // behind a flag
        // for migrating existing users.
        provider.flags |= NodeFlags.LazyProvider;\n      }\n      const override = providerOverrides.get(provider.token);
      if (override) {
        provider.flags = (provider.flags &\n          ~NodeFlags.CatProviderNoDirective) | override.flags;
        provider.deps = splitDepsDsl(override.deps);
        provider.value = override.value;
      }\n    }\n    if (providerOverridesWithScope.size > 0) {
      let moduleSet = new Set<any>(def.modules);
      providerOverridesWithScope.forEach((override, token) => {
        if (moduleSet.has(getInjectableDef(token).\n            providedIn)) {\n          let provider = {
            token: token,
            flags:
              override.flags | (hasDeprecatedOverrides ? NodeFlags.LazyProvider : NodeFlags.None),
            deps: splitDepsDsl(override.deps),
            value: override.value,
            index: def.providers.length,
          };
          def.providers.push(provider);
          def.providersByKey[tokenKey(token)] = provider;
        }\n      }\n    }\n  }\n
    const nodeDef = view.def.nodes[checkIndex];
    checkAndUpdateNode(view, nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);
    return (nodeDef.flags & NodeFlags.CatPureExpression) ?
              asPureExpressionData(view, checkIndex).value :
              undefined;
  }\n
    const nodeDef = view.def.nodes[checkIndex];
    checkNoChangesNode(view, nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);
    return (nodeDef.flags & NodeFlags.CatPureExpression) ?
              asPureExpressionData(view, checkIndex).value :
              undefined;
  }\n
  debugCheckAndUpdateView(view: ViewData) {\n    return callWithDebugContext(DebugAction.detectChanges,\n                                checkAndUpdateView, null, [view]);\n  }\n
  debugCheckNoChangesView(view: ViewData) {\n    return callWithDebugContext(DebugAction.checkNoChanges,\n                                checkNoChangesView, null, [view]);\n  }\n
  debugDestroyView(view: ViewData) {\n    return callWithDebugContext(DebugAction.destroy, destroyView, null, [view]);\n  }\n
  enum DebugAction {
    create,
    detectChanges,
    checkNoChanges,
    destroy,
    handleEvent
  }\n
  let _currentAction: DebugAction;
  let _currentView: ViewData;
  let _currentNodeIndex: number|null;

  debugSetCurrentNode(view: ViewData, nodeIndex: number|null) {
    _currentView = view;
    _currentNodeIndex = nodeIndex;
  }\n
  debugHandleEvent(view: ViewData, nodeIndex: number, eventName: string, event: any) {\n    debugSetCurrentNode(view, nodeIndex);
    return callWithDebugContext(DebugAction.handleEvent,\n      handleEvent, null, [view, nodeIndex, eventName, event]);\n  }\n
  debugUpdateDirectives(view: ViewData, checkType: CheckType) {\n    return callWithDebugContext(DebugAction.checkNoChanges,\n                                checkNoChangesView, null, [view]);\n  }\n
  debugCheckNoChangesNode(view: ViewData, nodeDef, argStyle, values) {\n    if (nodeDef.flags &\n      NodeFlags.TypeDirective) {\n      debugSetCurrentNode(view,\n        nextDirectiveWithBinding(view, 0));\n      debugCheckDirectivesFn(view, nodeDef, argStyle, values);
    } else {\n      debugSetCurrentNode(view, nextDirectiveWithBinding(view, nodeIndex));\n      return null;
    }\n  }\n
  debugCheckDirectivesFn(view: ViewData, nodeDef, argStyle, values) {\n    return callWithDebugContext(DebugAction.checkNoChanges,\n                                checkNoChangesView, null, [view]);\n  }\n```
return (nodeDef.flags & NodeFlags.CatPureExpression) ?
    asPureExpressionData(view,
    nodeDef.nodeIndex).value : undefined;
}

function debugUpdateRenderer(view: ViewData,
    nextRenderNodeWithBinding(view, 0)):
  return view.def.updateRenderer(debugCheckRenderNodeFn, view);

function debugCheckRenderNodeFn(
    view: ViewData, nodeIndex: number, argStyle: ArgumentType, ...values:
    any[]) {
  const nodeDef = view.def.nodes[nodeIndex];
  const hasBound = (checkType === CheckType.CheckAndRender) {
    return (nodeDef.flags & NodeFlags.CatPureExpression) ?
        asPureExpressionData(view,
        nodeDef.nodeIndex).value :
        undefined;
  }
}

function debugCheckAndUpdateNode(
    view: ViewData, nodeDef: NodeDef, argStyle: ArgumentType, ...values:
    any[]) {
  const hasBound = (checkType === CheckType.CheckAndRender) {
    return (nodeDef.flags & NodeFlags.CatPureExpression) ?
        asPureExpressionData(view,
        nodeDef.nodeIndex).value :
        undefined;
  }
}

function debugCheckNoChangesNode(
    view: ViewData, nodeDef: NodeDef, argStyle: ArgumentType, values: any[]):
  void {
    if (const changed = (<any>checkAndUpdateNode)(view,
        nodeDef, argStyle, ...values).changed) {
      return;
    }
    for (let i = 0; i < nodeDef.bindings.length; i++) {
      const binding = nodeDef.bindings[i];
      const value = values[i];
      if (binding.flags & BindingFlags.TypeProperty) {
        bindingValues[binding.nonMinifiedName!] =
            normalizeDebugBindingValue(value);
      }
    }

    const elDef = nodeDef.parent!;
    const el =
        asElementData(view, elDef.nodeIndex).renderElement;
    if (!elDef.name) {
      // a comment.
      view.renderer.setValue(el, `bindings=${JSON.stringify(bindingValues, null, 2)}`);
    } else {
      // a regular element.
      for (let attr in bindingValues) {
        const value = bindingValues[attr];
        if (value != null)
          view.renderer.setAttribute(el, attr, value);
        else
          view.renderer.removeAttribute(el, attr);
      }
    }
}

function debugCheckNoChangesNode(
    view: ViewData, nodeDef: NodeDef, argStyle: ArgumentType, values: any[]):
  void {
    (<any>checkNoChangesNode)(view,
        nodeDef, argStyle, ...values);
  }

function nextDirectiveWithBinding(view: ViewData, nodeIndex: number):
  number|null {
  for (let i = nodeIndex; i < view.def.nodes.length; i++) {
    const nodeDef = view.def.nodes[i];
    if (nodeDef.flags & NodeFlags.TypeDirective && nodeDef.bindings && nodeDef.bindings.length) {
      return i;
    }
  }
  return null;
}

function nextRenderNodeWithBinding(view: ViewData, nodeIndex: number):
  number|null {
  for (let i = nodeIndex; i < view.def.nodes.length; i++) {
    const nodeDef = view.def.nodes[i];
    if (nodeDef.flags & NodeFlags.CatRenderNode && nodeDef.bindings && nodeDef.bindings.length) {
      return i;
    }
  }
  return null;
}
this.elDef.nodeIndex + 1; i <= this.elDef.nodeIndex + this.elDef.childCount; i++) {
    if (childDef.flags & NodeFlags.CatProvider) {
        collectReferences(this.elView, childDef, references);
    }
    i += childDef.childCount;
}

return references;
}

get componentRenderElement() {
    const elData = findHostElement(this.elOrCompView);
    return elData ? elData.renderElement : undefined;
}

renderNode(): any {
    return this.nodeDef.flags & NodeFlags.TypeText ? renderNode(this.view, this.nodeDef) :
    renderNode(this.elView, this.elDef);
}

logError(console: Console, ...values: any[]) {
    let logViewDef: ViewDefinition; let logNodeIndex: number;
    if (this.nodeDef.flags & NodeFlags.TypeText) {
        logViewDef = this.view.def;
        logNodeIndex = this.nodeDef.nodeIndex;
    } else {
        logViewDef = this.elDef;
        logNodeIndex = this.elDef.nodeIndex;
    }

    view = findHostElement(logViewDef, logNodeIndex);

    renderNodeIndex = getRenderNodeIndex(logViewDef, logNodeIndex);

    currRenderNodeIndex = -1;
    nodeLogger: NodeLogger = () => {
        currRenderNodeIndex++;
        if (currRenderNodeIndex === renderNodeIndex) {
            return console.error.bind(console, ...values);
        } else {
            return NOOP;
        }
    }

    logViewDef.factory!(nodeLogger);

    if (currRenderNodeIndex < renderNodeIndex) {
        console.error('Illegal state: the ViewDefinitionFactory did not call the logger!');
    }
}

getRenderNodeIndex(viewDef: ViewDefinition, nodeIndex: number): number {
    let renderNodeIndex = -1;
    for (let i = 0; i <= nodeIndex; i++) {
        const nodeDef = viewDef.nodes[i];
        if (nodeDef.flags & NodeFlags.CatRenderNode) {
            renderNodeIndex++;
        }
    }
    return renderNodeIndex;
}

findHostElement(view: ViewData): ElementData|null {
    while (view && !isComponentView(view)) {
        view = view.parent!
    }
    if (view.parent) {
        return asElementData(view.parent, viewParentEl(view)!.nodeIndex);
    }
    return null;
}

collectReferences(view: ViewData, nodeDef: NodeDef, references: {[key: string]: any}) {
    for (let refName in nodeDef.references) {
        references[refName] = getQueryValue(view, nodeDef, nodeDef.references[refName]);
    }
}

callWithDebugContext(action: DebugAction, fn: any, self: any, args: any[]) {
    const oldAction = _currentAction;
    const oldView = _currentView;
    const oldNodeIndex = _currentNodeIndex;
    try {
        _currentAction = action;
        const result = fn.apply(self, args);
        _currentView = oldView;
        _currentNodeIndex = oldNodeIndex;
        return result;
    } catch (e) {
        if (isViewDebugError(e) ||
            !currentView) {
            throw e;
        } throw viewWrappedDebugError(e, getCurrentDebugContext());
    }
}

export function getCurrentDebugContext(): DebugContext|null {
    return _currentView ? new DebugContext_(_currentView, _currentNodeIndex) : null;
}

export class DebugRendererFactory2 implements RendererFactory2 {
    constructor(private delegate: RendererFactory2) {}

    createRenderer(element: any, renderData: RendererType2|null): Renderer2 {
        return new DebugRenderer2(this.delegate.createRenderer(element, renderData));
    }

    begin() {
        if (this.delegate.begin) {
            this.delegate.begin();
        }
    }

    end() {
        if (this.delegate.end) {
            this.delegate.end();
        }
    }

    whenRenderingDone(): Promise<any> {
        if (this.delegate.whenRenderingDone) {
            return this.delegate.whenRenderingDone();
        }
        this.delegate.whenRenderingDone().then((null));
    }

    beforeRender() {
        if (this.delegate.beforeRender) {
            this.delegate.beforeRender();
        }
    }

    afterRender() {
        if (this.delegate.afterRender) {
            this.delegate.afterRender();
        }
    }

    export class DebugRenderer2 implements Renderer2 {
        readonly data: {[key: string]: any};

        constructor(private delegate: Renderer2) {
            this.delegate.data;
        }

        destroyNode(node: any) {
            const debugNode = getDebugNode(node);
            removeDebugNodeFromIndex(debugNode);
        }

        constructor(private delegate: Renderer2) {
            this.data = this.delegate.data;
        }

        destroyNode(node: any) {
            const debugNode = getDebugNode(node);
        }

        createElement(name: string, namespace?: string): any {
            const el = this.delegate.createElement(name, namespace);
            const debugCtx = this.delegate.createElementContext(el);
            if
const debugEl = new DebugElement__PRE_R3__(el, null, debugCtx);

    (debugEl as {name: string}).name = name;
    indexDebugNode(debugEl);

    if (debugCtx) {
      const debugCtx = this.createDebugContext(debugEl);
      this.createComment(value, debugCtx);
      return;
    }

    void {
      const ctx = new DebugContext__PRE_R3__(null, null, debugCtx);
      const comment = this.delegate.createComment(value);
      const debugCtx = this.createDebugContext(ctx);
    }
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''/application_module';
export {AbstractType, Type} from './interface/type';
export {EventManager} from './interface/event';
export {AbstractType, Type} from './interface/type';
export {ErrorEmitter} from './error_emitter';
export {ErrorHandler} from './error_handler';
export * from './core_private_export';
export *
from './core_render3_private_export';
export {SecurityContext} from './sanitization/security';
export {Sanitizer} from './sanitization/sanitizer';
export * from './codegen_private_exports';

import {global} from './util/global';
if (ngDevMode) {
  // This helper is to give a reasonable error message to people upgrading to v9 that have not yet
  // installed '@angular/localize' in their app.
  // tslint:disable-next-line: no-toplevel-property-access
  global.$localize = global.$localize || function() {
    throw new Error('It looks like your application or one of its dependencies is using i18n.\n' +
    'Angular 9 introduced a global $localize() function that needs to be
    added.\n' +
    'Please run `ng add @angular/localize` from the Angular CLI.\n' +
    '(For non-CLI projects, add `import '@angular/localize/init'` to your ` polyfills.ts` file.\n' +
    'For server-side rendering applications
    add the import to your `main.server.ts` file.);\n  });

  ngDevMode = true;
}

/**
 * @license
 * Copyright Google LLC 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.
 */
export * from './src/public_api';

// This file is not used to build this module. It is only used during editing
// by the TypeScript language service and during build for verification. `ngc`
// replaces this file with production index.ts when it rewrites private symbol
// names.
export * from './index';

export {APPLICATION_MODULE_PROVIDERS as
angular_packages_core_core_s_iterableDifferFactory as angular_packages_core_core_p_keyValueDifferFactory as angular_packages_core_core_q_localeFactory as angular_packages_core_core_r_zoneSchedulerFactory as angular_packages_core_core_t_label as angular_packages_core_core_g} from './src/application_module';
export {appIdRandomProviderFactory as angular_packages_core_core_g} from './src/application_tokens';
export {DefaultIterableDifferFactory as angular_packages_core_core_n} from './src/change_detection/differs/default_iterable_differ';
export {DefaultKeyValueDifferFactory as angular_packages_core_core_o} from './src/change_detection/differs/default_keyvalue_differ';
export {DebugElement__PRE_R3__ as angular_packages_core_core_l,DebugNode__PRE_R3__ as angular_packages_core_core_k,getDebugNodeR2__PRE_R3__ as angular_packages_core_core_m} from './src/debug/debug_node';
export {isForwardRef as angular_packages_core_core_a} from './src/di/forward_ref';
export {NullInjector as angular_packages_core_core_c,injectInjectorOnly as angular_packages_core_core_b} from './src/di/injector_compatibility';
export {ReflectiveInjector_ as angular_packages_core_core_d} from './src/di/reflective_injector';
export {ReflectiveDependency as angular_packages_core_core_e,resolveReflectiveProviders as angular_packages_core_core_f} from './src/di/reflective_provider';
export {USD_CURRENCY_CODE as angular_packages_core_core_u} from './src/i18n/localization';
export {getModuleFactory__PRE_R3__ as angular_packages_core_core_j} from './src/linker/ng_module_factory_loader';
export {SCHEDULER as angular_packages_core_core_y} from './src/render3/component_ref';
export {injectAttributeImpl as angular_packages_core_core_z} from './src/render3/di';
export {NgOnChangesFeatureImpl as angular_packages_core_core_x} from './src/render3/features/ng_onchanges_feature';
export {i18nPostprocess as angular_packages_core_core_br} from './src/render3/i18n/i18n_postprocess';
export {TElementNode as angular_packages_core_core_bf} from './src/render3/interfaces/node';
export {LView as angular_packages_core_core_bp} from './src/render3/interfaces/view';
export {pureFunction1Internal as angular_packages_core_core_bg,pureFunction2Internal as angular_packages_core_core_bh,pureFunction3Internal as angular_packages_core_core_bi,pureFunction4Internal as angular_packages_core_core_bj,pureFunctionVInternal as angular_packages_core_core_bk} from './src/render3/pure_function';
export {getBindingRoot as angular_packages_core_core_bd,getLView as angular_packages_core_core_bb,getPreviousOrParentTNode as angular_packages_core_core_bc,getContextImpl as
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Ac,GAAe,EAAE,CAAC,KAC4D;IAE5F,IAAI,OAAO,IAAI,UAUU,CAAC,IAAI,CAAC,KAAC,KAAK,C
AAC,aAAa,CAAC,CAAC,KACjD;IAED,IAAI,QAqAc,QACV,OAoO,IAAI,SAAS,CAAC,IAAI,CAAC,KAAC,E
AAE,IAAI,CAAC,MAAM,CAAC,CAAC;KAC/C;IAAGD,IAAI,cAAc;QACbB,IAAI,IAAI,GAAG,IAAI,CAAC,KA
AK,CAAC,QACiB,IAAI,KAAK,GAAG,IAAI,CAAC,MAAM,CAAC,MAAM,CAAC,QAC/B,OAoO,CAAC,KAA
K IAIAI,IAAEAE,YACbB,KAACK,GAAG,YAY,CAAC,IAAI,CAAC,CAAC,YAC3B,IAAI,GAAG,IAAI,CA
CA,MAAO,CAAC,SAcArB;QAED,OAoO,IAAI,GAAG,IAAI,SAAS,CAAC,IAAI,EAEE,KAAC,CAAC,GAAG,IAA
I,SAAS,CAAC,IAAI,CAAC,KAAC,KAAK,EAEE,IAAI,CAAC,KAAC;CAAC;SAC5B;KACF;IAE
D,GAAG,CAAC,KAAe;QAfC,MAAM,IAAI,GAAG,IAAI,CAAC,CAAC,QACvC,KAAK,CAAC,CAAC,GAAG,IAE
AE,CAAC,IAAI,CAAC,EAEE,CAAC,EAEE;YACc,CMAAM,GAAG,IAAI,GAAG,IAAI,CAAC,CAAC;YAC3B,IAAI,
SACkC,IAAI,CAAC,CAAC;YAC7B;QAED,KAAK,CAAC;YAC3B,IAAI,CAAC,CAAC;KAC3D;IAED,QAQAc,
CAAC,KAAK,CAAC,CAAC;KAC5E;IAED,KAAC,KAAK,QACh,MAAM,GAAG,GA
AG,IAAI,CAAC,CAAC,MAAM,MAAM,CAAC,QACvC,KAACK,IAAI,CAAC,GAAG,GAAG,GAAG,CAAC,EAEE,
CAAC,IAAI,CAAC,EAEE,CAAC,EAEE;YACc,CMAAM,GAAG,IAAI,GAAG,IAAI,CAAC,CAAC;YAC3B,IAAI,
EAEE,CAAC,CAAC;YAC7B;QAED,KAAK,CAAC;YAC3B,IAAI,CAAC,CAAC;KAC3D;IAED,QAQAc,
CAAC,KAAK,CAAC,CAAC;KAC5E;IAED,KAAC,KAAK,QACh,MAAM,GAAG,GA
AG,IAAI,CAAC,CAAC,MAAM,MAAM,CAAC,QACvC,KAACK,IAAI,CAAC,GAAG,GAAG,GAAG,CAAC,EAEE,
CAAC,IAAI,CAAC,EAEE,CAAC,EAEE;YACc,CMAAM,GAAG,IAAI,GAAG,IAAI,CAAC,CAAC;YAC3B,IAAI,
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CAAC,KAAK,CAAC,CAAC;KAC5E;IAED,KAAC,KAAK,QACh,MAAM,GAAG,GA
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No license file was found, but licenses were detected in source scan.

"version":3,"file":"core-testing.umd.js","sources":
["../../../../../packages/core/testing/src/async_fallback.ts","../../../../../packages/core/testing/src/async.ts","../../../../../packages/core/testing/src/component_fixture.ts","../../../../../packages/core/testing/src/fake_async_fallback.ts","../../../../../packages/core/testing/src/fake_async.ts","../../../../../external/npm/node_modules/tslib/tslib.es6.js","../../../../../packages/core/testing/src/async_test_completer.ts","../../../../../packages/core/src/metadata/resources/*"]

Found in path(s):
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/fesm2015/core.js.map

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* complete when all asynchronous calls within this zone are done. Can be used
* to wrap an `@link inject` call.

```typescript
// Example:

@inject(AClass, object) => { // object.doSomething.then(() => {
  expect(true, 'Some
```
this.changeDetectorRef.checkNoChanges();

/**
 * Set whether the fixture should autodetect changes.
 * Also runs detectChanges once so that any existing change is detected.
 */
autoDetectChanges(autoDetect: boolean = true) {
  if (this.ngZone !== null) throw new Error('Cannot call autoDetectChanges when ComponentFixtureNoNgZone is set()');
  this._autoDetect = autoDetect;
  this.detectChanges();
}

/**
 * Set whether the fixture should autodetect changes.
 * Also runs detectChanges once so that any existing change is detected.
 */
autoDetectChanges(autoDetect: boolean = true) {
  if (this.ngZone !== null) throw new Error('Cannot call autoDetectChanges when ComponentFixtureNoNgZone is set()');
  this._autoDetect = autoDetect;
  this.detectChanges();
}

/**
 * Return whether the fixture is currently stable or has async tasks that have not been completed yet.
 */
* isStable(): boolean {
  return this._isStable &&
  !this.ngZone!.hasPendingMacrotasks();
}

/**
 * Get a promise that resolves when the fixture is stable.
 * This can be used to resume testing after events have triggered asynchronous activity or
 * asynchronous change detection.
 */
* whenStable(): Promise<any> {
  return Promise.resolve(true);
}

/**
 * Get a promise that resolves when the ui state is stable following animations.
 */
* whenRenderingDone(): Promise<any> {
  return this.whenStable();
}

/**
 * Get a promise that resolves when the ui state is stable following animations.
 */
* whenRenderingDone(): Promise<any> {
  return this.whenStable();
}

/**
 * Trigger component destruction.
 */
* destroy(): void {
  if (!this._isDestroyed) {
    this.componentRef.destroy();
    if (this._onUnstableSubscription != null) {
      this._onUnstableSubscription.unsubscribe();
    }
    if (this._onStableSubscription != null) {
      this._onStableSubscription.unsubscribe();
    }
    if (this._onMicrotaskEmptySubscription != null) {
      this._onMicrotaskEmptySubscription.unsubscribe();
    }
    this._isDestroyed = true;
  }
}

function scheduleMicroTask(fn: Function) {
  Zone.current.scheduleMicroTask('scheduleMicroTask', fn);
}

/**
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 */

/**
 * fakeAsync has been moved to zone.js
 * this file is for fallback in case old version of zone.js is used
 */
const _Zone: any = typeof Zone !== 'undefined' ? Zone : null;
const FakeAsyncTestZoneSpec = _Zone && _Zone['FakeAsyncTestZoneSpec'];

let _fakeAsyncTestZoneSpec: any = null;

/**
 * Clears out the shared fake async zone for a test.
 * To be called in a global beforeEach.
 *
 * @publicApi
 */
export function resetFakeAsyncZoneFallback() {
  if (_fakeAsyncTestZoneSpec) {
    _fakeAsyncTestZoneSpec.unlockDatePatch();
  }
  _fakeAsyncTestZoneSpec = null;
  ProxyZoneSpec && ProxyZoneSpec.assertPresent().resetDelegate();
}

let _inFakeAsyncCall = false;

/**
 * Wraps a function to be executed in the fakeAsync zone:
 * - microtasks are manually executed by calling `flushMicrotasks()
 * - timers are synchronous, `tick()` simulates the asynchronous passage of time.
 * If there are any pending timers at the end of the function, an exception will be thrown.
 * Wraps a function to be executed in the fakeAsync zone:
 * - microtasks are manually executed by calling `flushMicrotasks()
 * - timers are synchronous, `tick()` simulates the asynchronous passage of time.
 * If there are any pending timers at the end of the function, an exception will be thrown.
 */
export function fakeAsyncFallback(fn: Function): (...args: any[]) => any {
  // Not using an arrow function to preserve context passed from call site
  return function(this: unknown, ...args: any[]) {
    const Zone = null;
    const ProxyZoneSpec = Zone && Zone['ProxyZoneSpec'];
    const ProxyZoneSpec = Zone && Zone['ProxyZoneSpec'];
    const _fakeAsyncTestZoneSpec = null;
    const _fakeAsyncTestZoneSpec = null;
    const _fakeAsyncTestZoneSpec = null;
    const _fakeAsyncTestZoneSpec = null;
    _inFakeAsyncCall = false;
    _inFakeAsyncCall = true;
    if (!(_fakeAsyncTestZoneSpec)) {
      _fakeAsyncTestZoneSpec = new FakeAsyncTestZoneSpec();
    }
    _fakeAsyncTestZoneSpec.unlockDatePatch();
    _fakeAsyncTestZoneSpec = null;
    // in node.js testing we may not have ProxyZoneSpec in which case there is nothing to reset
    ProxyZoneSpec && ProxyZoneSpec.assertPresent().resetDelegate();
    _inFakeAsyncCall = false;
    _inFakeAsyncCall = true;
    try {
      if (this.ngZone) {
        throw new Error('Cannot call autoDetectChanges when ComponentFixtureNoNgZone is set()');
      }
      this.detectChanges();
    } catch (e) {
      throw e;
    }
  }
}
res: any;
  const lastProxyZoneSpec = proxyZoneSpec.getDelegate();
  proxyZoneSpec.setDelegate(_fakeAsyncTestZoneSpec);
  _fakeAsyncTestZoneSpec.lockDatePatch();
  try {
    res = fn.apply(this, args);
  } finally {
    proxyZoneSpec.setDelegate(lastProxyZoneSpec);
  }

  if (_fakeAsyncTestZoneSpec.pendingPeriodicTimers.length > 0) {
    throw new Error(`pendingPeriodicTimers.length: ${_fakeAsyncTestZoneSpec.pendingPeriodicTimers.length} (but should be 0)`);
  }

  if (_fakeAsyncTestZoneSpec.pendingTimers.length > 0) {
    throw new Error(`pendingTimers.length: ${_fakeAsyncTestZoneSpec.pendingTimers.length} (but should be 0)`);
  }

  return res;
}

function _getFakeAsyncZoneSpec(): any {
  if (_fakeAsyncTestZoneSpec == null) {
    throw new Error('The code should be running in the fakeAsync zone to call this function');
  }
  return _fakeAsyncTestZoneSpec;
}

/**
 * Simulates the asynchronous passage of time for the timers in the fakeAsync zone.
 * The microtasks queue is drained at the very start of this function and after any timer callback\n * has been executed.\n * @param maxTurns\n * @returns The simulated time elapsed, in millis.\n * @publicApi
 */
export function tickFallback(millis: number = 0, tickOptions: {processNewMacroTasksSynchronously: boolean} = {processNewMacroTasksSynchronously: true}) {
  _getFakeAsyncZoneSpec().tick(millis, null, tickOptions);
  return _getFakeAsyncZoneSpec().flush(millis);
}

/**
 * Simulates the asynchronous passage of time for the timers in the fakeAsync zone by\n * draining the macrotask queue until it is empty. The returned value is the millisecond\n * of time that would have been elapsed.\n * @param maxTurns\n * @returns The simulated time elapsed, in millis.\n * @publicApi
 */
export function flushFallback(maxTurns?: number): number {
  return _getFakeAsyncZoneSpec().flush(maxTurns);
}

/**
 * Discard all remaining periodic tasks.\n * @publicApi
 */
export function discardPeriodicTasksFallback(): void {
  const zoneSpec = _getFakeAsyncZoneSpec();
  zoneSpec.pendingPeriodicTimers.length = 0;
  flushMicrotasksFallback();
}

/**
 * Flush any pending microtasks.\n * @publicApi
 */
export function flushMicrotasksFallback(): void {
  _getFakeAsyncZoneSpec().flushMicrotasks();
}

/**
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 */
import {discardPeriodicTasksFallback, fakeAsyncFallback, flushFallback, flushMicrotasksFallback, resetFakeAsyncZoneFallback, tickFallback} from './fake_async_fallback';

const _Zone: any = typeof Zone !== 'undefined' ? Zone : null;
const fakeAsyncTestModule = _Zone && _Zone[_Zone.__symbol__('fakeAsyncTest')];

/**
 * Clears out the shared fake async zone for a test.\n * To be called in a global `beforeEach`.\n * @publicApi
 */
export function resetFakeAsyncZone(): void {
  if (fakeAsyncTestModule) {
    return fakeAsyncTestModule.resetFakeAsyncZone();
  } else {
    return resetFakeAsyncZoneFallback();
  }
}

/**
 * Wraps a function to be executed in the fakeAsync zone:\n * - microtasks are manually executed by calling `flushMicrotasks()`,\n * - timers are synchronous, `tick()` simulates the asynchronous passage of time.\n * @param fn\n * @returns The function wrapped to be executed in the fakeAsync zone\n * Can be used to wrap inject() calls.\n * @publicApi
 */
export function fakeAsync(fn: Function): (...args: any[]) => any {
  if (fakeAsyncTestModule) {
    return fakeAsyncTestModule.fakeAsync(fn);
  } else {
    return fakeAsyncFallback(fn);
  }
}

/**
 * Simulates the asynchronous passage of time for the timers in the fakeAsync zone.\n * The microtasks queue is drained at the very start of this function and after any timer callback\n * has been executed.\n * @param millis, the number of millisecond to advance the virtual timer\n * @param tickOptions, the options of tick with a flag called\n * processNewMacroTasksSynchronously, whether to invoke the new macroTasks, by default is false, means the new macroTasks will be invoked\n * For example,\n * @param tickOptions, the options of tick with a flag called\n * processNewMacroTasksSynchronously, whether to invoke the new macroTasks, by default is false, means the new macroTasks will be invoked\n * For example,\n */
export function fakeAsync(fn: Function): (...args: any[]) => any {
  if (fakeAsyncTestModule) {
    return fakeAsyncTestModule.fakeAsync(fn);
  } else {
    return fakeAsyncFallback(fn);
  }
}
expect(nestedTimeoutInvoked).toBe(true);
    * }));
    *
    * in this case, we have a nested timeout (new macroTask),
    * when we tick, both then * function WithNestedTimeout and the nested timeout both will be invoked.
    * it (test with nested setTimeout, fakeAsync()) => {
    * let nestedTimeoutInvoked = false;
    * function
    * funcWithNestedTimeout() {
    * set Timeout(() => {
    *   nestedTimeoutInvoked = true;
    * });
    * }
    * set Timeout(funcWithNestedTimeout());
    * tick(0, {processNewMacroTasksSynchronously: false});
    * expect(nestedTimeoutInvoked).toBe(false);
    * });
    *
    * if we pass the tickOptions with
    * processNewMacroTasksSynchronously to be false, the nested timeout * will not be invoked.
    *
    * @publicApi
    */
export function tick(millis: number = 0, tickOptions: {
    processNewMacroTasksSynchronously: boolean
}) : void {
    if (fakeAsyncTestModule) {
      return fakeAsyncTestModule.tick(millis, tickOptions);
    } else {
      return tickFallback(millis, tickOptions);
    }
}

/**
 * Simulates the asynchronous passage of time for the
 * timers in the fakeAsync zone by
 * draining the macrotask queue until it is empty. The returned value is the
 * milliseconds * of time that would have been elapsed.
 * * @param maxTurns
 * * @returns The simulated time elapsed, in milliseconds.
 * * @publicApi
 */
export function flush(maxTurns?: number): number {
    if (fakeAsyncTestModule) {
      return fakeAsyncTestModule.flush(maxTurns);
    } else {
      return flushFallback(maxTurns);
    }
}

/**
 * Discard all remaining periodic tasks.
 * @publicApi
 */
export function discardPeriodicTasks(): void {
    if (fakeAsyncTestModule) {
      return fakeAsyncTestModule.discardPeriodicTasks();
    } else {
      discardPeriodicTasksFallback();
    }
}

/**
 * Flush any pending microtasks.
 * @publicApi
 */
export function flushMicrotasks(): void {
    if (fakeAsyncTestModule) {
      return fakeAsyncTestModule.flushMicrotasks();
    } else {
      return flushMicrotasksFallback();
    }
}
```javascript
function cachedResourceResolve(url: string): Promise<string> {
  let promise = urlMap.get(url);
  if (!promise) {
    const resp = resourceResolver(url);
    urlMap.set(url, promise = resp.then(unwrapResponse));
  }
  return promise;
}

componentResourceResolutionQueue.forEach(component => {
  const promises: Promise<void>[] = [];
  if (component.componentTemplate) {
    promises.push(cachedResourceResolve(component.componentTemplate).then(template => {
      component.componentTemplate = template;
    }));
  }
  const styleUrls = component.styleUrls || (component.styleUrls = []);
  const styles = component.styles || (component.styles = []);
  styleUrls.forEach(styleUrl => {
    promises.push(cachedResourceResolve(styleUrl).then(style => {
      styles.push(style);
    }));
  });
  return Promise.all(promises).then(() =>
    componentDefResolved(component.type));
}

clearResolutionOfComponentResourcesQueue();
return Promise.all(componentResolved).then(() =>
  undefined);
}

let componentResourceResolutionQueue = new Map<Type<any>, Component>();

const componentDefPendingResolution = new Set<Type<any>>();

export function maybeQueueResolutionOfComponentResources(type: Type<any>, metadata: Component) {
  if (componentNeedsResolution(metadata)) {
    componentResourceResolutionQueue.set(type, metadata);
    componentDefPendingResolution.add(type);
  }
}

export function isComponentDefPendingResolution(type: Type<any>): boolean {
  return componentDefPendingResolution.has(type);
}

export function componentNeedsResolution(component: Component): boolean {
  return !!((component.componentTemplate && !component.hasOwnProperty('template')) ||
    component.styleUrls && component.styleUrls.length);
}

export function clearResolutionOfComponentResourcesQueue(): Map<Type<any>, Component> {
  const old = componentResourceResolutionQueue;
  componentResourceResolutionQueue = new Map();
  return old;
}

export function restoreComponentResolutionQueue(queue: Map<Type<any>, Component>): void {
  componentDefPendingResolution.clear();
  queue.forEach((_, type) =>
    componentDefPendingResolution.add(type));
  componentResourceResolutionQueue = queue;
}

export function isComponentResourceResolutionQueueEmpty() {
  return componentResourceResolutionQueue.size ===
  0;
}

function unwrapResponse(response: string|{text(): Promise<string>}) {
  return typeof response == 'string' ? response : response.text();
}
```
removeObjects.add(_propHashKey(prop, removeValue, references));
}
for (const prop in metadata) {
  if (Array.isArray(propValue)) {
    metadata[prop] = propValue.filter((value: any) => !removeObjects.has(_propHashKey(prop, value, references)));
  } else {
    const propValue = metadata[prop];
    if (propValue != null && Array.isArray(propValue)) {
      metadata[prop] = propValue.concat(addValue);
    } else {
      if (removeObjects.has(_propHashKey(prop, propValue, references))) {
        metadata[prop] = undefined;
      }
    }
  }
}

addMetadata(metadata, add: any) {
  for (const prop in add) {
    const addValue = add[prop];
    const propValue = metadata[prop];
    if (propValue != null && Array.isArray(propValue)) {
      metadata[prop] = propValue.concat(addValue);
    } else {
      metadata[prop] = addValue;
    }
  }
}

setMetadata(metadata: StringMap, set: any) {
  for (const prop in set) {
    metadata[prop] = set[prop];
  }
}

_propHashKey(propName: any, propValue: any, references: Map<any, string>): string {
  return `${propName}:${JSON.stringify(propValue, replacer)}`;
}

_serializeReference(ref: any, references: Map<any, string>): string {
  let id = references.get(ref);
  if (!id) {
    id = `${stringify(ref)}${_nextReferenceId++}`;
    references.set(ref, id);
  }
  return id;
}

_valueProps(obj: any): string[] {
  const props: string[] = [];
  Object.keys(obj).forEach((prop) => {
    if (!prop.startsWith('_')) {
      props.push(prop);
    }
  });
  let proto = obj;
  while (proto = Object.getPrototypeOf(proto)) {
    Object.keys(proto).forEach((protoProp) => {
      const desc = Object.getOwnPropertyDescriptor(proto, protoProp);
      if (!protoProp.startsWith('_') && desc && 'get' in desc) {
        props.push(protoProp);
      }
    });
  }
  return props;
}

Resolver<T> {
  addOverride(type: Type<any>, override: MetadataOverride<T>): void;
  setOverrides(overrides: Array<[Type<any>, MetadataOverride<T>]>): void;
  resolve(type: Type<any>): T|null;
}

class DirectiveResolver implements Resolver<Directive> {
  get type() {
    return Directive;
  }
}

class ComponentResolver implements Resolver<Component> {
  get type() {
    return Component;
  }
}

class NgModuleResolver implements Resolver<NgModule> {
  get type() {
    return NgModule;
  }
}

class PipeResolver implements Resolver<Pipe> {
  get type() {
    return Pipe;
  }
}

class PipeResolver implements Resolver<Pipe> {
  get type() {
    return Pipe;
  }
}
extends OverrideResolver<Component> {
  get type() {
    return Component;
  }
}

export class PipeResolver extends OverrideResolver<Pipe> {
  get type() {
    return Pipe;
  }
}

export class NgModuleResolver extends OverrideResolver<NgModule> {
  get type() {
    return NgModule;
  }
}

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

import {ResourceLoader} from '@angular/compiler';
import {ApplicationInitStatus, Compiler, COMPILER_OPTIONS, Component, Directive, Injector, InjectorType, LOCALE_ID, ModuleWithComponentFactories, ModuleWithProviders, NgModule, NgModuleFactory, NgZone, Pipe, PlatformRef, Provider, Type, 
  compileComponent as compileComponent, compileDirective as compileDirective, compileNgModuleDefs as compileNgModuleDefs, compilePipe as compilePipe, DEFAULT_LOCALE_ID as DEFAULT_LOCALE_ID, DirectiveDef as DirectiveDef, getInjectableDef as getInjectableDef, NG_COMP_DEF as NG_COMP_DEF, NG_DIR_DEF as NG_DIR_DEF, NG_INJ_DEF as NG_INJ_DEF, NG_MOD_DEF as NG_MOD_DEF, NG_PIPE_DEF as NG_PIPE_DEF, NgModuleFactory as R3NgModuleFactory, NgModuleTransitiveScopes as NgModuleTransitiveScopes, NgModuleType as NgModuleType, patchComponentDefWithScope as patchComponentDefWithScope, Render3ComponentFactory as ComponentFactory, Render3NgModuleRef as NgModuleRef, setLocaleId as setLocaleId, transitiveScopesFor as transitiveScopesFor, InjectableDef as InjectableDef} from '@angular/core';

import {clearResolutionOfComponentResourcesQueue, isComponentDefPendingResolution, resolveComponentResources, restoreComponentResolutionQueue} from '../../src/metadata/resource_loading';

import {MetadataOverride} from './metadata_override';
import {ComponentResolver, DirectiveResolver, NgModuleResolver, PipeResolver, Resolver} from './resolvers';
import {TestModuleMetadata} from './test_bed_common';

enum TestingModuleOverride {
  DECLARATION,
  OVERRIDE_TEMPLATE,
}

function isTestingModuleOverride(value: unknown): value is TestingModuleOverride {
  return value === TestingModuleOverride.DECLARATION ||
      value === TestingModuleOverride.OVERRIDE_TEMPLATE;
}

// Resolvers for Angular decorators
type Resolvers = {
  module: Resolver<NgModule>,
  component: Resolver<Directive>,
  directive: Resolver<Component>,
  pipe: Resolver<Pipe>,
};

interface CleanupOperation {
  fieldName: string;
  object: any;
  originalValue: unknown;
}

export class R3TestBedCompiler {
  private originalComponentResolutionQueue: Map<Type<any>, Component>|null = null;

  // Testing module configuration
  private declarations: Type<any>[] = [];
  private imports: Type<any>[] = [];
  private providers: Provider[] = [];
  private schemas: any[] = [];

  // Queues of components/directives/pipes that should be recompiled.
  private pendingComponents = new Set<Type<any>>();
  private pendingDirectives = new Set<Type<any>>();
  private pendingPipes = new Set<Type<any>>();

  // Keep track of all components and directives, so we can patch Providers onto defs later.
  private seenComponents = new Set<Type<any>>();
  private seenDirectives = new Set<Type<any>>();

  // Map that keeps initial version of component/directive/pipe/module
  // defs in case TestBed makes changes to the originals.
  private initialNgDefs = new Map<Type<any>, [string, PropertyDescriptor|undefined]>();

  // Array that keeps cleanup operations for initial versions of
  // component/directive/pipe/module
  // in case TestBed makes changes to the originals.
  private defCleanupOps: CleanupOperation[] = [];

  private _injector: Injector|null = null;
  private compilerProviders: Provider[]|null = null;

  private providerOverrides: Provider[] = [];
  private rootProviderOverrides: Provider[] = [];

  // Overrides for injectables with `{providedIn: SomeModule}` need to be tracked and added to that
  // module's provider list.
  private providerOverridesByModule = new Map<InjectorType<any>, Provider[]|null>();
  private providerOverridesByToken = new Map<string, Provider[]|null>();

  private moduleProvidersOverridden = new Map<NgModuleType<any>, Provider[]|null>();

  // Map that keeps track of overridden modules, so that we can collect all affected ones in the module tree.
  private overriddenModules = new Set<NgModuleType<any>>();

  // Store resolved styles for Components that have
  // template overrides present and `styleUrls` defined at the same time.
  private existingComponentStyles = new Map<Type<any>, string[]|null>();

  // Map that keeps initial version of component/directive/pipe defs in case
  // we compile a Type again, thus overriding respective
  // static fields. This is
  // required to make sure we restore defs to their initial states between test runs.
  // TODO: we
  // should support the case with multiple defs on a type
  private initialNgDefs = new Map<Type<any>, [string, PropertyDescriptor|undefined]>();

  // Array that keeps cleanup operations for initial versions of
  // component/directive/pipe/module
  // in case TestBed makes changes to the originals.
  private defCleanupOps: CleanupOperation[] = [];

  private _injector: Injector|null = null;
  private compilerProviders: Provider[]|null = null;

  private providerOverrides: Provider[] = [];
  private rootProviderOverrides: Provider[] = [];

  // Overrides for injectables with `{providedIn: SomeModule}` need to be tracked and added to that
  // module's provider list.
  private providerOverridesByModule = new Map<InjectorType<any>, Provider[]|null>();
  private providerOverridesByToken = new Map<string, Provider[]|null>();

  private moduleProvidersOverridden = new Map<NgModuleType<any>, Provider[]|null>();

  // Map that keeps track of overridden modules, so that we can collect all affected ones in the module tree.
  private overriddenModules = new Set<NgModuleType<any>>();

  // Store resolved styles for Components that have
  // template overrides present and `styleUrls` defined at the same time.
  private existingComponentStyles = new Map<Type<any>, string[]|null>();

  // Map that keeps initial version of component/directive/pipe defs in case
  // we compile a Type again, thus overriding respective
  // static fields. This is
  // required to make sure we restore defs to their initial states between test runs.
  // TODO: we
  // should support the case with multiple defs on a type
  private initialNgDefs = new Map<Type<any>, [string, PropertyDescriptor|undefined]>();

  // Array that keeps cleanup operations for initial versions of
  // component/directive/pipe/module
  // in case TestBed makes changes to the originals.
  private defCleanupOps: CleanupOperation[] = [];

  private _injector: Injector|null = null;
  private compilerProviders: Provider[]|null = null;

  private providerOverrides: Provider[] = [];
  private rootProviderOverrides: Provider[] = [];

  // Overrides for injectables with `{providedIn: SomeModule}` need to be tracked and added to that
  // module's provider list.
  private providerOverridesByModule = new Map<InjectorType<any>, Provider[]|null>();
  private providerOverridesByToken = new Map<string, Provider[]|null>();

  private moduleProvidersOverridden = new Map<NgModuleType<any>, Provider[]|null>();

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  // required to make sure we restore defs to their initial states between test runs.
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  private rootProviderOverrides: Provider[] = [];

  // Overrides for injectables with `{providedIn: SomeModule}` need to be tracked and added to that
  // module's provider list.
  private providerOverridesByModule = new Map<InjectorType<any>, Provider[]|null>();
  private providerOverridesByToken = new Map<string, Provider[]|null>();

  private moduleProvidersOverridden = new Map<NgModuleType<any>, Provider[]|null>();
Set<Type<any>>();

  private testModuleType: NgModuleType<any>;
  private testModuleRef: NgModuleRef<any>|null = null;

  constructor(private platform: PlatformRef, private additionalModuleTypes: Type<any>[][]) {
    class DynamicTestModule {}
    this.testModuleType = DynamicTestModule as any;
  }

  setCompilerProviders(providers: Provider[]|null): void {
    this.compilerProviders = providers;
    this._injector = null;
  }

  configureTestingModule(moduleDef: TestModuleMetadata): void {
    // Enqueue any compilation tasks for the directly declared component.
    if (moduleDef.declarations !== undefined) {
      this.queueTypeArray(moduleDef.declarations, TestingModuleOverride.DECLARATION);
      this.declarations.push(...moduleDef.declarations);
    }

    // Enqueue any compilation tasks for imported modules.
    if (moduleDef.imports !== undefined) {
      this.queueTypesFromModulesArray(moduleDef.imports);
      this.imports.push(...moduleDef.imports);
    }

    if (moduleDef.providers !== undefined) {
      this.providers.push(...moduleDef.providers);
    }

    if (moduleDef.schemas !== undefined) {
      this.schemas.push(...moduleDef.schemas);
    }
  }

  overrideModule(ngModule: Type<any>, override: MetadataOverride<NgModule>): void {
    this.overriddenModules.add(ngModule as NgModuleType<any>);

    // Compile the module right away.
    const metadata = this.resolvers.module.resolve(ngModule);
    if (metadata === null) {
      throw invalidTypeError(ngModule.name, 'NgModule');
    }

    this.recompileNgModule(ngModule, metadata);

    // At this point, the module has a valid module def (mod), but the override may have introduced new declarations or imported modules. Ingest any possible new types and add them to the
    this.queueTypesFromModulesArray([ngModule]);
    this.overrideComponent(component: Type<any>, override: MetadataOverride<Component>): void {
      this.resolvers.component.addOverride(component, override);
      this.pendingComponents.add(component);
    }

    overrideDirective(directive: Type<any>, override: MetadataOverride<Directive>): void {
      this.resolvers.directive.addOverride(directive, override);
      this.pendingDirectives.add(directive);
    }

    overridePipe(pipe: Type<any>, override: MetadataOverride<Pipe>): void {
      this.resolvers.pipe.addOverride(pipe, override);
      this.pendingPipes.add(pipe);
    }

    overrideProvider(token: any, provider: {useFactory?: Function, useValue?: any, deps?: any[], multi?: boolean}): void {
      let providerDef: Provider;
      if (provider.useFactory !== undefined) {
        providerDef = {provide: token, useFactory: provider.useFactory, deps: provider.deps || []};
      } else if (provider.useValue !== undefined) {
        providerDef = {provide: token, useValue: provider.useValue, multi: provider.multi};
      } else {
        providerDef = {provide: token};
      }

      const injectableDef: InjectableDef<any>|null =
        typeof token !== 'string' ? getInjectableDef(token) : null;
      const isRoot = injectableDef !== null && injectableDef.providedIn === 'root';
      const overridesBucket = isRoot ? this.rootProviderOverrides : this.providerOverrides;
      overridesBucket.push(providerDef);

      // Keep overrides grouped by token as well for fast lookups using token
      this.providerOverridesByToken.set(token, providerDef);
      if (injectableDef !== null && injectableDef.providedIn !== null && typeof injectableDef.providedIn === 'string') {
        const existingOverrides = this.providerOverridesByModule.get(injectableDef.providedIn);
        if (existingOverrides !== undefined) {
          this.overridesBucket.push(providerDef);
        } else {
          this.providerOverridesByModule.set(injectableDef.providedIn, [providerDef]);
        }
      }
    }

    overrideTemplateUsingTestingModule(type: Type<any>, template: string): void {
      const def = (type as any)[NG_COMP_DEF];
      const hasStyleUrls = (): boolean => {
        const metadata = this.resolvers.component.resolve(type) as Component;
        return !!metadata.styleUrls && metadata.styleUrls.length > 0;
      }

      const overrideStyleUrls = this.resolvers.component.resolve(type).styleUrls;
      const overrideStyleUrls = overrideStyleUrls || [];
      const isComponentDefPendingResolution(type) && hasStyleUrls();
      // In Ivy, compiling a module does not require knowing the module providing the
      // component's scope, so overrideTemplateUsingTestingModule can be implemented purely via
      overrideComponent. Important: overriding template requires full Component re-
      compilation, // which may fail in case styleUrls are also present (thus Component is considered as required
      // resolution). In order to avoid this, we preemptively set styleUrls to an empty array.
      // preserve current styles available on Component def and restore styles back once compilation
      // is complete.
      const override =
      //
this.pendingPipes.clear();

  return needsAsyncResources;

private applyTransitiveScopes(): void {
  if (this.overriddenModules.size > 0) {
    // Module overrides (via `TestBed.overrideModule()`) might affect scopes that were previously calculated and stored in `transitiveCompileScopes`. If module overrides are present, collect all affected modules and reset scopes to force their re-calculation.
    const testingModuleDef = (this.moduleType as any)[NG_MOD_DEF];
    const affectedModules = this.collectModulesAffectedByOverrides(testingModuleDef.imports);
    if (affectedModules.size > 0) {
      this.storeFieldOfDefOnType(moduleType as any, NG_MOD_DEF, 'transitiveCompileScopes');
      (moduleType as any)[NG_MOD_DEF].transitiveCompileScopes = null;
    }
    const const moduleToScope = new Map< NgModuleTransitiveScopes>();
    const getScopeOfModule = (moduleType: Type<any>, TestingModuleOverride, NgModuleTransitiveScopes[]): NgModuleTransitiveScopes => {
      if (!moduleToScope.has(moduleType)) {
        const realType = isTestingModule ? this.testModuleType : moduleType as any;
        moduleToScope.set(moduleType, transitiveScopesFor(realType));
      }
      return moduleToScope.get(moduleType);
    };

    this.componentToModuleScope.forEach((moduleType, componentType) => {
      const moduleScope = getScopeOfModule(moduleType);
      this.storeFieldOfDefOnType(componentType, NG_COMP_DEF, 'directiveDefs');
      this.storeFieldOfDefOnType(componentType, NG_COMP_DEF, 'pipeDefs');
      patchComponentDefWithScope((componentType as any).cmp, moduleScope);
    });

    this.componentToModuleScope.clear();
  }

private applyProviderOverrides(): void {
  const maybeApplyOverrides = (field: string) => (type: Type<any>) => {
    const resolver = field === NG_COMP_DEF ? this.resolvers.component : this.resolvers.directive;
    const metadata = resolver.resolve(type)!
    if (this.hasProviderOverrides(metadata.providers)) {
      this.patchDefWithProviderOverrides(type, field);
    }
  };

  this.seenComponents.forEach(maybeApplyOverrides(NG_COMP_DEF));
  this.seenDirectives.forEach(maybeApplyOverrides(NG_DIR_DEF));

  this.seenComponents.clear();
  this.seenDirectives.clear();
}

private applyProviderOverridesToModule(moduleType: Type<any>): void {
  if (this.moduleProvidersOverridden.has(moduleType)) {
    return;
  }
  this.moduleProvidersOverridden.add(moduleType);
  const injectorDef: any = (moduleType as any)[NG_INJ_DEF];
  if (this.providerOverridesByToken.size > 0) {
    const providers = [
      ...injectorDef.providers,
      ...(this.providerOverridesByModule.get(moduleType as InjectorType<any>) || [])
    ];
    if (this.hasProviderOverrides(providers)) {
      this.maybeStoreNgDef(NG_INJ_DEF, moduleType);
      this.storeFieldOfDefOnType(moduleType, NG_INJ_DEF, 'providers');
      injectorDef.providers = this.getOverriddenProviders(providers);
      // Apply provider overrides to imported modules recursively
      const moduleDef = (moduleType as any)[NG_MOD_DEF];
      const imports = maybeUnwrapFn(moduleDef.imports);
      for (const importedModule of imports) {
        if (isModuleWithProviders(importedModule)) {
          this.applyProviderOverridesToModule(importedModule);
        }
      }
      // Also override the providers on any ModuleWithProviders imports since those don't appear in
      // the moduleDef.
      for (const importedModule of flatten(importedModule.imports)) {
        if (isModuleWithProviders(importedModule)) {
          this.applyProviderOverridesToModule(importedModule);
        }
      }
    }
  }
}

private patchComponentsWithExistingStyles(): void {
  this.getOverriddenProviders(imports).forEach((importedModule) => {
    this.defCleanupOps.push({
      object: importedModule,
      fieldName: 'providers',
      originalValue: importedModule.providers
    });
    importedModule.providers = this.getOverriddenProviders(imports).map((importedModule) => {
      this.patchComponentsWithExistingStyles().forEach((styles, type) => {
        (importedModule.providers as any)[type] = styles;
      });
      (importedModule.providers as any).clear();
    });
  });

private private recompileNgModule(ngModule: Type<any>, metadata: NgModule): void {
  if (Array.isArray(value)) {
    (this.queueTypeArray as any)[value].push(this.defCleanupOps.pop());
    this.queueTypeArray(value, moduleType);
  } else {
    this.queueType(value, moduleType);
  }
}

private // Cache the initial ngModuleDef as it will be overwritten.

this.maybeStoreNgDef(NG_MOD_DEF, ngModule);
this.maybeStoreNgDef(NG_INJ_DEF, ngModule);
}
}
c
compileNgModuleDefs(ngModule as NgModuleType<any>, metadata);

}

private queueType(type: Type<any>, moduleType: Type<any>|TestingModuleOverride): void {
    const component =
this.resolvers.component.resolve(type);
    if (component) {
        // Check whether a give Type has respective NG
def (cmp) and compile if def is
        // missing. That might happen in case a class without any Angular decorators
extends another // class where Component/Directive/Pipe decorator is defined.\nif
(isComponentDefPendingResolution(type) || !type.hasOwnProperty(NG_COMP_DEF)) {
    this.pendingComponents.add(type);
    this.seenComponents.add(type);
    return;
  }

    const directive =
this.resolvers.directive.resolve(type);
    if (directive) {
      if (!type.hasOwnProperty(NG_DIR_DEF)) {
        this.pendingDirectives.add(type);
        return;
      }

    const pipe =
this.resolvers.pipe.resolve(type);
    if (pipe && !type.hasOwnProperty(NG_PIPE_DEF)) {
      this.pendingPipes.add(type);
      return;
    }
  }

  private queueTypesFromModulesArray(arr: any[]): void {
    // Because we may encounter the same NgModule while processing the imports and exports of an
    // NgModule
tree, we cache them in this set so we can skip ones that have already been seen
    // encountered. In some test
    setups, this caching resulted in 10X runtime improvement.
    const processedNgModuleDefs = new Set();
    const queueTypesFromModulesArrayRecur = (arr: any[]): void => {
      for (const value of arr) {
        if (Array.isArray(value)) {
          queueTypesFromModulesArrayRecur(value);
        } else if (hasNgModuleDef(value)) {
          const def = value.mod;
          if (processedNgModuleDefs.has(def)) {
            continue;
          }
          processedNgModuleDefs.add(def);
          // Look through declarations, imports, and
          // exports, and queue
          // everything found there:
          this.queueTypeArray(maybeUnwrapFn(def.declarations), value);
          queueTypesFromModulesArrayRecur(maybeUnwrapFn(def.imports));
          queueTypesFromModulesArrayRecur(maybeUnwrapFn(def.exports));
        }
      }
    };
    queueTypesFromModulesArrayRecur(arr);
  }

  // When module overrides (via `TestBed.overrideModule`) are
  // present, it might affect all modules
  // that import (even transitively) an overridden one. For all affected modules
  // we need to
  // recalculate their scopes for a given test run and restore original scopes at the end. The goal
  // of
  // this function is to collect all affected modules in a set for further processing.
  // Example:
  // if we have the following
  // module hierarchy: A -> B -> C (where `->` means `imports`) and module
  // `C` is overridden, we consider `A`
  // and `B` as affected, since their scopes might become
  // invalidated with the override.
  private
collectModulesAffectedByOverrides(arr: any[]): Set<NgModuleType<any>> {
    const seenModules = new Set();
    const affectedModules = new Set();
    const calcAffectedModulesRec = (arr: any[], path: NgModuleType<any>): void => {
      if (Array.isArray(value)) {
        // If the value is an array, just flatten it (by invoking this function
        recursively),
        // keeping "path" the same.
        calcAffectedModulesRec(value, path);
      } else if (hasNgModuleDef(value)) {
        if (seenModules.has(value)) {
          // If we've seen this module before and
it's included into "affected modules" list, mark
            // the whole path that leads to that module as affected, but
do not descend into its
            // imports, since we already examined them before.
            if (affectedModules.has(value)) {
              path.forEach(item => affectedModules.add(item));
            }
            continue;
          }
          seenModules.add(value);
          if (this.overriddenModules.has(value)) {
            path.forEach(item => affectedModules.add(item));
          }
          // Examine module imports recursively to look
          // for overridden modules.
          const moduleDef = (value as any)[NG_MOD_DEF];
          calcAffectedModulesRecur(maybeUnwrapFn(moduleDef.imports), path.concat(value));
        }
      };
    }
    calcAffectedModulesRecur(arr, []);
    return affectedModules;
  }

  private maybeStoreNgDef(prop: string, type: Type<any>) {
    if (!this.initialNgDefs.has(type)) {
      const currentDef = Object.getOwnPropertyDescriptor(type, prop);
      this.initialNgDefs.set(type, [prop, currentDef]);
    }
  }

  private storeFieldOfDefOnType(type: Type<any>, defField: string, fieldName: string): void {
    const def: any = (type as any)[defField];
    const originalValue: any = def[fieldName];
    this.defCleanupOps.push({object: def, fieldName, originalValue});
  }

  /**
   * Clears current components resolution queue, but stores the state of the
   * queue, so we can't * restore it later. Clearing the queue is required before we try to compile components (via
   * 'TestBed.compileComponents'), so that component defs are in sync with the resolution queue.
   */
  private clearComponentResolutionQueue() {
    if (this.originalComponentResolutionQueue === null) {
      this.originalComponentResolutionQueue = new Map();
    }
    clearResolutionOfComponentResourcesQueue().forEach((value, key) => this.originalComponentResolutionQueue.set(key, value));
  }

  /*
   * Restores component resolution queue to
   * the previously saved state. This operation is performed
   * as a part of restoring the state after completion of the
   * current set of tests (that might potentially mutate the state).
   */
  private restoreComponentResolutionQueue() {
    if (this.originalComponentResolutionQueue !== null) {
      restoreComponentResolutionQueue(this.originalComponentResolutionQueue);
      this.originalComponentResolutionQueue = null;
    }
    restoreOriginalState();
  }

  restoreOriginalState(): void {
    // Process cleanup
    operations in reverse order so the field's original value is restored correctly (in
    // case there were multiple overrides for the same field).
    forEachRight(this.defCleanupOps, (op: CleanupOperation) => {
      op.object[op.fieldName] = op.originalValue;
    });
    // Restore initial component/directive/pipe defs
    this.initialNgDefs.forEach((value: [string, PropertyDescriptor|undefined], type: Type<any>) => {
      if (!descriptor) {
        // Delete operations are generally undesirable since they have performance implications
        // on objects they were applied to. In this particular case, situations where this code
        // is invoked should be quite rare to cause any noticeable impact, since it's applied
        // only to some test cases (for example when class
        // with no annotations extends some
        // @Component) when we need to clear 'cmp' field on a given class to
        // restore
        // its original state (before applying overrides and running tests).
        delete (type as any)[prop];
      } else {
        Object.defineProperty(type, prop, descriptor);
      }
    });
    this.initialNgDefs.clear();
    this.moduleProvidersOverridden.clear();
    this.restoreComponentResolutionQueue();
    // Restore the locale ID
to the default value, this shouldn't be necessary but we never know
    setLocaleId(DEFAULT_LOCALE_ID);
    }
    this.private compileTestModule(): void {
      class RootScopeModule {};
      compileNgModuleDefs(RootScopeModule as NgModuleType<any>, {
        providers: [...this.rootProviderOverrides, {}],
      });
      const ngZone = new NgZone({enableLongStackTrace: true});
      const providers: Provider[] = [provide: NgZone, useValue: ngZone],
      (provide: Compiler, useFactory: () => => new R3TestCompiler(this)),
      ...this.providers,
      ...this.providerOverrides, ];
      const imports = [RootScopeModule, this.additionalModuleTypes, this.imports || []];
      compileNgModuleDefs(this.testModuleType, {
        declarations: this.declarations,
        imports,
        schemas:
        this.schemas,
        providers, ]), /* allowDuplicateDeclarationsInRoot */
      clang-format off
      compileNgModuleDefs(this.testModuleType, { declarations: thisdeclarations, imports, schemas:
      this.schemas,
      providers, }), /* allowDuplicateDeclarationsInRoot */
      clang-format on
      this.applyProviderOverridesToModule(this.testModuleType);
providers.push(...this.compilerProviders);
}|null // TODO(ocombe): make this work with an Injector directly instead of creating a module for it
class CompilerModule {}

compileNgModuleDefs(CompilerModule as NgModuleType<any>, [providers]);
const CompilerModuleFactory = new R3NgModuleFactory(CompilerModule);
this._injector = CompilerModuleFactory.create(this.platform.injector);
return this._injector; // get overrides for a specific provider
if (any) private getSingleProviderOverrides(provider: Provider): Provider|null
const token = getProviderToken(provider); return this.providerOverridesByToken.get(token) || null;
private getProviderOverrides(providers?: Provider[]): Provider[]
if (!providers || !providers.length) this.providerOverridesByToken.size === 0 return [];
// There are two flattening operations here. The inner flatten() operates on the metadata's providers and applies a mapping function which retrieves overrides for each incoming provider. The outer flatten() then flattens the produced overrides array. If this is not done, the array can contain other empty arrays (e.g. `[[[], []]]`) which leak into the array providers array and contaminate any error messages that might be generated.
return flatten(flatten(providers, (provider: Provider) => this.getSingleProviderOverrides(provider) || []));
private getOverriddenProviders(providers?: Provider[]): Provider[]
const overriddenProviders = [...flattenedProviders, ...overrides];
const final: Provider[] = [];
const seenOverriddenProviders = new Set<Provider>();

forEachRight(overriddenProviders, (provider: any) => {
  const token: any = getProviderToken(provider);
  if (this.providerOverridesByToken.has(token)) {
    if (!seenOverriddenProviders.has(token)) {
      seenOverriddenProviders.add(token);
      // Treat all overridden providers as `{multi: false}` (even if it's a multi-provider) to make sure that provided override takes highest precedence and is not combined within other instances of the same multi provider.
      final.unshift({...provider, multi: false});
    }
  } else {
    final.unshift(provider);
  }
});
return final;

private hasProviderOverrides(providers?: Provider[]): boolean
return this.getProviderOverrides(providers).length > 0;
private patchDefWithProviderOverrides(declaration: Type<any>, field: string): void
const def = (declaration as any)[field]; if (def && def.providersResolver)
  this.maybeStoreNgDef(field, declaration);
  const resolver = def.providersResolver;
  const processProvidersFn = (providers: Provider[]) => this.getOverriddenProviders(providers);
  this.storeFieldOfDefOnType(declaration, field, 'providersResolver');
  def.providersResolver = (ngDef: DirectiveDef<any>) => resolver(ngDef, processProvidersFn);

function initResolvers(): Resolvers
  return {
    module: new NgModuleResolver(),
    component: new ComponentResolver(),
    directive: new DirectiveResolver(),
    pipe: new PipeResolver()
  };

function maybeUnwrapFn<T>(maybeFn: (() => T)|T): T
  return maybeFn instanceof Function ? maybeFn() : maybeFn;

function flatten<T>(values: any[], mapFn?: (value: T) => any): T[]
  values.forEach(value => {
    if (Array.isArray(value)) {
      flatten(value, mapFn).forEach(mapFn ? mapFn : (value) => flatten(value, mapFn));
    } else {
      mapFn ? mapFn(value) : value;
    }
  });

function getProviderField(provider: Provider, field: string): void
  return provider && typeof provider === 'object' && (provider as any)[field];

function getProviderToken(provider: Provider): Provider|null
  return getProviderToken(provider);
overrideProvider(token: any, provider: {[u in UseFactory?, Function, u in UseValue?, any, u in deps?, any][u]})
: TestBedStatic;

inject<T>(
  token: Type<T> &
  InjectionToken<T> &
  AbstractType<T> &
  notFoundValue?: T
): T;

inject<T>(
  token: Type<T> &
  InjectionToken<T> &
  AbstractType<T> &
  notFoundValue?: null
): null;

/** @deprecated from v9.0.0 use TestBed.inject */

get<T>(
  token: Type<T> &
  InjectionToken<T> &
  AbstractType<T> &
  notFoundValue?: T
): T;

/** @deprecated from v9.0.0 use TestBed.inject */

overrideProvider(token: any, provider: {[u in UseFactory?, Function, u in UseValue?, any, u in deps?, any][u]})
: TestBedStatic;

injection<T>(
  token: Type<T> | InjectionToken<T> | AbstractType<T> | notFoundValue?: T
): T;

injection<T>(
  token: Type<T> | InjectionToken<T> | AbstractType<T> | notFoundValue?: null
): null;

/** @deprecated from v9.0.0 use TestBed.injection */

get<T>(
  token: any
): any;

createComponent<T>(
  component: Type<T>
): ComponentFixture<T>;

/**
 * @description
 * Configures and initializes environment for unit testing and provides methods for
 * creating and testing components in unit tests.
 *
 * TestBed is the primary api for writing unit tests for Angular
 * applications and libraries.
 *
 * Note: Use `TestBed` in tests. It will be set to either `TestBedViewEngine` or
 * `TestBedRender3` according to the compiler used.
 *
 * @publicApi
 */

export class TestBedRender3 implements TestBed {

/**
 * Initialize the environment for testing with a compiler factory, a PlatformRef, and a
 * NgModule.
 *
 * This may only be called once, to set up the common
 * providers for the current test suite.
 */

static initTestEnvironment(
  ngModule: Type<any> | Type<any>[],
  platform: PlatformRef,
  aotSummaries?: () => any[]): TestBed {
    const testBed = _getTestBedRender3();
    testBed.initTestEnvironment(ngModule, platform, aotSummaries);
    return testBed;

}

/**
 * Reset the providers for the test injector.
 */

static resetTestEnvironment(): void {
    _getTestBedRender3().resetTestEnvironment();
}

/**
 * Allows overriding default providers, directives, pipes, modules of the test injector,
 * which are defined
 * in test_injector.js
 * * Allows overriding default providers, directives, pipes, modules of the test injector,
 * which are defined
 * in test_injector.js
 */

static overrideModule(ngModule: Type<any>, override: MetadataOverride<NgModule>): TestBedStatic {
    _getTestBedRender3().overrideModule(ngModule, override);
    return TestBedRender3 as any as TestBedStatic;
}

static overrideComponent(component: Type<any>, override: MetadataOverride<Component>): TestBedStatic {
    _getTestBedRender3().overrideComponent(component, override);
    return TestBedRender3 as any as TestBedStatic;
}

static overrideDirective(directive: Type<any>, override: MetadataOverride<Directive>): TestBedStatic {
    _getTestBedRender3().overrideDirective(directive, override);
    return TestBedRender3 as any as TestBedStatic;
}

static overridePipe(pipe: Type<any>, override: MetadataOverride<Pipe>): TestBedStatic {
    _getTestBedRender3().overridePipe(pipe, override);
    return TestBedRender3 as any as TestBedStatic;
TestBedStatic;\n }\n\n static overrideTemplate(component: Type<any>, template: string): TestBedStatic {\n
_getTestBedRender3().overrideComponent(component, {set: {template, templateUrl: null!}});\n return
TestBedRender3 as any as TestBedStatic;\n }\n\n /**\n * Overrides the template of the given component,
compiling the template\n * in the context of the TestingModule.\n *\n * Note: This works for JIT and AOTed
components as well.\n */\n static overrideTemplateUsingTestingModule(component: Type<any>, template:
string): TestBedStatic {\n _getTestBedRender3().overrideTemplateUsingTestingModule(component, template);\n
return TestBedRender3 as any as TestBedStatic;\n }\n\n static overrideProvider(token: any, provider: {\n
useFactory: Function,\n deps: any[],\n }): TestBedStatic;\n static overrideProvider(token: any, provider:
{useValue: any;}): TestBedStatic;\n static overrideProvider(token: any, provider: {\n useFactory?: Function,\n
useValue?: any,\n deps?: any[],\n }): TestBedStatic {\n _getTestBedRender3().overrideProvider(token,
provider);\n return TestBedRender3 as any as TestBedStatic;\n }\n\n static inject<T>(\n
token:
Type<T>|InjectionToken<T>|AbstractType<T>, notFoundValue?: T, flags?: InjectFlags): T;\n static inject<T>(\n
token: Type<T>|InjectionToken<T>|AbstractType<T>, notFoundValue: null, flags?: InjectFlags): T\n
|null;\n
static inject<T>(\n
token: Type<T>|InjectionToken<T>|AbstractType<T>, notFoundValue?: T|null,\n
flags?:
InjectFlags): T|null {\n return _getTestBedRender3().inject(token, notFoundValue, flags);\n }\n\n /**
@deprecated from v9.0.0 use TestBed.inject */\n static get<T>(token: Type<T>|InjectionToken<T>,
notFoundValue?: T, flags?: InjectFlags): any;\n /** @deprecated from v9.0.0 use TestBed.inject */\n static
get(token: any, notFoundValue?: any): any;\n /** @deprecated from v9.0.0 use TestBed.inject */\n static get(\n
token: any, notFoundValue: any = Injector.THROW_IF_NOT_FOUND,\n
flags: InjectFlags =
InjectFlags.Default): any {\n return _getTestBedRender3().inject(token, notFoundValue, flags);\n }\n\n static
createComponent<T>(component: Type<T>): ComponentFixture<T> {\n return
_getTestBedRender3().createComponent(component);\n }\n\n static resetTestingModule(): TestBedStatic {\n
_getTestBedRender3().resetTestingModule();\n return TestBedRender3 as any as TestBedStatic;\n }\n\n //
Properties\n\n platform: PlatformRef = null!;\n ngModule: Type<any>|Type<any>[] = null!;\n\n private
_compiler: R3TestBedCompiler|null = null;\n private _testModuleRef: NgModuleRef<any>|null = null;\n\n private
_activeFixtures: ComponentFixture<any>[] = [];\n private _globalCompilationChecked = false;\n\n /**\n *
Initialize the environment for testing with a compiler factory, a PlatformRef, and an\n * angular module. These are
common to every test in the suite.\n *\n * This may only be called once, to set up the common providers for the
current test\n * suite on the current platform. If you absolutely need to change the providers,\n * first use
`resetTestEnvironment`.\n *\n * Test modules and platforms for individual platforms are available from\n *
'@angular/<platform_name>/testing'.\n *\n * @publicApi\n */\n initTestEnvironment(\n
ngModule:
Type<any>|Type<any>[], platform: PlatformRef, aotSummaries?: () => any[]): void {\n if (this.platform ||
this.ngModule) {\n
throw new Error('Cannot set base providers because it has already been called');\n }\n
this.platform = platform;\n this.ngModule = ngModule;\n this._compiler = new
R3TestBedCompiler(this.platform, this.ngModule);\n }\n\n /**\n * Reset the providers for the test injector.\n *\n
* @publicApi\n */\n resetTestEnvironment(): void {\n this.resetTestingModule();\n this._compiler = null;\n
this.platform = null!;\n this.ngModule = null!;\n }\n\n resetTestingModule(): void {\n
this.checkGlobalCompilationFinished();\n resetCompiledComponents();\n if (this._compiler !== null) {\n
this.compiler.restoreOriginalState();\n }\n this._compiler = new R3TestBedCompiler(this.platform,
this.ngModule);\n this._testModuleRef = null;\n this.destroyActiveFixtures();\n }\n\n
configureCompiler(config: {providers?: any[]; useJit?: boolean;}): void {\n if (config.useJit != null) {\n
throw
new Error('the Render3 compiler JiT mode is not configurable !');\n }\n\n if (config.providers !== undefined) {\n
this.compiler.setCompilerProviders(config.providers);\n }\n }\n\n configureTestingModule(moduleDef:
TestModuleMetadata): void {\n this.assertNotInstantiated('R3TestBed.configureTestingModule', 'configure the
test module');\n this.compiler.configureTestingModule(moduleDef);\n }\n\n compileComponents():
Promise<any> {\n return this.compiler.compileComponents();\n }\n\n inject<T>(\n
token:
Type<T>|InjectionToken<T>|AbstractType<T>, notFoundValue?: T, flags?: InjectFlags): T;\n inject<T>(\n
token: Type<T>|InjectionToken<T>|AbstractType<T>, notFoundValue: null, flags?: InjectFlags): T\n
|null;\n

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```typescript
inject<T>(
  token: Type<T>|InjectionToken<T>|AbstractType<T>,
  notFoundValue?: T|null,
  flags?: InjectFlags)
    : T|null {
  if (token as unknown === TestBedRender3) {
    return this as any;
  }
  const UNDEFINED = {};
  const result = this.testModuleRef.injector.get(token, UNDEFINED, flags);
  return result === UNDEFINED ?
    this.compiler.injector.get(token, notFoundValue, flags) as any :
    result;
}

/** @deprecated from v9.0.0 use TestBed.inject */
get<T>(token: Type<T>|InjectionToken<T>,
  notFoundValue?: T, flags?: InjectFlags): any;
/** @deprecated from v9.0.0 use TestBed.inject */
get(token: any, notFoundValue?: any): any;
/** @deprecated from v9.0.0 use TestBed.inject */
get(token: any,
  notFoundValue: any = Injector.THROW_IF_NOT_FOUND,
  flags: InjectFlags = InjectFlags.Default): any {
  return this.inject(token, notFoundValue, flags);
}

execute(tokens: any[], fn: Function, context?: any): any {
  const params = tokens.map(t => this.inject(t));
  return fn.apply(context, params);
}

overrideModule(ngModule: Type<any>, override: MetadataOverride<NgModule>): void {
  this.compiler.overrideModule(ngModule, override);
}

overrideComponent(component: Type<any>, override: MetadataOverride<Component>): void {
  this.compiler.overrideComponent(component, override);
}

overrideTemplateUsingTestingModule(component: Type<any>, template: string): void {
  this.compiler.overrideTemplateUsingTestingModule(component, template);
}

overrideDirective(directive: Type<any>, override: MetadataOverride<Directive>): void {
  this.compiler.overrideDirective(directive, override);
}

overridePipe(pipe: Type<any>, override: MetadataOverride<Pipe>): void {
  this.compiler.overridePipe(pipe, override);
}

overrideProvider(token: any, provider: {useFactory?: Function,
  useValue?: any, deps?: any[]}):
    void {
  this.compiler.overrideProvider(token, provider);
}

createComponent<T>(type: Type<T>): ComponentFixture<T> {
  const testComponentRenderer =
    this.inject(TestComponentRenderer);
  const rootElId = `root${_nextRootElementId++}`;
  testComponentRenderer.insertRootElement(rootElId);

  const componentDef = (type as any).cmp;
  if (!componentDef) {
    throw new Error(`It looks like '${stringify(type)}' has not been IVY compiled -
    it has no 'cmp' field'`);
  }
  // TODO: Don't cast as InjectionToken<boolean>, proper type is boolean
  const noNgZone = this.inject(ComponentFixtureNoNgZone as InjectionToken<boolean>, false);
  const autoDetect: boolean =
    this.inject(ComponentFixtureAutoDetect as InjectionToken<boolean>, false);
  const ngZone: NgZone|null =
    noNgZone ? null : this.inject(NgZone, null);
  const componentFactory = new ComponentFactory(componentDef);
  const initComponent = () => {
    const componentRef =
      componentFactory.create(Injector.NULL, [], `#${rootElId}`, this.testModuleRef);
    return new ComponentFixture<any>(componentRef, ngZone, autoDetect);
  };
  const fixture = ngZone ?
    ngZone.run(initComponent) : initComponent();
  this._activeFixtures.push(fixture);
  return fixture;
}
```

flush it if needed.

When the TestBed is reset, it clears the JIT module compilation queue, cancelling any in-progress module compilation. This creates a potential hazard - the very first time the TestBed is initialized (or if it's reset without being initialized), there may be pending compilations of modules declared in global scope. These compilations should be finished.

To ensure that globally declared modules have their components scoped properly, this function is called whenever TestBed is initialized or reset. The _first_ time that this happens, prior to any other operations, the scoping queue is flushed.

private checkGlobalCompilationFinished(): void {
  if (!this._globalCompilationChecked && this._testModuleRef === null) {
    flushModuleScopingQueueAsMuchAsPossible();
  }
  this._globalCompilationChecked = true;
}

private destroyActiveFixtures(): void {
  this._activeFixtures.forEach((fixture) => {
    try {
      fixture.destroy();
    } catch (e) {
      console.error('Error during cleanup of component', {
        component: fixture.componentInstance,
        stacktrace: e,
      });
    }
  });
  this._activeFixtures = [];
}

let testBed: TestBedRender3;

export function _getTestBedRender3(): TestBedRender3 {
  return testBed = testBed || new TestBedRender3();
}

import {Compiler, CompilerOptions, Component, ComponentFactory, Directive, Injectable, Injector, NgModule, Pipe, Type} from '@angular/core';

import {MetadataOverride} from './metadata_override';

function unimplemented(): any {
  throw Error('unimplemented');
}

/**
 * Special interface to the compiler only used by testing
 *
 * @publicApi
 */
@Injectable()
export class TestingCompiler extends Compiler {
  get injector(): Injector {
    throw unimplemented();
  }

  overrideModule(module: Type<any>, overrides: MetadataOverride<NgModule>): void {
    throw unimplemented();
  }
  overrideDirective(directive: Type<any>, overrides: MetadataOverride<Directive>): void {
    throw unimplemented();
  }
  overrideComponent(component: Type<any>, overrides: MetadataOverride<Component>): void {
    throw unimplemented();
  }
  overridePipe(directive: Type<any>, overrides: MetadataOverride<Pipe>): void {
    throw unimplemented();
  }
  loadAotSummaries(summaries: () => any[]): void {
    throw unimplemented();
  }

  getComponentFactory<T>(component: Type<T>): ComponentFactory<T> {
    throw unimplemented();
  }

  getComponentFromError(error: Error): Type<any>|null {
    throw unimplemented();
  }
}

/**
 * A factory for creating a Compiler
 *
 * @publicApi
 */
export abstract class TestingCompilerFactory {
  abstract createTestingCompiler(options?: CompilerOptions[]): TestingCompiler;
}

/**
 * @license
 * Copyright Google LLC 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 {AbstractType, ApplicationInitStatus, CompilerOptions, Component, Directive, InjectFlags, InjectionToken, Injector, NgModule, NgModuleFactory, NgModuleRef, NgZone, Optional, Pipe, PlatformRef, Provider, SchemaMetadata, SkipSelf, StaticProvider, Type, clearOverrides as clearOverrides, DepFlags as DepFlags, getInjectableDef as getInjectableDef, INJECTOR_SCOPE as INJECTOR_SCOPE, ivyEnabled as ivyEnabled, NodeFlags as NodeFlags, overrideComponentView as overrideComponentView, overrideProvider as overrideProvider, stringify as stringify, InjectableDef} from '@angular/core';

import {AsyncTestCompleter} from './async_test_completer';
import {ComponentFixture} from './component_fixture';
import {MetadataOverride} from './metadata_override';
import {_getTestBedRender3, TestBedRender3} from './r3_test_bed';
import {ComponentFixtureAutoDetect, ComponentFixtureNoNgZone, TestBedStatic, TestComponentRenderer, TestModuleMetadata} from './test_bed_common';
import {TestingCompiler, TestingCompilerFactory} from './test_compiler';

let _nextRootElementId = 0;

/**
 * @publicApi
 */
export interface TestBed {
  platform: PlatformRef;

...
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TestBedStatic \n | \n| \n static overrideComponent(component: Type<
any>, override: 
MetadataOverride<Component>): TestBedStatic \n| \n| \n static overrideDirective(directive: Type<
any>, override: MetadataOverride<
Directive>): TestBedStatic \n| \n| \n static overridePipe(pipe: Type<
any>, override: 
MetadataOverride<Pipe>): TestBedStatic \n| \n| \n static overrideTemplate(component: Type<
any>, template: 
string): TestBedStatic \n| \n| \n static overrideComponent(component, override: 
MetadataOverride.Component): TestBedStatic {
    return TestBedViewEngine as any as TestBedStatic;
  }

  static overrideDirective(directive, override: 
MetadataOverrideDirective): TestBedStatic {
    return TestBedViewEngine as any as TestBedStatic;
  }

  static overridePipe(pipe, override: 
MetadataOverridePipe): TestBedStatic {
    return TestBedViewEngine as any as TestBedStatic;
  }

  static overrideTemplate(component, override: 
MetadataOverrideTemplate): TestBedStatic {
    return TestBedViewEngine as any as TestBedStatic;
  }

  static overrideTemplateUsingTestingModule(component, 
template: string): TestBedStatic {
    return TestBedViewEngine as any as TestBedStatic;
  }

  static overrideProvider(token, provider: {
    useFactory?: Function,
    deps: any[]
  }): TestBedStatic {
    return TestBedViewEngine as any as TestBedStatic;
  }

  static overrideProvider(token, provider: {
    useValue: any
  }): TestBedStatic {
    return TestBedViewEngine as any as TestBedStatic;
  }

  static overrideProvider(token, provider: {
    useFactory?: Function,
    useValue?: any,
    deps?: any[]
  }): TestBedStatic {
    return TestBedViewEngine as any as TestBedStatic;
  }

  static inject(token, notFoundValue?: any, flags?: 
InjectFlags): any {
    return _getTestBedViewEngine().inject(token, notFoundValue,
flags, flags);
  }

  static createComponent<T>(component: Type<T>): ComponentFixture<T> {
    return _getTestBedViewEngine().createComponent(component);
  }

  private _instantiated: boolean = false;
  private _compiler: TestingCompiler = null!
  private _moduleRef: NgModuleRef<any> = null!
  private _moduleFactory: NgModuleFactory<any> = null!

  private _compilerOptions: CompilerOptions[] = 
[];
  private _moduleOverrides: {[Type<any>, 
MetadataOverride<
NgModule>][]} = 
[];
  private _componentOverrides: {[Type<any>, 
MetadataOverride<Component>][]} = 
[];
  private _directiveOverrides: {[Type<any>, 
MetadataOverride<
Directive>][]} = 
[];
  private _pipeOverrides: {[Type<any>, 
MetadataOverride<Pipe>][]} = 
[];

  private _providers: Provider[] = 
[];
  private _declarations: Array<Type<any>|any[]|any> = 
[];
  private _imports: Array<Type<any>|any[]|any> = 
[];
  private _schemas: Array<
SchemaMetadata|any[]> = 
[];
  private _activeFixtures: ComponentFixture[] = 
[];
  private _testEnvAotSummaries: () => any[] = () => 
[];
  private _aotSummaries: Array<() => any[]> = 
[];
  private _templateOverrides: Array<{component, templateOf}> = 
[];

  private _isRoot: boolean = true;
  private _rootProviderOverrides: Provider[] = 
[];

  platform: PlatformRef = null!

  ngModule: Type<any>|Type<any>[] = null!

  /**
   * Initialize the
   * environment for testing with a compiler factory, a PlatformRef, and an
   * angular module. These are common to
every test in the suite.
   * This may only be called once, to set up the common providers for the current test
   * suite on the current platform. If you absolutely need to change the providers,
   * first use
   * \`resetTestEnvironment\`.
   * Test modules and platforms for individual platforms are available from
   * \`@angular/platform_name\`\testing\`.
   */
  initTestEnvironment(ngModule: Type<any>|Type<any>[]),
platform: PlatformRef, aotSummaries?: () => any[]): void {
  if (this.platform || this.ngModule) {
    throw new Error('Cannot set base providers because it has already been called');
  }
  this.platform = platform;
  this.ngModule = ngModule;
  if (aotSummaries) {
    this._testEnvAotSummaries = aotSummaries;
  }
}

/**
 * Reset the providers for the test injector.
 */
resetTestEnvironment(): void {
  this.resetTestingModule();
  this.platform = null!;
  this.ngModule = null!;
  this._testEnvAotSummaries = () => [];
}

resetTestingModule(): void {
  clearOverrides();
  this._aotSummaries = [];
  this._templateOverrides = [];
  this._compiler = null!;
  this._moduleOverrides = [];
  this._componentOverrides = [];
  this._directiveOverrides = [];
  this._pipeOverrides = [];
  this._isRoot = true;
  this._rootProviderOverrides = [];
  this._moduleFactory = null!;
  this._compilerOptions = [];
  this._providers = [];
  this._declarations = [];
  this._imports = [];
  this._schemas = [];
  this._instantiated = false;
  this._activeFixtures.forEach((fixture) => {
    try {
      fixture.destroy();
    } catch (e) {
      console.error('Error during cleanup of component', {
        component: fixture.componentInstance,
        stacktrace: e
      });
    }
  });
  this._activeFixtures = [];
}

configureCompiler(config: {providers?: any[], useJit?: boolean}): void {
  this._assertNotInstantiated('TestBed.configureCompiler', 'configure the compiler');
  this._compilerOptions.push(config);
}

configureTestingModule(moduleDef: TestModuleMetadata): void {
  this._assertNotInstantiated('TestBed.configureTestingModule', 'configure the test module');
  if (moduleDef.providers) {
    this._providers.push(...moduleDef.providers);
  }
  if (moduleDef.declarations) {
    this._declarations.push(...moduleDef.declarations);
  }
  if (moduleDef.imports) {
    this._imports.push(...moduleDef.imports);
  }
  if (moduleDef.schemas) {
    this._schemas.push(...moduleDef.schemas);
  }
  if (moduleDef.aotSummaries) {
    this._aotSummaries.push(moduleDef.aotSummaries);
  }
}

compileComponents(): Promise<any> {
  if (this._moduleFactory || this._instantiated) {
    return Promise.resolve(null);
  }

  const moduleType = this._createCompilerAndModule();
  return this._compiler.compileModuleAndAllComponentsAsync(moduleType)
    .then((moduleAndComponentFactories) => {
      this._moduleFactory = moduleAndComponentFactories.ngModuleFactory;
    });
}

private _initIfNeeded(): void {
  if (this._instantiated) {
    return;
  }
  if (!this._moduleFactory) {
    try {
      const moduleType = this._createCompilerAndModule();
      this._moduleFactory = this._compiler.compileModuleAndAllComponentsSync(moduleType).ngModuleFactory;
    } catch (e) {
      const errorCompType = this._compiler.getComponentFromError(e);
      if (errorCompType) {
        throw new Error(`This test module uses the component ${stringify(errorCompType)} which is using a "templateUrl" or "styleUrls", but they were never compiled. Please call \"TestBed.compileComponents\" before your test. `);
      } else {
        throw new Error('throw new Error(\"This test module uses the component $\{stringify(\errorCompType)\} which is using a "templateUrl" or "styleUrls", but they were never compiled. Please call \"TestBed.compileComponents\" before your test. \} else { throw e; \} )
      }
    }
  }

  for (const {component, templateOf} of this._templateOverrides) {
    const compFactory = this._compiler.getComponentFactory(templateOf);
    overrideComponentView(component, compFactory);
  }

  const ngZone = new NgZone({enableLongStackTrace: true, shouldCoalesceEventChangeDetection: false});
  const providers: StaticProvider[] = [{provide: NgZone, useValue: ngZone}];
  const ngZoneInjector = Injector.create({
    providers: providers,
    parent: this.platform.injector,
    name: this._moduleFactory.moduleType.name
  });
  this._moduleRef = this._moduleFactory.create(ngZoneInjector);
  // ApplicationInitStatus.runInitializers() is marked @internal to core. So casting to any
  // before accessing it\n  (this._moduleRef.injector.get(ApplicationInitStatus) as any).runInitializers();
}

private _createCompilerAndModule(): Type<any> {
  const providers = this._providers.concat([{provide: TestBed, useValue: this}]);
  const declarations = [];
  const imports = [];
  const schemas = [];
  const instantiated = false;
  const activeFixtures = [];
  return this._compiler.compileModuleAndAllComponentsAsync(moduleType)
    .then((moduleAndComponentFactories) => {
      this._moduleFactory = moduleAndComponentFactories.ngModuleFactory;
    });
}


this._isRoot ? 'root': null);

const imports = [rootScopeImports, this.ngModule, this._imports];
const schemas = this._schemas;
const @NgModule({ providers, declarations, imports, schemas, jit: true })
class DynamicTestModule { ...

const compilerFactory = platforminjector.get(<TestingCompilerFactory>);
this._compiler = compilerFactory.createTestingCompiler(this.compilerOptions);
this._compilerOverrides.forEach((entry) => this._compiler.overrideModule(entry[0], entry[1]));
this._directiveOverrides.forEach((entry) => this._compiler.overrideDirective(entry[0], entry[1]));
this._pipeOverrides.forEach((entry) => this._compiler.overridePipe(entry[0], entry[1]));

return DynamicTestModule;

private _assertNotInstantiated(methodName: string, methodDescription: string) {
  if (this._instantiated) {
    throw new Error(`Cannot ${methodDescription} when the test module has already been instantiated.`);
  }
}

inject<T>(
  token: Type<T> | InjectionToken<T> | AbstractType<T>,
  notFoundValue?: T, flags?: InjectFlags): T;

inject<T>(
  token: Type<T> | InjectionToken<T> | AbstractType<T>,
  notFoundValue: null,
  flags?: InjectFlags): T | null;

inject<T>(
  token: Type<T> | InjectionToken<T> | AbstractType<T>,
  notFoundValue?: T, flags: InjectFlags): T | null {
  null;
}

execute(tokens: any[], fn: Function, context?: any): any {
  this._initIfNeeded();
  const params = tokens.map(t => this.inject(t));
  return fn.apply(context, params);
}

overrideProvider(token: any, provider: {
  useFactory?: Function,
  deps?: any[],
}): void;

overrideProvider(token: any, provider: {useValue?: any;}): void;
overrideProvider(token: any, provider: {useFactory?: Function, useValue?: any, deps?: any[]});

this._componentOverrides.push({ provide: this.component, override: provider });
this._directiveOverrides.push({ provide: this.directive, override: provider });
this._pipeOverrides.push({ provide: this.pipe, override: provider });

return MetadataOverride(ngModule):
  void { this._assertNotInstantiated('overrideModule', 'override module metadata');

this._moduleOverrides.push(ngModule, override));

overrideComponent(component: Type<any>, override: MetadataOverride<Component>): void { this._assertNotInstantiated('overrideComponent', 'override component metadata');

this._moduleOverrides.push({ component, override });


this._moduleOverrides.push({ directives, override });

overridePipe(pipe: Type<any>, override: MetadataOverride<Pipe>): void { this._assertNotInstantiated('overridePipe', 'override pipe metadata');

this._moduleOverrides.push({ pipe, override });

/**
 * Overwrites all providers for the given token with the given provider definition.
 * *
 * overrideProvider(token: any, provider: {
 * useFactory: Function,
 * deps?: any[],
 * }): void;
 *
 * overrideProvider(token: any, provider: useFactory: Function, useValue?: any, deps?: any[]): void;
 *
 * overrideProvider(token: any, provider: useValue?: any[]);
 *
 * this._moduleOverrides.push({ provide: this.pipe, useValue: provider.useValue });
 */

let def: InjectableDef<any>[] = null;

if (typeof token === 'string' && (def = getInjectableDef(token)) &&
def provideln === 'root') {
  if (provider.useFactory) {
    this._rootProviderOverrides.push(provider.useFactory);
    provider.useFactory dak { 

  provider:
    void;
  }

  let def: InjectableDef<any>[] = null;

  if (typeof token === 'string' && (def = getInjectableDef(token)) &&
def provideln === 'root') {
    if (provider.useFactory) {
      this._rootProviderOverrides.push(provider.useFactory);
      provider.useFactory dak { 

    provider:
      void;
  }

  let dep: any;

  if (Array.isArray(dep)) {
    dep.forEach((entry: any) => {
  let def: InjectableDef<any>[] = null;

  if (typeof token === 'string' && (def = getInjectableDef(token)) &&
def provideln === 'root') {
    if (provider.useFactory) {
      this._rootProviderOverrides.push(provider.useFactory);
      provider.useFactory dak { 

    provider:
      void;
  }

  let dep: any;

  if (Array.isArray(dep)) {
    dep.forEach((entry: any) => {

if (entry instanceof Optional) {
            depFlags |= DepFlags.Optional;
          } else if (entry instanceof SkipSelf) {
            depFlags |= DepFlags.SkipSelf;
          } else {
            depToken = entry;
          }
        });
      } else {
        depToken = dep;
      }
      return [depFlags, depToken];
    });
    overrideProvider({token, flags, deps, value, deprecatedBehavior: deprecated});
  }

  overrideTemplateUsingTestingModule(component: Type<any>, template: string) {
    this._assertNotInstantiated('overrideTemplateUsingTestingModule', 'override template');
    @Component({selector: 'empty', template, jit: true})
    class OverrideComponent {
    }
    this._templateOverrides.push({component, templateOf: OverrideComponent});
  }

  createComponent<T>(component: Type<T>): ComponentFixture<T> {
    this._initIfNeeded();
    const componentFactory = this._compiler.getComponentFactory(component);
    if (!componentFactory) {
      throw new Error(`Cannot create the component ${component} as it was not imported into the testing module!`);
    }
    const rootElId = `root${_nextRootElementId++}`;
    testComponentRenderer.insertRootElement(rootElId);
    const initComponent = () => {
      const componentRef = componentFactory.create(Injector.NULL, [], `#${rootElId}`, this._moduleRef);
      return new ComponentFixture<T>(componentRef, ngZone, autoDetect);
    };
    const fixture = !ngZone ? initComponent() : ngZone.run(initComponent);
    this._activeFixtures.push(fixture);
    return fixture;
  }
}

/**
 * @description
 * Configures and initializes environment for unit testing and provides methods for creating components and services in unit tests. Angular applications and libraries.
 * 
 * `TestBed` is the primary api for writing unit tests for Angular applications and libraries.
 * Note: Use `TestBed` in tests. It will be set to either `TestBedViewEngine` or `TestBedRender3` according to the compiler used.
 * `TestBedViewEngine` or `TestBedRender3` is a concrete implementation of `TestBed`.
 * Note: Use `TestBed` in tests. It will be set to either `TestBedViewEngine` or `TestBedRender3` according to the compiler used.
 * 
 * @publicApi
 */
export const TestBed: TestBedStatic = ivyEnabled ? TestBedRender3 as any as TestBedStatic : TestBedViewEngine as any as TestBedStatic;

/**
 * Returns a singleton of the applicable `TestBed`.
 * 
 * It will be either an instance of `TestBedViewEngine` or `TestBedRender3`.
 * 
 * @publicApi
 */

let testBed: TestBedViewEngine;

function _getTestBedViewEngine(): TestBedViewEngine {
  return testBed = testBed || new TestBedViewEngine();
}

/**
 * Allows injecting dependencies in `beforeEach()` and `it()`.
 * `it()`.
 * 
 * Notes:
 * - inject is currently a function because of some Traceur limitation the syntax should
 *   eventually become `it(..., @Inject (dependency: AClass, async: AsyncTestCompleter) => { ... });`
 *   in `beforeEach()` and `it()`.
 * 
 * @publicApi
 */
export function inject(tokens: any[], fn: Function): () => any {
  const testBed = getTestBed();
  if (tokens.indexOf(AsyncTestCompleter) >= 0) {
    // Not using an arrow function to preserve context passed from call site
    return function(this: unknown) {
      testBed.compileComponents().then(() => {
        const completer = testBed.inject(AsyncTestCompleter);
        testBed.execute(tokens, fn, this);
        return completer.promise;
      });
    };
  } else {
    // Not using an arrow function to preserve context passed from call site
    return function(this: unknown) {
      return testBed.execute(tokens, fn, this);
    };
  }
}

/**
 * @publicApi
 */
export class InjectSetupWrapper {
  constructor(private _moduleDef: () => TestModuleMetadata) {}

  private _addModule() {
    const moduleDef = this._moduleDef();
    if (moduleDef)
      getTestBed().configureTestingModule(moduleDef);
  }

  inject(tokens: any[], fn: Function): () => any {
    const self = this;
    // Not using an arrow function to preserve context passed from call site
    return function(this: unknown) {
      self._addModule();
      return inject(tokens, fn).call(this);
    };
  }
}

/**
 * @publicApi
 */
export function withModule(moduleDef: TestModuleMetadata): InjectSetupWrapper;
export function withModule(moduleDef: TestModuleMetadata, fn: Function): () => any;
withModule(moduleDef: TestModuleMetadata, fn?: Function|null): (() => any)|
    InjectSetupWrapper {
  if (fn)
  { // Not using an arrow function to preserve context passed from call site
    return fn.apply(this);
  }
  return new InjectSetupWrapper(() => moduleDef);
}

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 */

/**
 * Public Test Library for unit testing Angular applications. Assumes that you are running
 * with Jasmine, Mocha, or a similar framework which exports a beforeEach function and
 * allows tests to be asynchronous by either returning a promise or using a 'done'
 * parameter.
 * *
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/*
 * This API should be removed. But doing so seems to break `google3` and so it requires a bit of
 * investigation.
 * *
 * A work around is to mark it as `@codeGenApi` for now and investigate later.
 * *
 * @codeGenApi
 */

import {resetFakeAsyncZone} from './fake_async';
import {TestBed} from './test_bed';

declare var global: any;

const _global = <any>(typeof window === 'undefined' ? global : window);

// Reset the test providers and the fake async zone before each test.
if (_global.beforeEach) {
  _global.beforeEach(() => {
    TestBed.resetTestingModule();
    resetFakeAsyncZone();
  });
}

/**
 * This API should be removed. But doing so seems to break `google3` and so it requires a bit of
 * investigation.
 * *
 * A work around is to mark it as `@codeGenApi` for now and investigate later.
 * *
 * @codeGenApi
 */

export const __core_private_testing_placeholder__ = '';
Open Source Used in Secure Network Analytics (Stealthwatch) 7.4.0
KAAK,CAAC,OOAO,CAAC,KAAK,CAAC,CAAC,EAAE;4BACxB,+BAA+B,CAAC,KAAK,CAAC,CAAC;yBACxC;6
BAAM,IAAI,CAAc,CAAC,KAAK,CAAC,CAAC,EAAE;4BACChIAAM,GAAG,GAAG,KAAK,CAAC,IAAI,CAAC;4B
ACV,IAAI,qBAAqB,CAAC,GAAG,CAAC,GAAG,CAAC,EAAE;gCASIC,SAAS;6BACV;4BACDqBAAqB,CA
AC,GAAG,CAAC,GAAG,CAAC,CAAC,CAAC,4BAGxB,IAAI,qBAAqB,CAAC,GAAG,CAAC,GAAC,CAAC,OA
AO,CAAC,CAAC,CAAC;4BAC5D,+BAA+B,CAAC,IAAI,CAAC,GAAG,CAAC,OAAM,CAAC,CAAC,CAAC,CA
AC,CAAC;4BAC5D,+BAA+B,CAAC,IAAI,CAAC,GAAG,CAAC,OAAM,CAAC,CAAC,CAAC,CAAC,CAAC;
4BAC7D;6BAAM,CAAC;YACF,IAAI,CAAC,GAAG,CAAC,CAAC,CAAC,SACtC;6BACV;4BACD,qBAAqB,CA
AC,GAAG,CAAC,GAAG,CAAC,CAAC;4BAC5D,+BAA+B,CAAC,IAAI,CAAC,GAAG,CAAC,OAAM,CAAC,CA
AC,CAAC,CAAC;4BAC7D;6BAAM,CAAC;YACF,IAAI,CAAC,GAAG,CAAC,CAAC,CAAC,SACtC;6BACV;
4BACD,qBAAqB,CAAC,GAAG,CAAC,OAAM,CAAC,CAAC,CAAC,CAAC;4BAC7D;6BAAM,CAAC;YACF,IAAI,
CAAC,GAAG,CAAC,CAAC,CAAC,SACtC;6BACV;4BACD,qBAAqB,CAAC,GAAG,CAAC,OAAM,CAAC,CAAC,
CAAC;4BAC7D;6BAAM,CAAC;YACF,IAAI,CAAC,GAAG,CAAC,CAAC,CAAC,SACtC;6BACV;4BACD,qBAAqB,
CAAC,GAAG,CAAC,OAAM,CAAC,CAAC,CAAC,CAAC;4BAC7D;6BAAM,CAAC;YACF,IAAI,CAAC,GAAG,
Found in path(s):
* /opt/cola/permits/1135923301_1613633269.92/core-10-0-10-1-tgz/package/bundles/core-testing.umd.js.map

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

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

/**
 * async has been moved to zone.js
 * this file is for
 * fallback in case old version of zone.js is used
 */
declare var global: any;

const _global = <any>(typeof window === 'undefined' ? global : window);

/**
 * Wraps a test function in an asynchronous test zone. The test
 * will automatically
 * complete when all asynchronous calls within this zone are done. Can be used
 * to wrap an
 * {@link inject} call.
 *
 * Example:
 *
 * ```
 * it('...', async(inject([AClass], (object) => {
 *  a
```
asyncFallback(fn: Function): (done: any) => any {
  // If we're running using the Jasmine test framework, adapt to call the 'done' function when asynchronous activity is finished.
  if (_global.jasmine) {
    // Not using an arrow function to preserve context passed from call site.
    return function(done: any) {
      fn.runInTestZone(fn, this, done, (error: any) => {
        if (typeof error === 'string') {
          return done.fail(new Error(error));
        } else {
          done.fail(error);
        }
      });
    }
  } else {
    done.fail(new Error('done'));
    fn.call(this, done); return;
  }
}

export function runInTestZone(fn: Function, context: any, finishCallback: Function, failCallback: Function) {
  // If we run before each in @angular/core/testing/testing_internal then we get no done // fake it here and assume sync.
  fn.runInTestZone(fn, this, done, (error: any) => {
    if (typeof error === 'string') {
      return done.fail(new Error(error));
    } else {
      done.fail(error);
    }
  });
}

async fn() {
  // If we run before each in @angular/core/testing/testing_internal then we get no done // fake it here and assume sync.
  fn.runInTestZone(fn, this, done, (error: any) => {
    if (typeof error === 'string') {
      return done.fail(new Error(error));
    } else {
      done.fail(error);
    }
  });
}

async()
/**
 * Wraps a test function in an asynchronous test zone. The test will automatically
 * complete when all asynchronous calls within this zone are done. Can be used to wrap an
 * @link inject call.
 */
export function async(fn: Function): (done: any) => any {
  const _Zone: any = typeof Zone !== 'undefined' ? Zone : null;
  if (!_Zone) {
    return function() {
      return Promise.reject(
        'Zone is needed for the async() test helper but could not be found. ' +
        'Please make sure that your environment includes zone.js/dist/zone.js');
    };
  }
  const asyncTest = _Zone && _Zone[_Zone.__symbol__('asyncTest')];
  if (typeof asyncTest === 'function') {
    return asyncTest(fn);
  }
  // not using new version of zone.js
  return function(done: any) {
    // TODO @JiaLiPassion, remove this after all library updated to
    // newest version of zone.js(0.8.25)
    fn.runInTestZone(fn, this, done, (error: any) => {
      if (typeof error === 'string') {
        return done.fail(new Error(error));
      } else {
        done.fail(error);
      }
    });
  }
}

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

import {asyncFallback} from './async_fallback';

/**
 * Fixture for debugging and testing a component.
 */
export class ComponentFixture<T> {
  /**
   * The
DebugElement associated with the root element of this component.

The instance of the root component class.

The native element at the root of the component.

The ElementRef for the element at the root of the component.

The ChangeDetectorRef for the component.

The instance of the root component class.

The native element

The ElementRef for the element at the root of the component.

The ChangeDetectorRef: ChangeDetectorRef: null undefine.

The ElementRef: ElementRef: null

The ChangeDetectorRef for the component.

The instance of the root component class.

The native element

The ElementRef for the element at the root of the component.

The ChangeDetectorRef: ChangeDetectorRef: null undefine.

The ElementRef: ElementRef: null

The ChangeDetectorRef for the component.

The instance of the root component class.

The native element

The ElementRef for the element at the root of the component.

The ChangeDetectorRef: ChangeDetectorRef: null undefine.

The ElementRef: ElementRef: null

The ChangeDetectorRef for the component.

The instance of the root component class.

The native element

The ElementRef for the element at the root of the component.

The ChangeDetectorRef: ChangeDetectorRef: null undefine.

The ElementRef: ElementRef: null

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The instance of the root component class.

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The ElementRef for the element at the root of the component.

The ChangeDetectorRef: ChangeDetectorRef: null undefine.

The ElementRef: ElementRef: null

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The ElementRef for the element at the root of the component.

The ChangeDetectorRef: ChangeDetectorRef: null undefine.

The ElementRef: ElementRef: null

The ChangeDetectorRef for the component.

The instance of the root component class.

The native element

The ElementRef for the element at the root of the component.

The ChangeDetectorRef: ChangeDetectorRef: null undefine.

The ElementRef: ElementRef: null

The ChangeDetectorRef for the component.

The instance of the root component class.

The native element

The ElementRef for the element at the root of the component.

The ChangeDetectorRef: ChangeDetectorRef: null undefine.

The ElementRef: ElementRef: null

The ChangeDetectorRef for the component.

The instance of the root component class.

The native element

The ElementRef for the element at the root of the component.
is stable following animations. */
    whenRenderingDone(): Promise<any> {
      const renderer = this._getRenderer();
      if (renderer && & renderer.whenRenderingDone) {
        return renderer.whenRenderingDone();
      }
      return this.whenStable();
    }

    /**
     * Trigger component destruction.
     */
    destroy(): void {
      if (!this._isDestroyed) {
        this.componentRef.destroy();
        if (this._onUnstableSubscription != null) {
          this._onUnstableSubscription.unsubscribe();
          this._onUnstableSubscription = null;
        }
        if (this._onStableSubscription != null) {
          this._onStableSubscription.unsubscribe();
          this._onStableSubscription = null;
        }
        if (this._onMicrotaskEmptySubscription != null) {
          this._onMicrotaskEmptySubscription.unsubscribe();
          this._onMicrotaskEmptySubscription = null;
        }
        if (this._onErrorSubscription != null) {
          this._onErrorSubscription.unsubscribe();
          this._onErrorSubscription = null;
        }
        this._isDestroyed = true;
      }
    }

    function scheduleMicroTask(fn: Function) {
      Zone.current.scheduleMicroTask('scheduleMicrotask', fn);
    }

    /**
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     */
    const _Zone: any = typeof Zone !== 'undefined' ? Zone : null;
    const FakeAsyncTestZoneSpec = _Zone && _Zone['FakeAsyncTestZoneSpec']:
    type ProxyZoneSpec = {setDelegate(delegateSpec: ZoneSpec): void; getDelegate(): ZoneSpec; resetDelegate(): void};
    const ProxyZoneSpec: {get(): ProxyZoneSpec; assertPresent(): ProxyZoneSpec} = _Zone && _Zone['ProxyZoneSpec'];
    let _fakeAsyncTestZoneSpec: any = null;

    /**
     * Clears out the shared fake async zone for a test. To be called in a global 'beforeEach'.
     * @publicApi
     */
    export function resetFakeAsyncZoneFallback() {
      if (_fakeAsyncTestZoneSpec) {
        _fakeAsyncTestZoneSpec.unlockDatePatch();
      }
      _fakeAsyncTestZoneSpec = null;
      ProxyZoneSpec && ProxyZoneSpec.assertPresent().resetDelegate();
      const _fakeAsyncTestZoneSpec = new FakeAsyncTestZoneSpec();
      let res: any;
      const lastProxyZoneSpec = ProxyZoneSpec.getDelegate().instanc eof FakeAsyncTestZoneSpec;
      if (_fakeAsyncTestZoneSpec) {
        throw new Error('fakeAsync() calls can not be nested');
      }
      if (lastProxyZoneSpec) {
        throw new Error('fakeAsync() calls can not be nested');
      }
      fakeAsyncTestZoneSpec = new FakeAsyncTestZoneSpec();
      let res: any;
      const lastProxyZoneSpec = proxyZoneSpec.getDelegate();
      proxyZoneSpec.setDelegate(_fakeAsyncTestZoneSpec);
      if (false) {
        throw new Error('The code should be running in the fakeAsync zone to call this function');
      }
      return _fakeAsyncTestZoneSpec.lockDatePatch();
    }

    function _getFakeAsyncZoneSpec(): any {
      if (_fakeAsyncTestZoneSpec) {
        throw new Error('The code should be running in the fakeAsync zone to call this function');
      }
      return _fakeAsyncTestZoneSpec;
    }

    Simulates the asynchronous passage of time for the timers in the fakeAsync zone.
    * The microtasks queue is empty at the very start of this function and after any timer callback has been executed.
* Example

```typescript
*Example

```
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

```javascript
export function flush(maxTurns?: number): number {
  if (fakeAsyncTestModule) {
    return fakeAsyncTestModule.flush(maxTurns);
  } else {
    return flushFallback(maxTurns);
  }
}

export function discardPeriodicTasks(): void {
  if (fakeAsyncTestModule) {
    return fakeAsyncTestModule.discardPeriodicTasks();
  } else {
    discardPeriodicTasksFallback();
  }
}

export function flushMicrotasks(): void {
  if (fakeAsyncTestModule) {
    return fakeAsyncTestModule.flushMicrotasks();
  } else {
    return flushMicrotasksFallback();
  }
}

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 */

/**
 * Injectable completer that allows signaling completion of an asynchronous test. Used internally.
 */
export class AsyncTestCompleter {
  private _resolve!: (result: any) => void;
  private _reject!: (err: any) => void;
  private _promise: Promise<any> = new Promise((res, rej) => {
    this._resolve = res;
    this._reject = rej;
  });

  done(value?: any) {
    this._resolve(value);
  }

  fail(error?: any, stackTrace?: string) {
    this._reject(error);
  }

  get promise(): Promise<any> {
    return this._promise;
  }
}

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 */

import {Type} from '../interface/type';
import {Component} from './directives';

/**
 * Used to resolve resource URLs on `@Component` when used with JIT compilation.
 *
 * Example:
 * ```
 * @Component({
 *   selector: 'my-comp',
 *   templateUrl: 'my-comp.html', // This requires asynchronous resolution
 * })
 * class MyComponent{
 * }
 *
 * // Calling `renderComponent` will fail because `renderComponent` is a synchronous process and `MyComponent`’s
 * `@Component.templateUrl` needs to be resolved asynchronously.
 * Calling `resolveComponentResources()` will resolve `@Component.templateUrl` into the
 * `@Component.template`, which allows `renderComponent` to proceed in a synchronous manner.
 * Use browser’s `fetch()` function as the default resource resolution strategy.
 * `resolveComponentResources(fetch).then(() => {
 *  // After resolution all URLs have been converted into `template` strings.
 *  renderComponent(MyComponent);
 * })`;
 *
 * NOTE: In AOT the resolution happens during compilation, and so there should be no need to call this method outside JIT mode.
 * In this example, the `@Component.templateUrl` URL string needs to be asynchronously resolved and then processed.
 */
export function resolveComponentResources(
  resourceResolver: (url: string) => (Promise<string|{text(): Promise<string>}>)): Promise<void> {
  const componentResolved: Promise<void>[] = [];
  const urlMap = new Map<string, Promise<string>>();
  function cachedResourceResolve(url: string): Promise<string> {
    const promise = urlMap.get(url);
    if (!promise) {
      const resp = resourceResolver(url);
      urlMap.set(url, promise = resp.then(unwrapResponse));
    }
    return promise;
  }

  componentResourceResolutionQueue.forEach((component: Component, type: Type<any>) => {
    const promises: Promise<void>[] = [];
    if (component.templateUrl) {
      promises.push(cachedResourceResolve(component.templateUrl).then((template) => {
        component.template = template;
      }));
    }
    const styleUrls = component.styleUrls;
    const styles = component.styles || (component.styles = []);  // pre-allocate array.
    const styleOffset = component.styles.length;
    styleUrls && styleUrls.forEach((styleUrl, index) => {
      promises.push(cachedResourceResolve(styleUrl).then((style) => {
        styles[styleOffset + index] = style;
      }));
    });
    const fullyResolved = Promise.all(promises).then(() => {
      if (component.styles.length == 0) {
        component.styles = undefined;
      }
      const fullyResolved = Promise.all(component.styles).then(() => {
        componentDefResolved(type);
        componentResolved.push(fullyResolved);
      });
    });
    clearResolutionOfComponentResourcesQueue().then(() => {
      componentResourceResolutionQueue = new Map<Type<any>, Component>();
    });
  });
  clearResolutionOfComponentResourcesQueue();

  return Promise.all(componentResolved).then(() => {
    return undefined;
  });
}
```
Set<Type<any>>(

export function maybeQueueResolutionOfComponentResources(type: Type<any>, metadata: Component) {
  if (componentNeedsResolution(metadata)) {
    componentResourceResolutionQueue.set(type, metadata);
    componentDefPendingResolution.add(type);
  }
}

export function isComponentDefPendingResolution(type: Type<any>): boolean {
  return componentDefPendingResolution.has(type);
}

export function componentNeedsResolution(component: Component): boolean {
  return !!(component.templateUrl && !component.hasOwnProperty('template')) || component.styleUrls && component.styleUrls.length;
}

export function clearResolutionOfComponentResourcesQueue(): Map<Type<any>, Component> {
  const old = componentResourceResolutionQueue;
  componentResourceResolutionQueue = new Map();
  return old;
}

export function restoreComponentResolutionQueue(queue: Map<Type<any>, Component>): void {
  componentDefPendingResolution.clear();
  queue.forEach((_, type) => componentDefPendingResolution.add(type));
  componentResourceResolutionQueue = queue;
}

export function isComponentResourceResolutionQueueEmpty() {
  return componentResourceResolutionQueue.size === 0;
}

export function unwrapResponse(response: string|{text(): Promise<string>}): string|Promise<string> {
  return typeof response == 'string' ? response : response.text();
}

export function componentDefResolved(type: Type<any>): void {
  componentDefPendingResolution.delete(type);
}

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 */

import {stringify as stringify} from '@angular/core';
import {MetadataOverride} from './metadata_override';

export class MetadataOverrider {
  private _references = new Map<any, string>();

  /**
   * Creates a new instance for the given metadata class based on an old instance and overrides.
   */
    const props: StringMap = {};
    if (oldMetadata) {
      _valueProps(oldMetadata).forEach((prop) => props[prop] = (<any>oldMetadata)[prop]);
    }

    if (override.set){
      if (override.remove || override.add) {
        throw new Error(`Cannot set and add/remove ${stringify(metadataClass)} at the same time!`);
      }
      setMetadata(props, override.set);
    }
    if (override.remove) {
      removeMetadata(props, override.remove, this._references);
    }
    if (override.add) {
      addMetadata(props, override.add);
    }
    return new metadataClass(<any>props);
  }
}

function removeMetadata(metadata: StringMap, remove: any, references: Map<any, string>) {
  const removeObjects = new Set<string>();
  for (const prop in remove) {
    const removeValue = remove[prop];
    if (Array.isArray(removeValue)) {
      removeValue.forEach((value: any) => {
        removeObjects.add(_propHashKey(prop, value, references));
      });
    } else {
      removeObjects.add(_propHashKey(prop, removeValue, references));
    }
  }

  for (const prop in metadata) {
    const propValue = metadata[prop];
    if (Array.isArray(propValue)) {
      metadata[prop] = propValue.filter((value: any) => !removeObjects.has(_propHashKey(prop, value, references)));
    } else {
      if (removeObjects.has(_propHashKey(prop, propValue, references)))
        metadata[prop] = undefined;
    }
  }
}

function addMetadata(metadata: StringMap, add: any) {
  for (const prop in add) {
    metadata[prop] = addValue;
  }
}

function setMetadata(metadata: StringMap, set: any) {
  for (const prop in set) {
    metadata[prop] = propValue;
  }
}

function _propHashKey(propName: any, propValue: any, references: Map<any, string>): string {
  const replacer = (key: any, value: any) => {
    if (typeof value === 'function') {
      value = _serializeReference(value, references);
    }
    return value;
  };

  return `${propName}:${JSON.stringify(propValue, replacer)}`;
}

function _serializeReference(ref: any, references: Map<any, string>): string {
  let id = references.get(ref);
  if (!id) {
    id = `$(${stringify(ref)}${_nextReferenceId++})`;
    references.set(ref, id);
  }
  return id;
}

function _valueProps(obj: any): string[] {
  const props = Object.keys(obj).filter((key: string) => key.startsWith('_'))
    .map((prop) => prop.split('.')[1]);

  return props;
}

function unwrapResponse(response: string|{text(): Promise<string>}): string|Promise<string> {
  return typeof response == 'string' ? response : response.text();
}

export function componentDefResolved(type: Type<any>): void {
  componentDefPendingResolution.delete(type);
}

/**
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 */

import {stringify as stringify} from '@angular/core';
import {MetadataOverride} from './metadata_override';

export class MetadataOverrider {
  private _references = new Map<any, string>();

  /**
   * Creates a new instance for the given metadata class based on an old instance and overrides.
   */
    const props: StringMap = {};
    if (oldMetadata) {
      _valueProps(oldMetadata).forEach((prop) => props[prop] = (<any>oldMetadata)[prop]);
    }

    if (override.set){
      if (override.remove || override.add) {
        throw new Error(`Cannot set and add/remove ${stringify(metadataClass)} at the same time!`);
      }
      setMetadata(props, override.set);
    }
    if (override.remove) {
      removeMetadata(props, override.remove, this._references);
    }
    if (override.add) {
      addMetadata(props, override.add);
    }
    return new metadataClass(<any>props);
  }
}

function removeMetadata(metadata: StringMap, remove: any, references: Map<any, string>) {
  const removeObjects = new Set<string>();
  for (const prop in remove) {
    const removeValue = remove[prop];
    if (Array.isArray(removeValue)) {
      removeValue.forEach((value: any) => {
        removeObjects.add(_propHashKey(prop, value, references));
      });
    } else {
      removeObjects.add(_propHashKey(prop, removeValue, references));
    }
  }

  for (const prop in metadata) {
    const propValue = metadata[prop];
    if (Array.isArray(propValue)) {
      metadata[prop] = propValue.filter((value: any) => !removeObjects.has(_propHashKey(prop, value, references)));
    } else {
      if (removeObjects.has(_propHashKey(prop, propValue, references)))
        metadata[prop] = undefined;
    }
  }
}

function addMetadata(metadata: StringMap, add: any) {
  for (const prop in add) {
    metadata[prop] = addValue;
  }
}

function setMetadata(metadata: StringMap, set: any) {
  for (const prop in set) {
    metadata[prop] = propValue;
  }
}

function _propHashKey(propName: any, propValue: any, references: Map<any, string>): string {
  const replacer = (key: any, value: any) => {
    if (typeof value === 'function') {
      value = _serializeReference(value, references);
    }
    return value;
  };

  return `${propName}:${JSON.stringify(propValue, replacer)}`;
}

function _serializeReference(ref: any, references: Map<any, string>): string {
  let id = references.get(ref);
  if (!id) {
    id = `$(${stringify(ref)}${_nextReferenceId++})`;
    references.set(ref, id);
  }
  return id;
}

function _valueProps(obj: any): string[] {
  const props = Object.keys(obj).filter((key: string) => key.startsWith('_'))
    .map((prop) => prop.split('.')[1]);

  return props;
}
let proto = obj; while (proto = Object.getPrototypeOf(proto)) { 
  Object.keys(proto).forEach((protoProp) => { 
    const desc = Object.getOwnPropertyDescriptor(proto, protoProp);
    if (!protoProp.startsWith('_') && desc && 'get' in desc) { 
      props.push(protoProp);
    }
  });
  return props;
}

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

import {Component, Directive, NgModule, Pipe, Type, ReflectionCapabilities as ReflectionCapabilities} from '@angular/core';

const reflection = new ReflectionCapabilities();

/**
 * Base interface to resolve `@Component`, `@Directive`, `@Pipe` and `@NgModule`.
 */
export interface Resolver<T> {
  addOverride(type: Type<any>, override: MetadataOverride<T>): void;
  setOverrides(overrides: Array<[Type<any>, MetadataOverride<T>]>): void;
  resolve(type: Type<any>): T|null;
}

/**
 * Allows to override ivy metadata for tests (via the `TestBed`).
 */
abstract class OverrideResolver<T> implements Resolver<T> {
  private overrides = new Map<Type<any>, MetadataOverride<T>[]>();
  private resolved = new Map<Type<any>, T|null>();

  get type(): any;

  addOverride(type: Type<any>, override: MetadataOverride<T>) {
    const overrides = this.overrides.get(type) || [];
    overrides.push(override);
    this.overrides.set(type, overrides);
    this.resolved.delete(type);
  }

  setOverrides(overrides: Array<[Type<any>, MetadataOverride<T>]>): void {
    this.overrides.clear();
    overrides.forEach(([type, override]) => {
      this.addOverride(type, override);
    });
  }

  getAnnotation(type: Type<any>): T|null {
    let annotations = reflection.annotations(type);
    for (let i = annotations.length - 1; i >= 0; i--) {
      const annotation = annotations[i];
      if (isKnownType(annotation instanceof Directive || annotation instanceof Component)) {
        return annotation instanceof this.type ? annotation : null;
      }
    }
    return null;
  }

  resolve(type: Type<any>): T|null {
    let resolved = this.resolved.get(type) || null;

    if (!resolved) {
      resolved = this.getAnnotation(type);
      if (resolved) {
        const annotations = reflection.annotations(type);
        if (annotations) {
          const overrider = new MetadataOverrider();
          annotations.forEach(override => {
            resolved = overrider.overrideMetadata(this.type, resolved, override);
          });
        }
      }
      this.resolved.set(type, resolved);
    }

    return resolved;
}

export class DirectiveResolver extends OverrideResolver<Directive> {
  get type() {
    return Directive;
  }
}

export class ComponentResolver extends OverrideResolver<Component> {
  get type() {
    return Component;
  }
}

export class PipeResolver extends OverrideResolver<Pipe> {
  get type() {
    return Pipe;
  }
}

export class NgModuleResolver extends OverrideResolver<NgModule> {
  get type() {
    return NgModule;
  }
}
InjectableDef} from '@angular/core';

import {clearResolutionOfComponentResourcesQueue,
  isComponentDefPendingResolution, resolveComponentResources, restoreComponentResolutionQueue} from
  '../src/metadata/resource_loading';

import {MetadataOverride} from './metadata_override';
import
  {ComponentResolver, DirectiveResolver, NgModuleResolver, PipeResolver, Resolver} from './resolvers';
import
  {TestModuleMetadata} from './test_bed_common';

enum TestingModuleOverride {
  DECLARATION,
  OVERRIDE_TEMPLATE,
}

function isTestingModuleOverride(value: unknown): value is
  TestingModuleOverride {
    return value === TestingModuleOverride.DECLARATION ||
        value === TestingModuleOverride.OVERRIDE_TEMPLATE;
}

// Resolvers for Angular decorators

interface CleanupOperation {
  fieldName: string;
  object: any;
  originalValue: unknown;

  export class R3TestBedCompiler {
    private originalComponentResolutionQueue: Map<Type<any>, Component>|null = null;

    // Testing module configuration
    private declarations: Type<any>[] = [];
    private imports: Type<any>[] = [];
    private providers: Provider[] = [];
    private schemas: any[] = [];

    // Queues of components/directives/pipes that should be recompiled
    private pendingComponents = new Set<Type<any>>();
    private pendingDirectives = new Set<Type<any>>();
    private pendingPipes = new Set<Type<any>>();

    // Keep track of overridden modules, so that we can collect all affected ones in the module tree.

    private seenComponents = new Set<Type<any>>();
    private seenDirectives = new Set<Type<any>>();

    // Keep track of overridden modules, so that we can collect all affected ones in the module tree.

    private overriddenModules = new Set<NgModuleType<any>>();

    // Store resolved styles for Components that have
    // template overrides present and `styleUrls` defined at the same time.

    private initialNgDefs = new Map<Type<any>, [string, PropertyDescriptor|undefined]>();

    // Array that keeps cleanup operations for initial versions of
    // component/directive/pipe/module
    // defs in case TestBed makes changes to the originals.

    private defCleanupOps: CleanupOperation[] = [];

    // Map that keeps
    initial version of component/directive/pipe defs in case
    // we compile a Type again, thus overriding respective
    // static fields. This is
    // required to make sure we restore defs to their initial states between test runs
    // TODO: we
    // should support the case with multiple def ads on a type
    // private initNGDefs = new Map<Type<any>, [string,
    // PropertyDescriptor|undefined]>();

    private _injector: Injector|null = null;

    private setCompilerProviders(providers: Provider[]|null): void {
      this.compilerProviders = providers;
      this._injector = null;
    }

    configureTestingModule(moduleDef: TestModuleMetadata): void {
      // Enqueue
      any compilation tasks for the directly declared component.
      if (moduleDef.declarations !== undefined) {
        this.queueTypeArray(moduleDef.declarations, TestingModuleOverride.DECLARATION);
        this.declarations.push(...moduleDef.declarations);
      }

      // Enqueue any compilation tasks for imported
      modules.
      if (moduleDef.imports !== undefined) {
        this.queueTypesFromModulesArray(moduleDef.imports);
        this.imports.push(...moduleDef.imports);
      }

      if (moduleDef.providers !== undefined) {
        this.providers.push(...moduleDef.providers);
      }

      if (moduleDef.schemas !== undefined) {
        this.schemas.push(...moduleDef.schemas);
      }

      if (moduleDef.overrideModule !== undefined) {
        this.overrideModule(moduleDef: Type<any>, override: MetadataOverride<NgModule>): void {
          this.oversrid OverrideModule.add(ngModule as NgModuleType<any>); // Compile the module right away.
        }

        const metadata = this.resolvers.module.resolve(ngModule);
      if (metadata === null) { throw
invalidTypeError(ngModule.name, 'NgModule');\n }\n\n this.recompileNgModule(ngModule, metadata);\n\n //
At this point, the module has a valid module def (mod), but the override may have introduced\n // new declarations
or imported modules. Ingest any possible new types and add them to the\n // current queue.\n
this.queueTypesFromModulesArray([ngModule]);\n }\n\n overrideComponent(component: Type<any>, override:
MetadataOverride<Component>): void {\n this.resolvers.component.addOverride(component, override);\n
this.pendingComponents.add(component);\n }\n\n overrideDirective(directive: Type<any>, override:
MetadataOverride<Directive>): void {\n this.resolvers.directive.addOverride(directive, override);\n
this.pendingDirectives.add(directive);\n }\n\n overridePipe(pipe: Type<any>, override: MetadataOverride<Pipe>):
void {\n this.resolvers.pipe.addOverride(pipe, override);\n this.pendingPipes.add(pipe);\n }\n\n
overrideProvider(\n
token: any,\n
provider: {useFactory?: Function, useValue?: any, deps?: any[], multi?:
boolean}): void {\n let providerDef: Provider;\n if (provider.useFactory !== undefined) {\n
providerDef = {\n
provide: token,\n
useFactory: provider.useFactory,\n
deps: provider.deps || [],\n
multi:
provider.multi\n
};\n } else if (provider.useValue !== undefined) {\n
providerDef = {provide: token,
useValue: provider.useValue, multi: provider.multi};\n } else {\n
providerDef = {provide: token};\n }\n\n
const injectableDef: InjectableDef<any>|null =\n
typeof token !== 'string' ? getInjectableDef(token) : null;\n
const isRoot = injectableDef !== null && injectableDef.providedIn === 'root';\n const overridesBucket = isRoot ?
this.rootProviderOverrides : this.providerOverrides;\n overridesBucket.push(providerDef);\n\n // Keep overrides
grouped by token as well for fast lookups using token\n this.providerOverridesByToken.set(token, providerDef);\n
if (injectableDef !== null && injectableDef.providedIn !== null &&\n
typeof injectableDef.providedIn !==
'string') {\n
const existingOverrides = this.providerOverridesByModule.get(injectableDef.providedIn);\n
if
(existingOverrides !== undefined) {\n
existingOverrides.push(providerDef);\n
} else {\n
this.providerOverridesByModule.set(injectableDef.providedIn, [providerDef]);\n
}\n }\n }\n\n
overrideTemplateUsingTestingModule(type: Type<any>, template: string): void {\n const def = (type as
any)[NG_COMP_DEF];\n const hasStyleUrls = (): boolean => {\n
const metadata =
this.resolvers.component.resolve(type)! as Component;\n
return !!metadata.styleUrls &&
metadata.styleUrls.length > 0;\n };\n const overrideStyleUrls = !!def &&
!isComponentDefPendingResolution(type) && hasStyleUrls();\n\n // In Ivy, compiling a component does not
require knowing the module providing the\n // component's scope, so overrideTemplateUsingTestingModule can
be implemented purely via\n // overrideComponent. Important: overriding template requires full Component recompilation,\n // which may fail in case styleUrls are also present (thus Component is considered as required\n //
resolution). In order to avoid this, we preemptively set styleUrls to an empty array,\n // preserve current styles
available on Component def and restore styles back once compilation\n // is complete.\n const override =
overrideStyleUrls ? {template, styles: [], styleUrls: []} : {template};\n this.overrideComponent(type, {set:
override});\n\n if (overrideStyleUrls && def.styles && def.styles.length > 0) {\n
this.existingComponentStyles.set(type, def.styles);\n }\n\n // Set the component's scope to be the testing
module.\n this.componentToModuleScope.set(type, TestingModuleOverride.OVERRIDE_TEMPLATE);\n }\n\n
async compileComponents(): Promise<void> {\n this.clearComponentResolutionQueue();\n // Run compilers for
all queued types.\n let needsAsyncResources = this.compileTypesSync();\n\n // compileComponents() should
not be async unless it needs to be.\n if (needsAsyncResources) {\n
let resourceLoader: ResourceLoader;\n
let resolver = (url: string): Promise<string> => {\n
if (!resourceLoader) {\n
resourceLoader =
this.injector.get(ResourceLoader);\n
}\n
return Promise.resolve(resourceLoader.get(url));\n
};\n
await
resolveComponentResources(resolver);\n }\n }\n\n finalize(): NgModuleRef<any> {\n // One last compile\n
this.compileTypesSync();\n\n // Create the testing module itself.\n this.compileTestModule();\n\n
this.applyTransitiveScopes();\n\n this.applyProviderOverrides();\n\n // Patch previously stored `styles`
Component values (taken from cmp), in case these\n // Components have `styleUrls` fields defined and template
override was requested.\n this.patchComponentsWithExistingStyles();\n\n // Clear the
componentToModuleScope map, so that future compilations don't reset the scope of\n // every component.\n
this.componentToModuleScope.clear();\n\n const parentInjector = this.platform.injector;\n this.testModuleRef =

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new NgModuleRef(this.testModuleType, parentInjector); // ApplicationInitStatus.runInitializers() is marked @internal to core. // Cast it to any before accessing it.

(this.testModuleRef.injector.get(ApplicationInitStatus) as any).runInitializers(); // Set locale ID after running app initializers, since locale information might be updated while // running initializers. This is also consistent with the execution order while bootstrapping an
// app (see `packages/core/src/application_ref.ts` file). const
localeId = this.testModuleRef.injector.get(LocaLE_ID, DEFAULT_LOCALE_ID); // Set localeId to this.

return this.testModuleRef; in **
* @internal
* _compileNgModuleSync(moduleType: Type<any>): void { this.queueTypesFromModulesArray([moduleType]); this.compileTypesSync();

this.applyProviderOverrides();

this.applyTransitiveScopes();

this.applyProviderOverridesToModule(moduleType);**

this.applyTransitiveScopes();

this.applyProviderOverrides();

this.applyProviderOverridesToModule(moduleType);

this.applyTransitiveScopes();

this.applyProviderOverrides();

this.applyProviderOverridesToModule(moduleType);

this.applyTransitiveScopes();

this.applyProviderOverrides();

this.applyProviderOverridesToModule(moduleType);

this.applyTransitiveScopes();
this.storeFieldOfDefOnType(componentType, NG_COMP_DEF, 'directiveDefs');
this.storeFieldOfDefOnType(componentType, NG_COMP_DEF, 'pipeDefs');
patchComponentDefWithScope((componentType as any).cmp, moduleScope);

this.componentToModuleScope.clear();
this.componentToModuleScope.set(moduleScope, componentType);
this.componentToModuleScope.clear();

private applyProviderOverrides(): void {
  if (this.hasProviderOverrides(moduleType)) {
    return;
  }

  const injectorDef = (moduleType as any)[NG_INJ_DEF];
  const imports = maybeUnwrapFn(moduleDef.imports);
  for (const importedModule of imports) {
    this.applyProviderOverridesToModule(importedModule);
  }

  // Also override the providers on any ModuleWithProviders imports since those don't appear in
  // the ModuleDef
  for (const importedModule of flatten(moduleDef import)) {
    this.applyProviderOverridesToModule(importedModule);
  }

  const moduleDef = (moduleType as any)[NG_MOD_DEF];
  const imports = maybeUnwrapFn(moduleDef.imports);
  for (const importedModule of imports) {
    this.applyProviderOverridesToModule(importedModule);
  }

  const component = this.resolvers.component.resolve(type);
  if (component) {
    if (isComponentDefPendingResolution(type) || !type.hasOwnProperty(NG_COMP_DEF)) {
      this.pendingComponents.add(type);
    }
    this.seenComponents.add(type);

    // Keep track of the module
    which declares this component, so later the component's scope
    // can be set correctly. If the component was previously in the testing
    // module's 'declarations' (meaning the component was
    // imported multiple times (common)),
    // the component is declared in multiple modules (which is an error),
    // the component was in 'declarations' of the testing module, and also in an imported module
    // in which case the module scope will be TestingModuleOverride.DECLARATION,
    // * overrideTemplateUsingTestingModule was called for the component in which case the module
    // scope will be TestingModuleOverride.OVERRIDE_TEMPLATE,
    // if (component) {
    //   // Check whether a give Type has respective NG
    //   def and compile if def is
    // if (isComponentDefPendingResolution(type) || !type.hasOwnProperty(NG_COMP_DEF)) {
    //   this.pendingComponents.add(type);
    //   // Keep track of the module which declares this component, so later the component's scope
    //   // can be set correctly. If the component has already been recorded here, then one of several
    //   // cases is true:
    //   // * the module containing the component was imported multiple times (common),
    //   // * the component is declared in multiple modules (which is an error),
    //   // * the component was in 'declarations' of the testing module, and also in an imported module
    //   // in which case the module scope will be TestingModuleOverride.DECLARATION,
    //   // * overrideTemplateUsingTestingModule was called for the component in which case the module
    //   // scope will be TestingModuleOverride.OVERRIDE_TEMPLATE,
    //   // if (component) {
    //     // Check whether a give Type has respective NG
    //     def and compile if def is
    //     // missing. That might happen in case a class without any Angular decorators
    //     extends another
    //     // class where Component/Directive/Pipe decorator is defined.
    //     if (isComponentDefPendingResolution(type) || !type.hasOwnProperty(NG_COMP_DEF)) {
    //       this.pendingComponents.add(type);
    //       // Keep track of the module which declares this component, so later the component's scope
    //       // can be set correctly. If the component has already been recorded here, then one of several
    //       // cases is true:
    //       // * the module containing the component was imported multiple times (common),
    //       // * the component is declared in multiple modules (which is an error),
    //       // * the component was in 'declarations' of the testing module, and also in an imported module
    //       // in which case the module scope will be TestingModuleOverride.DECLARATION,
    //       // * overrideTemplateUsingTestingModule was called for the component in which case the module
    //       // scope will be TestingModuleOverride.OVERRIDE_TEMPLATE,
    //       // if (component) {
    //         // Check whether a give Type has respective NG
    //         def and compile if def is
    //         // missing. That might happen in case a class without any Angular decorators
    //         extends another
    //         // class where Component/Directive/Pipe decorator is defined.
    //         if (isComponentDefPendingResolution(type) || !type.hasOwnProperty(NG_COMP_DEF)) {
    //           this.pendingComponents.add(type);
    //           // Keep track of the module which declares this component, so later the component's scope
    //           // can be set correctly. If the component has already been recorded here, then one of several
    //           // cases is true:
    //           // * the module containing the component was imported multiple times (common),
    //           // * the component is declared in multiple modules (which is an error),
    //           // * the component was in 'declarations' of the testing module, and also in an imported module
    //           // in which case the module scope will be TestingModuleOverride.DECLARATION,
    //           // * overrideTemplateUsingTestingModule was called for the component in which case the module
    //           // scope will be TestingModuleOverride.OVERRIDE_TEMPLATE,
    //           // if (component) {
    //             // Check whether a give Type has respective NG
    //             def and compile if def is
    //             // missing. That might happen in case a class without any Angular decorators
    //             extends another
    //             // class where Component/Directive/Pipe decorator is defined.
    //             if (isComponentDefPendingResolution(type) || !type.hasOwnProperty(NG_COMP_DEF)) {
    //               this.pendingComponents.add(type);
    //               // Keep track of the module which declares this component, so later the component's scope
    //               // can be set correctly. If the component has already been recorded here, then one of several
    //               // cases is true:
    //               // * the module containing the component was imported multiple times (common),
    //               // * the component is declared in multiple modules (which is an error),
    //               // * the component was in 'declarations' of the testing module, and also in an imported module
    //               // in which case the module scope will be TestingModuleOverride.DECLARATION,
    //               // * overrideTemplateUsingTestingModule was called for the component in which case the module
    //               // scope will be TestingModuleOverride.OVERRIDE_TEMPLATE,
    //               // if (component) {
    //                 // Check whether a give Type has respective NG
    //                 def and compile if def is
    //                 // missing. That might happen in case a class without any Angular decorators
    //                 extends another
    //                 // class where Component/Directive/Pipe decorator is defined.
    //                 if (isComponentDefPendingResolution(type) || !type.hasOwnProperty(NG_COMP_DEF)) {
    //                   this.pendingComponents.add(type);
    //                   // Keep track of the module which declares this component, so later the component's scope
    //                   // can be set correctly. If the component has already been recorded here, then one of several
    //                   // cases is true:
    //                   // * the module containing the component was imported multiple times (common),
    //                   // * the component is declared in multiple modules (which is an error),
    //                   // * the component was in 'declarations' of the testing module, and also in an imported module
    //                   // in which case the module scope will be TestingModuleOverride.DECLARATION,
    //                   // * overrideTemplateUsingTestingModule was called for the component in which case the module
    //                   // scope will be TestingModuleOverride.OVERRIDE_TEMPLATE,
    //                   // if (component) {
    //                     // Check whether a give Type has respective NG
    //                     def and compile if def is
    //                     // missing. That might happen in case a class without any Angular decorators
    //                     extends another
    //                     // class where Component/Directive/Pipe decorator is defined.
    //                     if (isComponentDefPendingResolution(type) || !type.hasOwnProperty(NG_COMP_DEF)) {
    //                       this.pendingComponents.add(type);
    //                       // Keep track of the module which declares this component, so later the component's scope
    //                       // can be set correctly. If the component has already been recorded here, then one of several
    //                       // cases is true:
    //                       // * the module containing the component was imported multiple times (common),
    //                       // * the component is declared in multiple modules (which is an error),
    //                       // * the component was in 'declarations' of the testing module, and also in an imported module
    //                       // in which case the module scope will be TestingModuleOverride.DECLARATION,
    //                       // * overrideTemplateUsingTestingModule was called for the component in which case the module
    //                       // scope will be TestingModuleOverride.OVERRIDE_TEMPLATE,
`moduleType` is the component's real module, which was imported. This pattern is understood to mean that the component should use its original scope, but that the testing module should also contain the component in its scope. if (!this.componentToModuleScope.has(type)) {
  const directive = this.resolvers.directive.resolve(type); if (directive) {
    if (!type.hasOwnProperty(NG_DIR_DEF)) {
      this.pendingDirectives.add(type);
    }
    if (hasNgModuleDef(value)) {
      const def = value.mod; if (processedNgModuleDefs.has(def)) {
        continue;
      }
      // Look through declarations, imports, and exports, and queue everything found there.
      this.queueTypeArray(maybeUnwrapFn(def.declarations), value);
      this.queueTypeArray(maybeUnwrapFn(def.imports));
    }
  }
}

// When module overrides (via `TestBed.overrideModule`) are present, it might affect all modules // that import (even transitively) an overridden one. For all affected modules we need to // recalculate their scopes for a given test run and restore original scopes at the end. The goal of this function is to collect all affected modules in a set for further processing. Example: // if we have the following module hierarchy: A -> B -> C (where `->` means `imports`) and module A // is overridden, we consider A and B as affected, since their scopes might become invalidated with the override. private collectModulesAffectedByOverrides(arr: any[]): Set<NgModuleType<any>> {
  const seenModules = new Set<NgModuleType<any>>();
  const affectedModules = new Set<NgModuleType<any>>();
  const calcAffectedModulesRecur = (arr: any[], path: NgModuleType<any>[]): void => {
    for (const value of arr) {
      if (Array.isArray(value)) {
        // If the value is an array, just flatten it (by invoking this function recursively),
        // keeping "path" the same.
        calcAffectedModulesRecur(value, path);
      } else if (hasNgModuleDef(value)) {
        if (seenModules.has(value)) {
          // If we've seen this module before and it's included into "affected modules" list, mark it // the whole path that leads to that module as affected, but do not descend into its imports, since we already examined them before.
          if (affectedModules.has(value)) {
            path.forEach(item => affectedModules.add(item));
          }
        }
        seenModules.add(value);
        if (this.overriddenModules.has(value)) {
          // Examine module imports recursively to look for overridden modules.
          const moduleDef = (value as any)[NG_MOD_DEF];
          calcAffectedModulesRecur(maybeUnwrapFn(moduleDef.imports), path.concat(value));
          if (this.overriddenModules.has(value)) {
            continue;
          }
          seenModules.add(value);
          // Examine module imports recursively to look for overridden modules.
          const moduleDef = (value as any)[NG_MOD_DEF];
          calcAffectedModulesRecur(maybeUnwrapFn(moduleDef.imports), path.concat(value));
          return affectedModules;
        }
        if (defaultType) {
          // const currentDef = Object.getOwnPropertyDescriptor(type, prop);
          this.initialNgDefs.set(type, [prop, currentDef]);
        } else {
          // Clears current components resolution queue, but stores the state of the queue, so we can't restore it later. Clearing the queue is required before we try to compile components (via `TestBed.compileComponents`), so that component defs are in sync with the resolution queue.
          private clearComponentResolutionQueue() {
            if (this.originalComponentResolutionQueue === null) {
  ```
thisivicrm.ComponentResolutionQueue = new Map();
}

clearResolutionOfComponentResourcesQueue():
    this.originalComponentResolutionQueue = new Map();
    }

clearResolutionOfComponentResourcesQueue().forEach(
    (value, key) =>
    this.originalComponentResolutionQueue.set(key, value);
  }

  /*
   * Restores component resolution queue to
   * the previously saved state. This operation is performed
   * as a part of restoring the state after completion of the
   * current set of tests (that might potentially mutate the state);
   */
  private restoreComponentResolutionQueue() {
    if (this.originalComponentResolutionQueue !== null) {
      restoreComponentResolutionQueue(this.originalComponentResolutionQueue);
      this.originalComponentResolutionQueue = null;
    }
  }

  restoreOriginalState(): void {
    // Process cleanup
    ops in reverse order so the field's original value is restored correctly (in
    case there were multiple overrides for the same field).
    forEachRight(this.defCleanupOps, (op: CleanupOperation) => {
      op.object[op.fieldName] = op.originalValue;
    });
    // Restore initial component/directive/pipe definitions
    this.initialNgDefs.forEach((value: [
      string, PropertyDescriptor|undefined
    ], type: Type<any>) => {
      const [prop, descriptor] = value;
      if (!descriptor) {
        // Delete operations are generally undesirable since there have performance implications
        // on objects they were applied to. In this particular case, situations where this code
        // is invoked should be quite rare to cause any noticeable impact, since it's applied
        // only to some test cases (for example when class
        // with no annotations extends some
        // @Component) when we need to clear 'cmp' field on a given class to restore
        // its original state (before applying overrides and running tests).
        delete (type as any)[prop];
      } else {
        Object.defineProperty(type, prop, descriptor);
      }
    });
    this.initialNgDefs.clear();
  }

  private compileTestModule(): void {
    class RootScopeModule {}
    compileNgModuleDefs(RootScopeModule as NgModuleType<any>, {
      providers: [...this.rootProviderOverrides],
    });

    const ngZone = new NgZone({enableLongStackTrace: true});
    const providers: Provider[] = [
      {provide: NgZone, useValue: ngZone},
      {provide: Compiler, useFactory: () =>
        new R3TestCompiler(this)},
      ...this.providers,
      ...this.providerOverrides,
    ];
    const imports = [RootScopeModule, this.additionalModuleTypes, this.imports || []];

    // clang-format off
    compileNgModuleDefs(this.testModuleType, {
      declarations: this.declarations,
      imports,
      schemas: this.schemas,
      providers: [],
    }, /* allowDuplicateDeclarationsInRoot */ true);
    // clang-format on
    this.applyProviderOverridesToModule(this.testModuleType);
    get injector(): Injector {
      if (this._injector !== null) {
        return this._injector;
      }
      const providers = this.getProviderOverrides();
      return injector;
    }

    private getProviderOverrides(providers?: Provider[]): Provider[] {
      if (!providers || !providers.length || this.providerOverridesByToken.size === 0) return [];

      const flattenedProviders = flatten<Provider[]>(providers);
      const overrides =
this.getProviderOverrides(flattenedProviders);
const overriddenProviders = [...flattenedProviders, ...overrides];

const final: Provider[] = [...];
const seenOverriddenProviders = new Set<Provider>();

final.unshift(...); }
else {
}
return final;
}

private hasProviderOverrides(providers?: Provider[]): boolean {
return this.getProviderOverrides(providers).length > 0;
}

private patchDefWithProviderOverrides(declaration: Type<any>, field: string): void {
const def = (declaration as any)[field];
if (def && def.providersResolver) {
  this.maybeStoreNgDef(field, declaration);

  const resolver = def.providersResolver;
  const processProvidersFn = (providers: Provider[]) => this.getOverriddenProviders(providers);

  this.storeFieldOfDefOnType(declaration, field, 'providersResolver');
  def.providersResolver = (ngDef: DirectiveDef<any>) => resolver(ngDef, processProvidersFn);
}

function initResolvers(): Resolvers {
return {
  module: new NgModuleResolver(),
  component: new ComponentResolver(),
  directive: new DirectiveResolver(),
  pipe: new PipeResolver()
};

function hasNgModuleDef<T>(value: Type<T>): value is NgModuleType<T> {
return value.hasOwnProperty('mod');
}

function maybeUnwrapFn<T>(maybeFn: (() => T)|T): T {
return maybeFn instanceof Function ? maybeFn() : maybeFn;
}

function flatten<T>(values: any[], mapFn?: (value: T) => any): T[] {
  const out: T[] = [];
  values.forEach(value => {
    if (Array.isArray(value)) {
      out.push(...flatten<T>(value, mapFn));
    } else {
      out.push(mapFn ? mapFn(value) : value);
    }
  });
  return out;
}

function getProviderField(provider: Provider, field: string) {
return provider && typeof provider === 'object' && (provider as any)[field];
}

function getProviderToken(provider: Provider) {
return getProviderField(provider, 'provide') || provider;
}

function isModuleWithProviders(value: any): value is ModuleWithProviders<any> {
return value.hasOwnProperty('ngModule');
}

function forEachRight<T>(values: T[], fn: (value: T, idx: number) => void): void {
for (let idx = values.length - 1; idx >= 0; idx--) {
  fn(values[idx], idx);
}
}

function invalidTypeError(name: string, expectedType: string): Error {
return new Error(`${name} class doesn't have @${expectedType} decorator or is missing metadata.`);
}

class R3TestCompiler implements Compiler {
  constructor(private testBed: R3TestBedCompiler) {}

  compileModuleSync<T>(moduleType: Type<T>): NgModuleFactory<T> {
    this.testBed._compileNgModuleSync(moduleType);
    return new R3NgModuleFactory(moduleType);
  }

  async compileModuleAsync<T>(moduleType: Type<T>): Promise<NgModuleFactory<T>> {
    await this.testBed._compileNgModuleAsync(moduleType);
    return new R3NgModuleFactory(moduleType);
  }

  compileModuleAndAllComponentsSync<T>(moduleType: Type<T>): ModuleWithComponentFactories<T> {
    const ngModuleFactory = this.compileModuleSync(moduleType);
    const componentFactories = this.testBed._getComponentFactories(moduleType);
    return new ModuleWithComponentFactories(ngModuleFactory, componentFactories);
  }

  async compileModuleAndAllComponentsAsync<T>(moduleType: Type<T>): Promise<ModuleWithComponentFactories<T>> {
    const ngModuleFactory = await this.compileModuleAsync(moduleType);
    const componentFactories = this.testBed._getComponentFactories(moduleType);
    return new ModuleWithComponentFactories(ngModuleFactory, componentFactories);
  }

  clearCache(): void {
    this.clearCacheFor(type: Type<any>);
  }

  clearCacheFor(type: Type<any>): void {
  }

  getModuleId(moduleType: Type<any>): string|undefined {
    const meta = this.testBed._getModuleResolver().resolve(moduleType);
    return meta && meta.id || undefined;
  }
}
import {AbstractType, Component, Directive, InjectFlags, InjectionToken, NgModule, Pipe, PlatformRef, SchemaMetadata, Type} from '@angular/core';
import {ComponentFixture} from './component_fixture';
import {MetadataOverride} from './metadata_override';
import {TestBed} from './test_bed';

/**
 * @publicApi
 */
export class TestComponentRenderer {
  insertRootElement(rootElementId: string) {}
}

/**
 * @publicApi
 */
export const ComponentFixtureAutoDetect = new InjectionToken<boolean[]>('ComponentFixtureAutoDetect');

/**
 * @publicApi
 */
export const ComponentFixtureNoNgZone = new InjectionToken<boolean[]>('ComponentFixtureNoNgZone');

/**
 * @publicApi
 */
export type TestModuleMetadata = {
  providers?: any[],
  declarations?: any[],
  imports?: any[],
  schemas?: Array<SchemaMetadata|any[]],
  aotSummaries?: () => any[],
};

/**
 * Static methods implemented by the `TestBedViewEngine` and `TestBedRender3`
 *
 * @publicApi
 */
export interface TestBedStatic {
  new(...args: any[]): TestBed;
  initTestEnvironment(ngModule: Type<any>|Type<any>[], platform: PlatformRef, aotSummaries?: () => any[]): TestBed;
  resetTestEnvironment(): void;
  resetTestingModule(): TestBedStatic;
  configureCompiler(config: {providers?: any[]; useJit?: boolean;}): TestBedStatic;
  configureTestingModule(moduleDef: TestModuleMetadata): TestBedStatic;
  compileComponents(): Promise<any>;
  overrideModule(ngModule: Type<any>, override: MetadataOverride<NgModule>): TestBedStatic;
  overrideComponent(component: Type<any>, override: MetadataOverride<Component>): TestBedStatic;
  overridePipe(pipe: Type<any>, override: MetadataOverride<Pipe>): TestBedStatic;
  overrideTemplate(component: Type<any>, template: string): TestBedStatic;
  overrideTemplateUsingTestingModule(component: Type<any>, template: string): TestBedStatic;
  overrideProvider(token: any, provider: {useFactory?: Function, deps?: any[]}, notFoundValue?: T, flags?: InjectFlags): T;
  overrideProvider(token: any, provider: {useValue: any}, notFoundValue?: T, flags?: InjectFlags): T;
  inject<T>(token: Type<T>|InjectionToken<T>|AbstractType<T>, notFoundValue?: T, flags?: InjectFlags): any;
  get(token: any, notFoundValue?: any): any;
}

import {
  AbstractType,
  Component,
  Directive,
  InjectFlags,
  InjectionToken,
  NgModule,
  NgZone,
  Pipe,
  PlatformRef,
} from '@angular/core';
import {flushModuleScopingQueueAsMuchAsPossible as flushModuleScopingQueueAsMuchAsPossible, Render3ComponentFactory as ComponentFactory, Render3NgModuleRef as NgModuleRef, resetCompiledComponents as resetCompiledComponents, stringify as stringify} from '@angular/core';
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 8015
this.assertNotInstantiated('R3TestBed.overrideTemplateUsingTestingModule', 'Cannot override template when the test module has already been instantiated');
this.compiler.overrideTemplateUsingTestingModule(component, template); // override directive metadata
this.compiler.overridePipe(pipe, override);

this.overridePipe(pipe, override); // override pipe metadata

this.overrideProvider(token, provider); // override provider metadata

testComponentRenderer.insertRootElement(rootElId);

cmp.ɵcmp = (type as any).cmp;

const noNgZone = this.inject(ComponentFixtureNoNgZone as InjectionToken<boolean>, false);
const autoDetect: boolean =
this.inject(ComponentFixtureAutoDetect as InjectionToken<boolean>, false);
const ngZone: NgZone|null =
noNgZone ? null : this.inject(NgZone, null);

createComponent<T>(type: Type<T>): ComponentFixture<T> {
  const componentDef = (type as any).cmp;

  if (!componentDef) {
    throw new Error(`It looks like '${stringify(type)}' has not been IVY compiled - it has no 'cmp' field`); // TODO: Don't cast as 'InjectionToken<boolean>', proper type is boolean
  }

  const ngZone = this.inject(NgZone, null);

  return new ComponentFixture<any>(componentDef, ngZone, autoDetect);
}

/**
 * Overwrites all providers for the given token with the given provider definition.
 */
overrideProvider(token: any, provider: {useFactory?: Function, useValue?: any, deps?: any[]|[]): void {
  this._compiler.overrideProvider(token, provider);
}

checkGlobalCompilationFinished(): void {
  if (!this._globalCompilationChecked) {
    flushModuleScopingQueueAsMuchAsPossible();
  }
  this._globalCompilationChecked = true;
}

destroyActiveFixtures(): void {
  this._activeFixtures.forEach((fixture) => {
    try {
      fixture.destroy();
    } catch (e) {
      console.error('Error during cleanup of component', { component: fixture.componentName, stacktrace: e.stack });
    }
  });
}

getNgZone(): NgZone|null {
  return this.inject(NgZone, null);
}

getNgZoneRootElementId(): string {
  return `root${_nextRootElementId++}`;
}

getGlobalScope(): Record<string, any> {
  return globalThis; // TODO: This may not be available in all environments
}

private get _testModuleRef(): NgModuleRef<any> {
  if (this._testModuleRef === null) {
    this._testModuleRef = this.compiler.finalize();
  }
  return this._testModuleRef;
}

private get _compiler(): R3TestBedCompiler {
  if (this._compiler === null) {
    throw new Error(`Need to call TestBed.initTestEnvironment() first`);
  }
  return this._compiler;
}

private _assertNotInstantiated(methodName: string, methodDescription: string) {
  if (this._testModuleRef !== null) {
    throw new Error(`Cannot ${methodDescription} when the test module has already been instantiated. ` +
        `Make sure you are not using \`inject\` before \`${methodName}\`.`);
  }
}

private _checkGlobalCompilationFinished: boolean = false;

@provideMocked
@getTestBedForTestEnv
export function _getTestBedRender3(): TestBedRender3 {
  return testBed = testBed || new TestBedRender3();
}

/**
 * @license
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 *
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overridePipe(pipe: Pipe): void;

overrideProvider(token: any, provider: {useFactory: Function, deps: any[]}: void);

overrideProvider(token: any, provider: {useValue: any, deps: any[]}): void;

overrideTemplateUsingTestingModule(component: Type<any>, template: string): void;

createComponent<T>(component: Type<T>): ComponentFixture<T>;

configureCompiler(config: {providers?: any[], useJit?: boolean}): TestBedStatic;

configureTestingModule(moduleDef: TestModuleMetadata): TestBedStatic;

overrideTemplate(component: Type<any>, template: string): TestBedStatic;

overrideTemplateUsingTestingModule(component: Type<any>, template: string): TestBedStatic;

overrideProvider(token: any, provider: {useFactory: Function, useValue: any, deps: any[]}): void;

overrideProvider(token: any, provider: {useValue: any, deps: any[]}): void;

overrideTemplateFor(token: any, provider: {useFactory: Function, useValue: any, deps: any[]}): void;

overrideTemplateFor(token: any, provider: {useValue: any, deps: any[]}): void;

static initTestEnvironment(ngModule: Type<any>[], platform: PlatformRef, aotSummaries?: () => any[]): TestBedStatic;

static overrideModule(ngModule: Type<any>, override: MetadataOverride<NgModule>): TestBedStatic;

static overrideComponent(component: Type<any>, override: MetadataOverride<Component>): TestBedStatic;

static overrideDirective(directive: Type<any>, override: MetadataOverride<Directive>): void;

static overridePipe(pipe: Pipe): void;

/**
 * Overwrites all providers for the given token with the given provider definition.
 */

/**
 * Configures and initializes environment for unit testing and provides methods for
 * creating components and services in unit tests.
 */

/**
 * `TestBed` is the primary api for writing unit tests for Angular applications and libraries.
 */

/**
 * This may only be called once, to set up the common providers for the current test
 * suite on the current platform. If you absolutely need to change the providers,
 * first use `resetTestEnvironment`.
 */

/**
 * Allows overriding default compiler providers and settings
 * which are defined in test_injector.js
 */

/**
 * Allows overriding default providers, directives, pipes, modules of the test injector,
 * which are defined in test_injector.js.
 */

/**
 * Compile components with a `templateUrl` for the test's NgModule.
 * It is necessary to call this function
 * as fetching urls is asynchronous.
 */

/**
 * Overwrites all providers for the given token with the given provider definition.
 */

/**
 * Overwrites all providers for the given token with the given provider definition.
 */

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 * Overwrites all providers for the given token with the given provider definition.
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 */

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 * Overwrites all providers for the given token with the given provider definition.
 */

/**
 * Overwrites all providers for the given token with the given provider definition.
 */

*/
this._assertNotInstantiated('TestBed.configureTestingModule', 'configure the test module');
if (moduleDef.providers) {
  this._providers.push(...moduleDef.providers);
}
if (moduleDef.declarations) {
  this._declarations.push(...moduleDef.declarations);
}
if (moduleDef.imports) {
  this._imports.push(...moduleDef.imports);
}
if (moduleDef.schemas) {
  this._schemas.push(...moduleDef.schemas);
}
if (moduleDef.aotSummaries) {
  this._aotSummaries.push(moduleDef.aotSummaries);
}
if (moduleDef.providers) {
  this._providers.push(...moduleDef.providers);
}
if (moduleDef.declarations) {
  this._declarations.push(...moduleDef.declarations);
}
if (moduleDef.imports) {
  this._imports.push(...moduleDef.imports);
}
if (moduleDef.schemas) {
  this._schemas.push(...moduleDef.schemas);
}
if (moduleDef.aotSummaries) {
  this._aotSummaries.push(moduleDef.aotSummaries);
}
const moduleType =
  this._createCompilerAndModule();
return
this._compiler.compileModuleAndAllComponentsAsync(moduleType);

.then((moduleAndComponentFactories) => {
  this._moduleFactory = moduleAndComponentFactories.ngModuleFactory;
}).then(this._initIfNeeded());

private _initIfNeeded(): void {
  if (this._instantiated) {
    return;
  }
  if (!this._moduleFactory) {
    try {
      const moduleType =
        this._createCompilerAndModule();
      this._moduleFactory =
        this._compiler.compileModuleAndAllComponentsSync(moduleType).ngModuleFactory;
    } catch (e) {
      const errorCompType =
        this._compiler.getComponentFromError(e);
      if (errorCompType) {
        throw new Error(
            `This test module uses the component ${stringify(errorCompType)} which is using a "templateUrl" or "styleUrls", but they were never compiled.` +
            ` Please call \"TestBed.compileComponents\" before your test.`);
      } else {
        throw e;
      }
    }
  }
  for (const {component, templateOf} of this._templateOverrides) {
    const compFactory =
      this._compiler.getComponentFactory(templateOf);
    overrideComponentView(component, compFactory);
  }

  const ngZone =
    new NgZone({enableLongStackTrace: true, shouldCoalesceEventChangeDetection: false});
  const providers: StaticProvider[] = [
    {provide: NgZone, useValue: ngZone},
  ];
  const ngZoneInjector =
    Injector.create({
      providers: providers,
      parent: this.platform.injector,
      name: this._moduleFactory.moduleType.name
    });
  this._moduleRef =
    this._moduleFactory.create(ngZoneInjector);
  // ApplicationInitStatus.runInitializers() is marked @internal to core. So casting to any
  // before accessing it.
  (this._moduleRef.injector.get(ApplicationInitStatus) as any).runInitializers();
}

inject<T>(
    token: Type<T>|InjectionToken<T>|AbstractType<T>,
    notFoundValue?: T|
    flags?: InjectFlags): T;

inject<T>(
    token: Type<T>|InjectionToken<T>|AbstractType<T>,
    notFoundValue: null,
    flags?: InjectFlags): T;

inject<T>(
    token: Type<T>|InjectionToken<T>|AbstractType<T>,
    notFoundValue?: T, flags?: InjectFlags): T|null;
TestBed) { 
    return this as any;
  }

  /**
   * Overwrites all providers for the given token with the given provider definition.
   */
  overrideProvider(token: any, provider: {
    useFactory?: Function,
    deps: any[],
  }): void;
  overrideProvider(token: any, provider: {useValue: any;}): void;
  overrideProvider(token: any, provider: {useFactory?: Function, useValue?: any, deps?: any[] }): void {
    this.overrideProviderImpl(token, provider);
  }

  private overrideProviderImpl(
      token: any, provider: {
        useFactory?: Function,
        useValue?: any,
        deps?: any[],
      },
      deprecated = false): void {
    let
    def: InjectableDef<any>|null = null;
    if (typeof token !== 'string' && (def = getInjectableDef(token)) && def.providedIn === 'root') {
      if (provider.useFactory) {
        this._rootProviderOverrides.push(
          {provide: token, useFactory: provider.useFactory, deps: provider.deps || []});
      } else {
        this._rootProviderOverrides.push({provide: token, useValue: provider.useValue});
      }
    }
    let flags:
    NodeFlags = 0;
    let value: any;
    if (provider.useFactory) {
      flags |= NodeFlags.TypeFactoryProvider;
      value = provider.useFactory;
    } else {
      flags |= NodeFlags.TypeValueProvider;
      value = provider.useValue;
    }
    const deps = (provider.deps || []).map((dep) => {
      let depFlags: DepFlags = DepFlags.None;
      let depToken: any;
      if (Array.isArray(dep)) {
        dep.forEach((entry: any) => {
          if (entry instanceof Optional) {
            depFlags |= DepFlags.Optional;
          } else if (entry instanceof SkipSelf)
          {
            depFlags |= DepFlags.SkipSelf;
          } else {
            depToken = entry;
          }
        });
      } else {
        depToken = dep;
      }
      return [depFlags, depToken];
    });
    overrideProvider({token, flags, value, deprecatedBehavior: deprecated});
  }

  /**
   * Overwrites all providers for the given token with the given provider definition.
   */
  overrideProvider(token: any, provider: {
    useFactory?: Function,
    deps: any[],
  }): void;
  overrideProvider(token: any, provider: {useValue: any;}): void;
  overrideProvider(token: any, provider: {useFactory?: Function, useValue?: any, deps?: any[] }): void {
    this.overrideProviderImpl(token, provider);
  }

  private overrideProviderImpl(
      token: any, provider: {
        useFactory?: Function,
        useValue?: any,
        deps?: any[],
      },
      deprecated = false): void {
    let
    def: InjectableDef<any>|null = null;
    if (typeof token !== 'string' && (def = getInjectableDef(token)) && def.providedIn === 'root') {
      if (provider.useFactory) {
        this._rootProviderOverrides.push(
          {provide: token, useFactory: provider.useFactory, deps: provider.deps || []});
      } else {
        this._rootProviderOverrides.push({provide: token, useValue: provider.useValue});
      }
    }
    let flags:
    NodeFlags = 0;
    let value: any;
    if (provider.useFactory) {
      flags |= NodeFlags.TypeFactoryProvider;
      value = provider.useFactory;
    } else {
      flags |= NodeFlags.TypeValueProvider;
      value = provider.useValue;
    }
    const deps = (provider.deps || []).map((dep) => {
      let depFlags: DepFlags = DepFlags.None;
      let depToken: any;
      if (Array.isArray(dep)) {
        dep.forEach((entry: any) => {
          if (entry instanceof Optional) {
            depFlags |= DepFlags.Optional;
          } else if (entry instanceof SkipSelf)
          {
            depFlags |= DepFlags.SkipSelf;
          } else {
            depToken = entry;
          }
        });
      } else {
        depToken = dep;
      }
      return [depFlags, depToken];
    });
    overrideProvider({token, flags, value, deprecatedBehavior: deprecated});
  }

  createComponent<T>(component: Type<T>, ComponentFixture<T>:
      ComponentFixtureNoNgZone as InjectionToken<boolean>, false): void;

  createComponent<T>(component: Type<T>): ComponentFixture<T> {
    this._initIfNeeded();
    const componentFactory = this._compiler.getComponentFactory(component);
    if (!componentFactory) {
      throw new Error('Cannot create the component $\{component\} as it was not imported into the testing module!')
    }
    // TODO: Don't cast as 'InjectionToken<boolean>', declared type is boolean
    const noNgZone = this.inject(ComponentFixtureNoNgZone as InjectionToken<boolean>, false);
    // TODO: Don't cast as 'InjectionToken<boolean>', declared type is boolean
    const autoDetect: boolean =
    this.inject(ComponentFixtureAutoDetect as InjectionToken<boolean>, false);
    const ngZone: NgZone|null =
    noNgZone ? null : this.inject(NgZone, null);
    const testComponentRenderer: TestComponentRenderer =
    this.inject(TestComponentRenderer);
    const rootElId = 'root$\{nextRootElementId++\}';

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testComponentRenderer.insertRootElement(rootElId);\n
const initComponent = () => {
  const componentRef = componentFactory.create(Injector.NULL, [], `#${rootElId}`, this._moduleRef);
  return new ComponentFixture<T>(componentRef, ngZone, autoDetect);
}

const fixture = !ngZone ? initComponent() : ngZone.run(initComponent);
this._activeFixtures.push(fixture);
return fixture;

/**
 * @description
 * Configures and initializes environment for unit testing and provides methods for
 * creating components and services in unit tests.\n * Note: Use `TestBed` in tests. It will be set to either `TestBedViewEngine`
 * or `TestBedRender3` according to the compiler used.\n */
export const TestBed: TestBedStatic = ivyEnabled ? TestBedRender3 as any as TestBedStatic : TestBedViewEngine as any as TestBedStatic;

/**
 * Returns a singleton of the applicable `TestBed`.\n */

let testBed: TestBedViewEngine;

function _getTestBedViewEngine(): TestBedViewEngine {
  return testBed = testBed || new TestBedViewEngine();
}

/**
 * Allows injecting dependencies in `beforeEach()` and `it()`.\n */
export function inject(tokens: any[], fn: Function): () => any {
  const testBed = getTestBed();\n  if (tokens.indexOf(AsyncTestCompleter) >= 0) {
    // Not using an arrow function to preserve context passed from call site\n    return function(this: unknown) {
      const completer = testBed.inject(AsyncTestCompleter);
      testBed.execute(tokens, fn, this);
      return completer.promise;
    };
  } else {
    // Not using an arrow function to preserve context passed from call site\n    return function(this: unknown) {
      return testBed.execute(tokens, fn, this);
    };
  }
}

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 * that can be found in the LICENSE file at https://angular.io/license\n */

import {resetFakeAsyncZone} from './fake_async';
import {TestBed} from './test_bed';

declare var global: any;

const _global = <any>(typeof window === 'undefined' ? global : window);

// Reset the test providers and the fake async zone before each test.
if (_global.beforeEach) {_global.beforeEach(() => {
  TestBed.resetTestingModule();
  resetFakeAsyncZone();
});}

/**
 * This API should be removed. But doing so seems to break `google3` and so it requires a bit of work around
 * to mark it as `@codegenApi` for now and investigate later.\n */
// TODO(iminar): Remove this code in a safe way.\n
export {resetFakeAsyncZone} from './fake_async';
import {TestBed} from './test_bed';

undeclare var global: any;

if (typeof window !== 'undefined') {
  window._global = new _global();
  TestBed.resetTestingModule();
}

TestBed.configureTestingModule({});

const _global = <any>(typeof global === 'undefined' ? _global : global);

// This API should be removed. But doing so seems to break `google3` and so it requires a bit of work around
// to mark it as `@codegenApi` for now and investigate later.

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Found in path(s):
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/fesm2015/testing.js.map
No license file was found, but licenses were detected in source scan.

/****
* @license Angular v10.0.10
* (c) 2010-2020 Google LLC. https://angular.io/
* License: MIT
*/

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*/

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&& mod.__esModule) ? mod : { default: mod };

function __classPrivateFieldGet(receiver, privateMap)
{
    if (!privateMap.has(receiver)) {
        throw new TypeError("attempted to get private field on non-instance");
    }
    return privateMap.get(receiver);
}

function __classPrivateFieldSet(receiver, privateMap, value) {
    if (!privateMap.has(receiver)) {
        throw new TypeError("attempted to set private field on non-instance");
    }
    privateMap.set(receiver, value);
    return value;

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     * found in the LICENSE file at https://angular.io/license
     */
    /**
     * Convince closure compiler that the wrapped function has no side-effects.
     *
     * Closure compiler always assumes that `toString` has no side-effects. We use this quirk to
     * allow us to execute a function but have closure compiler mark the call as no-side-effects.
     * It is important that the return value for the `noSideEffects` function be assigned to something which is retained otherwise the call to `noSideEffects` will be removed by closure.
     *
     * This is achieved with the following code: `var fn = noSideEffects(function() { ... });`
     * and in the calling code: `fn();`
     */
    function noSideEffects(fn) {
        return { toString: fn }.toString();
    }

    var ANNOTATIONS = '__annotations__';
    var PARAMETERS = '__parameters__';
    var PROP_METADATA = '__prop__metadata__';
    /**
     * @suppress {globalThis}
     */
    function makeDecorator(name, props, parentClass, additionalProcessing, typeFn) {
        return noSideEffects(function () {
            var metaCtor = makeMetadataCtor(props);
            function DecoratorFactory() {
                var args = [];
                for (var _i = 0; _i < arguments.length; _i++) {
                    args[_i] = arguments[_i];
                }
                if (this instanceof DecoratorFactory) {
                    metaCtor.call.apply(metaCtor, __spread([this], args));
                    return this;
                }
                var annotationInstance = new DecoratorFactory.bind.apply(DecoratorFactory, __spread([void 0], args));
                TypeDecorator(cls) {
                    if (typeFn)
                        typeFn.apply(void 0, __spread([cls], args));
                };
            }
            if (parentClass) {
                DecoratorFactory.prototype = Object.create(parentClass.prototype);
            }
            DecoratorFactory.prototype.ngMetadataName = name;
            DecoratorFactory.annotationCls = DecoratorFactory;
            return DecoratorFactory;
        });
    }
    function makeMetadataCtor(props) {
        return function ctor() {
            var args = [];
            for (var _i = 0; _i < arguments.length; _i++) {
                args[_i] = arguments[_i];
            }
            if (props) {
                var values = props.apply(void 0, __spread(args));
                for (var propName in values) {
                    this[propName] = values[propName];
                }
            }
        };
    }
    function makeParamDecorator(name, props, parentClass) {
        return noSideEffects(function () {
            var metaCtor = makeMetadataCtor(props);
            function ParamDecoratorFactory() {
                var args = [];
                for (var _i = 0; _i < arguments.length; _i++) {
                    args[_i] = arguments[_i];
                }
                if (props) {
                    var values = props.apply(void 0, __spread(args));
                    for (var propName in values) {
                        this[propName] = values[propName];
                    }
                }
            };
            if (parentClass) {
                ParamDecoratorFactory.prototype = Object.create(parentClass.prototype);
            }
            ParamDecorator.prototype = ParamDecoratorFactory;
            ParamDecorator.prototype.ngMetadataName = name;
            ParamDecorator.annotationCls = ParamDecoratorFactory;
            return ParamDecorator;
        });
    }

    var annotations = {};
    Object.defineProperty(annotations, { value: [] });
    annotations.push(ParamDecoratorFactory);
    ParamDecoratorFactory.prototype.annotation = annotations;
    return ParamDecoratorFactory;

    var annotationInstance = new ParamDecoratorFactory();
    var Annotation = annotationInstance;
    paramDecorator.annotateParameter(ParamDecoratorFactory, Annotation);
    return paramDecorator;

    // Use of Object.defineProperty is important since it creates non-enumerable property which
    // prevents the property is copied during subclassing.
    var annotations = {};
    Object.defineProperty(annotations, { value: [] });
    annotations.push(ParamDecoratorFactory);
    ParamDecoratorFactory.prototype.annotation = annotations;
    return ParamDecoratorFactory;

    var Annotation = AnnotationFactory();
    paramDecorator.annotateParameter(AnnotationFactory, Annotation);
    return paramDecorator;

    // Use of Object.defineProperty is important since it creates non-enumerable property which
    // prevents the property is copied during subclassing.
    var annotations = {};
    Object.defineProperty(annotations, { value: [] });
    annotations.push(ParamDecoratorFactory);
    ParamDecoratorFactory.prototype.annotation = annotations;
    return ParamDecoratorFactory;

    var Annotation = annotationInstance;
    paramDecorator.annotateParameter(ParamDecoratorFactory, Annotation);
    return paramDecorator;

    var annotationInstance = new ParamDecoratorFactory();
    var Annotation = annotationInstance;
    paramDecorator.annotateParameter(ParamDecoratorFactory, Annotation);
    return paramDecorator;
```
ParamDecoratorFactory.prototype.ngMetadataName = name;
ParamDecoratorFactory.annotationCls = ParamDecoratorFactory;

function makePropDecorator(name, props, parentClass, additionalProcessing) {
    noSideEffects(function () {
        var metaCtor = makeMetadataCtor(props);
        function PropDecoratorFactory() {
            var args = [];
            for (var _i = 0; _i < arguments.length; _i++) {
                args[_i] = arguments[_i];
            }
            if (this instanceof PropDecoratorFactory) {
                metaCtor.apply(this, args);
                return this;
            }
            var decoratorInstance = new PropDecoratorFactory.bind.apply(PropDecoratorFactory, __spread([void 0], args));
            if (parentClass) {
                PropDecoratorFactory.prototype = Object.create(parentClass.prototype);
            }
            PropDecoratorFactory.prototype.ngMetadataName = name;
            PropDecoratorFactory.annotationCls = PropDecoratorFactory;
            return PropDecoratorFactory;
        }
    });
    function makePropDecorator(name, props, parentClass, additionalProcessing) {
        return
    }

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     * found in the LICENSE file at https://angular.io/license
     */
    var 0 = function (token) { return ({ token: token }); };
    /**
     * Inject decorator and metadata.
     *
     * @Annotation
     * @publicApi
     */
    var Inject = makeParamDecorator('Inject', 0);
    /**
     * Optional decorator and metadata.
     *
     * @Annotation
     * @publicApi
     */
    var Optional = makeParamDecorator('Optional');
    /**
     * Self decorator and metadata.
     *
     * @Annotation
     * @publicApi
     */
    var Self = makeParamDecorator('Self');
    /**
     * `SkipSelf` decorator and metadata.
     *
     * @Annotation
     * @publicApi
     */
    var SkipSelf = makeParamDecorator('SkipSelf');
    /**
     * Host decorator and metadata.
     *
     * @Annotation
     * @publicApi
     */
    var Host = makeParamDecorator('Host');
    var 1 = function (attributeName) { return ({ attributeName: attributeName }); };
    /**
     * Attribute decorator and metadata.
     *
     * @Annotation
     * @publicApi
     */
    var Attribute = makeParamDecorator('Attribute', 1);

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     */
    function getClosureSafeProperty(objWithPropertyToExtract) {
        for (var
```
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{/n
            return null;
        }
    }
    /**
     * Gets the name of a type, accounting for some cross-browser differences.
     *
     * @param type A type which may have `prov`, via inheritance. `factory` gives the zero argument function
     * which will create an instance of the `injectable`. The factory can call `inject` to access the `Injector` and
     * request injection of dependencies.
     *
     * @codeGenApi
     * @publicApi
     */
    function getOwnDefinition(type, def) {
        return def && def.token === type ? def : null;
    }
    /**
     * Read the injectable def (`prov`) for `type` in a way which is
     * immune to accidentally reading
     * inherited value.
     *
     * @codeGenApi
     * @publicApi
     */
    function getInjectableDef(type) {
        return getOwnDefinition(type, undefined);
    }
    /**
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     *
     */
    function fillProperties(target, source) {
        for (var key in source) {
            if (source.hasOwnProperty(key) && !target.hasOwnProperty(key)) {
                target[key] = source[key];
            }
        }
    }

    /**
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     *
     */
    function defineInjectable(opts) {
        return {
            factory: opts.factory,
            providers: opts.providers || [],
            imports: undefined,
        };
    }
    /**
     * Construct an `InjectableDef` which defines how a token will be
     * constructed by the DI system, and
     * in which injectors (if any) it will be available.
     *
     * This should be assigned to a static `prov` field on a type, which will then be an
     * `InjectableType`.
     *
     * @param def A definition of an injectable.
     *
     * @codeGenApi
     * @publicApi
     */
    function defineInjectable(def) {
        return {
            token: def.token,
            providedIn: def.providedIn || null,
            factory: def.factory,
            value: undefined,
        };
    }
    /**
     * @deprecated in v8, delete after v10. This API should be used only be
     * generated code, and that's why it's not yet available in the browser.
     *
     * `provideds` is a list of imports of other `InjectorType`s or
     * `InjectorTypeWithModule`s which will create an instance of the injectable.
     * The factory can call `inject` to access the `Injector` and
     * request injection of dependencies.
     *
     * @codeGenApi
     * @publicApi
     */
    function defineInjector(options) {
        return {
            factory: options.factory,
            providers: options.providers || [],
            imports: options.imports || [],
        };
    }
    /**
     * Construct an `InjectorDef` which configures an injector.
     *
     * Options:
     *
     * * `factory`: an `InjectorType` is an instantiable type, so a zero argument `factory`
     *   function to
     *   create the type must be provided. If that function needs to inject arguments, it can't
     *   use the `inject` function.
     *
     * @codeGenApi
     * @publicApi
     */
    var defineInjector = defineInjector;

    /**
     * @param type A type which may have its own
     * `prov`, via inheritance. The definition
     * `token` is compared to the `type`, and if they don't match then the
     * property was not defined directly on the
     * type itself, and was likely inherited. The definition
     * is only returned if the `type` token matches the `def.token`.
     *
     * @param def A definition of an injectable.
     *
     * @codeGenApi
     * @publicApi
     */
    function getOwnDefinition(type, def) {
        return def && def.token === type ? def : null;
    }
    /**
     * Read the injectable def (`prov`) for `type` or read the `prov` from one of its ancestors.
     *
     * @param def A definition of an injectable.
     *
     * @codeGenApi
     * @publicApi
     */
    function getInjectableDef(type) {
        return getOwnDefinition(type, undefined);
    }
    /**
     * @param type A type which may have `prov`, via inheritance.
     *
     * @codeGenApi
     * @publicApi
     */
    function fillProperties(target, source) {
        for (var key in source) {
            if (source.hasOwnProperty(key) && !target.hasOwnProperty(key)) {
                target[key] = source[key];
            }
        }
    }

    /**
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     *
     */
    function defineInjectable(opts) {
        return {
            factory: opts.factory,
            providers: opts.providers || [],
            imports: options.imports || [],
        };
    }
    /**
     * Construct an `InjectableDef` which defines how a token will be
     * constructed by the DI system, and
     * in which injectors (if any) it will be available.
     *
     * This should be assigned to a static `prov` field on a type, which will then be an
     * `InjectableType`.
     *
     * @param def A definition of an injectable.
     *
     * @codeGenApi
     * @publicApi
     */
    function defineInjectable(def) {
        return {
            token: def.token,
            providedIn: def.providedIn || null,
            factory: def.factory,
            value: undefined,
        };
    }
    /**
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     *
     */
    function fillProperties(target, source) {
        for (var key in source) {
            if (source.hasOwnProperty(key) && !target.hasOwnProperty(key)) {
                target[key] = source[key];
            }
        }
    }

    /**
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     *
     */
    function defineInjectable(opts) {
        return {
            factory: opts.factory,
            providers: opts.providers || [],
            imports: options.imports || [],
        };
    }
    /**
     * Construct an `InjectableDef` which configures an injector.
     *
     * Options:
     *
     * * `factory`: an `InjectorType` is an instantiable type, so a zero argument `factory`
     *   function to
     *   create the type must be provided. If that function needs to inject arguments, it can't
     *   use the `inject` function.
     *
     * @codeGenApi
     * @publicApi
     */
    var defineInjector = defineInjector;

    /**
     * @param type A type which may have `prov`, via inheritance.
     *
     * @codeGenApi
     * @publicApi
     */
    function fillProperties(target, source) {
        for (var key in source) {
            if (source.hasOwnProperty(key) && !target.hasOwnProperty(key)) {
                target[key] = source[key];
            }
        }
    }

    /**
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     *
     */
    function defineInjectable(opts) {
        return {
            factory: opts.factory,
            providers: opts.providers || [],
            imports: options.imports || [],
        };
    }
    /**
     * Construct an `InjectableDef` which defines how a token will be
     * constructed by the DI system, and
     * in which injectors (if any) it will be available.
     *
     * This should be assigned to a static `prov` field on a type, which will then be an
     * `InjectableType`.
     *
     * @param def A definition of an injectable.
     *
     * @codeGenApi
     * @publicApi
     */
    function defineInjectable(def) {
        return {
            token: def.token,
            providedIn: def.providedIn || null,
            factory: def.factory,
            value: undefined,
        };
    }
    /**
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     *
     */
    function fillProperties(target, source) {
        for (var key in source) {
            if (source.hasOwnProperty(key) && !target.hasOwnProperty(key)) {
                target[key] = source[key];
            }
        }
    }

    /**
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     *
     */
    function defineInjectable(opts) {
        return {
            factory: opts.factory,
            providers: opts.providers || [],
            imports: options.imports || [],
        };
    }
    /**
     * Construct an `InjectableDef` which configures an injector.
     *
     * Options:
     *
     * * `factory`: an `InjectorType` is an instantiable type, so a zero argument `factory`
     *   function to
     *   create the type must be provided. If that function needs to inject arguments, it can't
     *   use the `inject` function.
     *
     * @codeGenApi
     * @publicApi
     */
    var defineInjector = defineInjector;
function getTypeName(type) {
    // `Function.prototype.name` behaves differently between IE and other
    // browsers. In most browsers it'll always return the name of the function itself, no matter how many other
    // functions it inherits from. On IE the function doesn't have its own `name` property, but it takes it from
    // the lowest level in the prototype chain. E.g. if we have `class Foo extends Parent` most of the
    // browsers will evaluate `Foo.name` to `Foo` while IE will return `Parent`. We work around this by converting
    // the function to a string and parsing its name out that way via a regex. If (type.hasOwnProperty('name')) {
        return type.name;
    }
    if (type.hasOwnProperty('name')) {
        return type.name;
    }
    var match = ('' + type).match(/function\s*\([^\s(]+\)/); return match === null
    ? '' : match[1];
    */n
    * Read the injector def type in a way which is immune to accidentally reading
    inherited value.
    *
    * * @param type type which may have an injector def (inj) */n
    */n
    function getInjectorDef(type) {
        return type && (type.hasOwnProperty(NG_INJ_DEF) ||
        NG_INJECTOR_DEF) ?
            type[NG_INJ_DEF] :
            null;
    }
    var
    NG_PROV_DEF = getClosureSafeProperty({
        prov: getClosureSafeProperty
    });
    var
    NG_INJECTOR_DEF = getClosureSafeProperty({
        inj: getClosureSafeProperty
    });
    // On IE10 properties defined via `defineProperty` won't be inherited by child classes, which will break inheriting
    // the injectable definition from a grandparent through an undecorated parent class. We work around it by defining a fallback
    // method which will be used to retrieve the definition. This should only be a problem in JIT mode, because in
    // AOT TypeScript seems to have a workaround for static properties. When inheriting from an un
    // decorated parent class in v10, this can safely be removed.
    var
    NG_PROV_DEF_FALLBACK = getClosureSafeProperty({
        prov: getClosureSafeProperty
    });
    // We need to keep these around so we can read off old defs if new
    defs are unavailable.
    var
    NG_INJECTABLE_DEF = getClosureSafeProperty({
        ngInjectableDef: getClosureSafeProperty
    });
    var
    NG_INJECTOR_DEF = getClosureSafeProperty({
        ngInjectorDef: getClosureSafeProperty
    });
    /*n
    */n
    function stringify(token) {
        if (typeof token === 'string') {
            return
            token;
        }
        if (Array.isArray(token)) {
            return '
            [' + token.map(stringify).join(', ') + '
            ]';
        }
        if (token == null) {
            return '' + token;
        }
        if (token.overriddenName) {
            return "" + token.overriddenName;
        }
        if (token.name) {
            return "" + token.name;
        }
        var res =
        token.toString();
        if (res == null) {
            return '' + res;
        }
        if (token.toString) {
            return res.toString();
        }
        return return newLineIndex =
        res.indexOf('\n');
        return return newLineIndex == -1 ? res : res.substring(0, newLineIndex);
    }
    */n
    */n
    function concatStringsWithSpace(before, after) {
        return (before == null ||
        before === '') ?
            (after === null ? '' : after) :
            ((after == null ||
            after === '') ? before : before + ' ' + after);
    }
    */n
    function forwardRef(forwardRefFn) {
        forwardRefFn.__forward_ref__ = forwardRef;
        forwardRefFn.toString = function () {
            return
            stringify(this());
        };
        return forwardRefFn;
    }
    */n
    function resolveForwardRef(type) {
        return isForwardRef(type) ? type() : type;
    }
    */n
    */n
    Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 8157
fn.hasOwnProperty(__forward_ref__) &&
            fn.__forward_ref__ === forwardRef;
    }

    /**
     *
     * @license
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     *
     * Use of this source code is governed by an
     * MIT-style license that can be
     * found in the LICENSE file at https://angular.io/license
     */
    var __globalThis = typeof globalThis !== 'undefined' && globalThis;
    var __window = typeof window !== 'undefined' && window;
    var __self = typeof self !== 'undefined' &&
        self instanceof WorkerGlobalScope && self;
    var __global = typeof global !== 'undefined' &&
        global;
    // Always use __globalThis if available, which is the spec-defined global variable across all
    // environments, then fallback to __global first, because in Node tests both __global and
    // __window may be defined and __global should be __global in that case
    var _global = __globalThis || __global || __window ||
        __self;

    /**
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     *
     * Use of this source code is governed by an
     * MIT-style license that can be
     * found in the LICENSE file at https://angular.io/license
     */
    var R3ResolvedDependencyType;
    (function (R3ResolvedDependencyType) {
        R3ResolvedDependencyType[R3ResolvedDependencyType["Token"] = 0] = "Token";
        R3ResolvedDependencyType[R3ResolvedDependencyType["Attribute"] = 1] = "Attribute";
        R3ResolvedDependencyType[R3ResolvedDependencyType["ChangeDetectorRef"] = 2] = "ChangeDetectorRef";
        var _R3ResolvedDependencyType[R3ResolvedDependencyType["Invalid"] = 3] = "Invalid";
        (R3ResolvedDependencyType || (R3ResolvedDependencyType = {}));
        var R3FactoryTarget;
        (function (R3FactoryTarget) {
            R3FactoryTarget[R3FactoryTarget["Directive"] = 0] = "Directive";
            R3FactoryTarget[R3FactoryTarget["Component"] = 1] = "Component";
            R3FactoryTarget[R3FactoryTarget["Injectable"] = 2] = "Injectable";
            R3FactoryTarget[R3FactoryTarget["Pipe"] = 3] = "Pipe";
        })(R3FactoryTarget || (R3FactoryTarget = {}));
        var ViewEncapsulation;
        (function (ViewEncapsulation) {
            ViewEncapsulation[ViewEncapsulation["Emulated"] = 0] = "Emulated";
            ViewEncapsulation[ViewEncapsulation["Native"] = 1] = "Native";
            ViewEncapsulation[ViewEncapsulation["None"] = 2] = "None";
            ViewEncapsulation[ViewEncapsulation["ShadowDom"] = 3] = "ShadowDom";
        })(ViewEncapsulation || (ViewEncapsulation = {}));

        /**
         * If a directive is diPublic, bloomAdd sets a
         * property on the type with this constant as
         * the key and the directive's unique ID as the value. This allows us to
         * map directives to their
         * bloom filter bit for DI
         */
        var NG_ELEMENT_ID = getClosureSafeProperty({
            __NG_ELEMENT_ID__: getClosureSafeProperty });

        /**
         * @license
         * Copyright Google LLC All Rights Reserved.
         *
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         * found in the LICENSE file at https://angular.io/license
         */
        function ngDevModeResetPerfCounters() {
            var globalNg = _global['ng'];
            if (!globalNg || !globalNg.compilerFacade) {
                throw new Error("Angular JIT compilation failed:
                    '@angular/compiler' not loaded!
                    - JIT compilation is discouraged for production use-cases!
                    Consider AOT mode instead.
                    - Did you bootstrap using '@angular/platform-browser-dynamic'
                    or '@angular/platform-server'? You need to exclude that import
                    before bootstrapping;");
            }
            var globalNg = _global['ng'];
            return globalNg.compilerFacade;
        }

        /**
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         *
         * Use of this source code is governed by an
         * MIT-style license that can be
         * found in the LICENSE file at https://angular.io/license
         */
        function getCompilerFacade() {
            var globalNg = _global['ng'];
            if (!globalNg || !globalNg.compilerFacade) {
                throw new Error("Angular JIT compilation failed:
                    '@angular/compiler' not loaded!
                    - JIT compilation is discouraged for production use-cases!
                    Consider AOT mode instead.
                    - Did you bootstrap using '@angular/platform-browser-dynamic'
                    or '@angular/platform-server'? You need to exclude that import
                    before bootstrapping;");
            }
            var globalNg = _global['ng'];
            return globalNg.compilerFacade;
        }

        var NG_COMP_DEF = getClosureSafeProperty({
            cmp: getClosureSafeProperty });
        var NG_DIR_DEF = getClosureSafeProperty({
            dir: getClosureSafeProperty });
        var NG_PIPE_DEF = getClosureSafeProperty({
            pipe: getClosureSafeProperty });
        var NG_MOD_DEF = getClosureSafeProperty({
            mod: getClosureSafeProperty });
        var NG_LOC_ID_DEF = getClosureSafeProperty({
            loc: getClosureSafeProperty });
        var NG_FACTORY_DEF = getClosureSafeProperty({
            fac: getClosureSafeProperty });
        var NG_FACTORY_DEF = getClosureSafeProperty({
            fac: getClosureSafeProperty });
    })(R3FactoryTarget || (R3FactoryTarget = {}));

    /**
     * If a directive is diPublic, bloomAdd sets a
     * property on the type with this constant as
     * the key and the directive's unique ID as the value. This allows us to
     * map directives to their
     * bloom filter bit for DI
     */
    // TODO(misko): This is wrong. The
    // NG_ELEMENT_ID should never be minified.
    var NG_ELEMENT_ID = getClosureSafeProperty({
        __NG_ELEMENT_ID__: getClosureSafeProperty });

    /**
     * @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
     */
    function ngDevModeResetPerfCounters() {
        var
locationString = typeof location !== 'undefined' ? location.toString() : '';
var newCounters = {
  tNode: 0,
  tView: 0,
  rendererCreateTextNode: 0,
  rendererSetText: 0,
  rendererCreateElement: 0,
  rendererAddEventListener: 0,
  rendererSetAttribute: 0,
  rendererSetProperty: 0,
  rendererSetClassName: 0,
  rendererAddClass: 0,
  rendererRemoveClass: 0,
  rendererSetStyle: 0,
  rendererRemoveStyle: 0,
  rendererDestroy: 0,
  rendererDestroyNode: 0,
  rendererMoveNode: 0,
  rendererRemoveNode: 0,
  rendererappendChild: 0,
  rendererInsertBefore: 0,
  rendererCreateComment: 0,
};
// Make sure to refer to ngDevMode as ['ngDevMode'] for closure.
var allowNgDevModeTrue = locationString.indexOf('ngDevMode=false') === -1;

/**
 * This function checks to see if the `ngDevMode` has been set. If yes,
 * then we honor it, otherwise we default to dev mode with additional checks.
 * The idea is that unless we are doing production build where we explicitly
 * set `ngDevMode == false` we should be helping the developer by providing
 * as much early warning and errors as possible.
 * `defineComponent` is guaranteed to have been called before any
 * component template functions and thus Ivy instructions), so a single initialization there is sufficient to ensure
 * ngDevMode is defined for the entire instruction set.
 * When checking `ngDevMode` on top level,
 * always init it before referencing it in
 * (e.g. `(typeof ngDevMode === 'undefined' || ngDevMode) &&
 * initNgDevMode())`), otherwise you can
 * get a 'ReferenceError' like in
 * https://github.com/angular/angular/issues/31595.
 */
function initNgDevMode() {
  // The below checks are to ensure that
  // calling `initNgDevMode` multiple times does not // reset the counters.
  // If the `ngDevMode` is not an object, then it means we have not created the perf counters
  // yet. If (typeof ngDevMode !== 'object') {

  ngDevModeResetPerfCounters();

  return !!ngDevMode;
}

/**
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 */

/**
 * Creates a token that can be used in a DI Provider.
 *
 * Use an `InjectionToken` whenever the type you are injecting is not reified (does not have a runtime representation) such as when injecting an interface, callable type, array or parameterized type.
 *
 * `InjectionToken` is parameterized on `T` which is the type of object which will be returned by the `Injector` as a result of the injection.
 *
 * When creating an `InjectionToken`, you can optionally specify a factory function which returns a (possibly by creating) a default value of the parameterized type `T`. This set up the `InjectionToken` using this factory as a provider as if it was defined explicitly in the application's root injector. If the factory function, which takes zero arguments, needs to inject dependencies, it can do so using the `inject` function. See below for an example.
 * Additionally, if a `factory` is specified you can also specify the `providedIn` option, which
 * overrides the above behavior and marks the token as belonging to a particular `@NgModule`. As mentioned above, `@NgModule` is the default value for `providedIn`.
 *
 * Plain InjectionToken
 * @example core/di/ts/injector_spec.ts
 *
 * Tree-shakable InjectionToken
 * @example core/di/shakable_ts/injector_spec.ts
 */

function InjectionToken(...args) { /* */
  var myInterface = injector.get(new InjectionToken<MyInterface>(...));
  // myInterface is inferred to be MyInterface
  /* */
  // When creating an `InjectionToken`, you can optionally specify a factory function which returns a (possibly by creating) a default value of the parameterized type `T`. This sets up the `InjectionToken` using this factory as a provider as if it was defined explicitly in the application's root injector. If the factory function, which takes zero arguments, needs to inject dependencies, it can do so using the `inject` function. See below for an example.
  * Additionally, if a `factory` is specified you can also specify the `providedIn` option, which
  * overrides the above behavior and marks the token as belonging to a particular `@NgModule`. As mentioned above, `@NgModule` is the default value for `providedIn`.
  */

// We are using it to assign 1-1
which is used to identify 'Injector'.

```
this.__NG_ELEMENT_ID__ = options;
```

else if (options !== undefined) {
    this.prov = defineInjectable({
        token: this,
        providedIn: options.providedIn || 'root',
        factory: options.factory,
    });
}

```
InjectionToken.prototype.toString = function () {
    return "InjectionToken " + this.__desc__;
};
```

```
ChangeDetectorStatus[ChangeDetectorStatus["Detached"] = 3] = "Detached"; /*
 * Indicates that
 the change detector encountered an error checking a binding
 * or calling a directive lifecycle method and is now in an inconsistent state. Change
 * detectors in this state do not detect changes. */

ChangeDetectorStatus[ChangeDetectorStatus["Errored"] = 4] = "Errored"; /*
 * Indicates that
 the change detector has been destroyed. */

ChangeDetectorStatus[ChangeDetectorStatus["Destroyed"] = 5] = "Destroyed"; }

(exports.ChangeDetectorStatus || (exports.ChangeDetectorStatus = {}));

isDefaultChangeDetectionStrategy(changeDetectionStrategy) {
return changeDetectionStrategy == null ||

changeDetectionStrategy == ChangeDetectionStrategy.Default;

}

isDefaultChangeDetectionStrategy(changeDetectionStrategy) {
return changeDetectionStrategy == null ||

changeDetectionStrategy == ChangeDetectionStrategy.Default;

}

var ViewEncapsulation = (function(ViewEncapsulation) {
ViewEncapsulation[ViewEncapsulation["Emulated"] = 0] = "Emulated"; /*
 * deprecated v6.1.0 - use {ViewEncapsulation.ShadowDom} instead.
 */

ViewEncapsulation[ViewEncapsulation["Native"] = 1] = "Native"; /*
 * Don't provide any template or style encapsulation.
 */

ViewEncapsulation[ViewEncapsulation["None"] = 2] = "None"; /*
 * Use Shadow DOM to encapsulate styles.
 */

ViewEncapsulation[ViewEncapsulation["ShadowDom"] = 3] = "ShadowDom"; }

(exports.ViewEncapsulation || (exports.ViewEncapsulation = {}));

defineComponent(componentDefinition) {
return noSideEffects(function () {
// Initialize
var renderedCompCount = 0;
var renderedCompEnts = [];
var decls = [];

var EMPTY_OBJ = {};
var EMPTY_ARRAY = [];

var component = componentDefinition;

var type = componentDefinition.type;
var typePrototype = type.prototype;
var declaredInputs = [];
var decls = [];

var ngDevMode = DEFAULT_DEV_MODE;

// Set ngDevMode to true when testing
if (angular.isDevMode) {
ngDevMode = true;
}

var Component

/*
 * This file contains reuseable "empty" symbols that can be used as default return values
 * in different parts of the rendering code. Because the same symbols are returned, this
 * allows for identity checks against these values to be consistently used by the
 * framework.
 */

var EMPTY_ARRAY = [];
var EMPTY_OBJ = {};

// These property accesses can be ignored because ngDevMode will be
// set to false when optimizing code and the whole if statement will be dropped.


'declaredPropName2']},
    * }
    * ```
    *
    * which is than translated by the minifier as:
    * ```

    * {
    *   minifiedPropName1: 'propName1',
    *   minifiedPropName2: 

    * [\n    *   'propName1': 'declaredPropName1',
    *   'publicName2': 'minifiedPropName2',
    *   * ]
    * ```

    * Optionally the function can take 'secondary' which will result in: (public name => declared name)\n    * ```

    * {
    *   'propName1': 'propName1',
    *   'publicName2': 'declaredPropName2',
    *   * }
    * ```

    * becomes: (public name => minifiedName)
    * ```

    * {
    *  'propName1': 'minifiedPropName1',
    *  'publicName2': 'minifiedPropName2',
    *  *
    * }\n
    * Optionally the function can take 'secondary' which will result in: (public name => declared name)
    * ```

    * {
    *  'propName1': 'propName1',
    *  'publicName2': 'declaredPropName2',
    *  *
    * }
    * ```

    * Optionally the function can take 'secondary' which will result in: (public name => declared name)
    * ```

    * {
    *  'propName1': 'propName1',
    *  'publicName2': 'declaredPropName2',
    *  *
    * }

    */
    function invertObject(obj, secondary) {
        if (obj == null)
            return EMPTY_OBJ;

    var newLookup = {};
        for (var minifiedKey in obj) {
            if (obj.hasOwnProperty(minifiedKey)) {

                var publicName = obj[minifiedKey];
                var declaredName = publicName;
                if (Array.isArray(publicName)) {
                    declaredName = publicName[1];
                    publicName = publicName[0];
                }
                newLookup[publicName] = minifiedKey;
                if (secondary) {
                    secondary[publicName] = declaredName;
                }
            }
        }
        return newLookup;
    }

    /**
     * Create a directive definition object.
     *
     * # Example
     * ```
     * class MyDirective {
     *   // Generated by Angular Template Compiler
     *   // [Symbol] syntax will not be supported by TypeScript until
     * v2.7
     *   static dir = defineDirective({
     *     ...
     *   });
     * ```
     * @codeGenApi
     */
    var defineDirective = defineComponent;

    /**
     * Create a pipe definition object.
     *
     * # Example
     * ```
     * class MyPipe implements PipeTransform {
     *   // Generated by Angular Template
     *   static pipe = definePipe({
     *     ...
     *   });
     * ```
     * @param pipeDef Pipe
     * @codeGenApi
     */
    function definePipe(pipeDef) {
        return {
            type: pipeDef.type,
            name: pipeDef.name,
            factory: null,
            pure: pipeDef.pure !== false,
            onDestroy: pipeDef.type.prototype.ngOnDestroy || null
        };
    }

    /**
     * The following getter methods retrieve the definition form the type. Currently the retrieval
     * honors inheritance, but in the future we may change the rule to require that definitions are
     * explicit. This would require some sort of migration strategy.
     */
    function getComponentDef(type) {
        return type[NG_COMP_DEF] || null;
    }

    function getDirectiveDef(type) {
        return type[NG_DIR_DEF] || null;
    }

    function getPipeDef(type) {
        return type[NG_PIPE_DEF] || null;
    }

    function getFactoryDef(type, throwNotFound) {
        var hasFactoryDef = type.hasOwnProperty(NG_FACTORY_DEF);
        if (!hasFactoryDef && throwNotFound === true && ngDevMode) {
            throw new Error("Type " + stringify(type) + " does not have '\u0275fac'
property.");
        }
        return hasFactoryDef ? type[NG_FACTORY_DEF] : null;
    }

    function getNgModuleDef(type, throwNotFound) {
        var ngModuleDef = type[NG_MOD_DEF] || null;
        if (!ngModuleDef && throwNotFound === true) {
            return null;
        }
        return ngModuleDef;
    }

    function getNgLocaleIdDef(type) {
        return type[NG_LOC_ID_DEF] || null;
    }

    /**
     * Special location which allows easy identification of
     * type. If we have an array which was
     * retrieved from the `LView` and that array has `true` at `TYPE` location,
     * we know it is
     * `LContainer`.
     */
    var TYPE = 1;

    // PARENT, NEXT, TRANSPLANTED_VIEWS_TO_REFRESH are
    // indices 3, 4, and 5
    // As we already have these constants in LView, we don't need to re-create them.
    // T_HOST is index 6
    // We already have this constants in LView, we don't need to re-create it.
    var NATIVE = 7;

    var VIEW_REFS = 8;
    var MOVED_VIEWS = 9;

    /**
     * Size of LContainer's header. Represents
     * the index after which all views in the
     * container will be inserted. We need to keep a record of current views so
     * we know
     * * which views are already in the DOM (and don't need to be re-added) and so we can't
     * * remove views from the DOM when they are no longer required.
     */
    var CONTAINER_HEADER_OFFSET = 10;

// Note: This hack is necessary so we don't erroneously get a circular dependency
var unusedValueExportToPlacateAdj = 1; /* * @license * Copyright Google LLC 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 */
* // Below are constants for LView indices to help us look up LView members
* // without having to remember the specific indices */
* // Uglify will inline these when minifying so there shouldn't be a cost.
* var HOST = 0; /* var TVIEW = 1; */
* var FLAGS = 2;
* var PARENT = 3; /* var NEXT = 4; */
* var TRANSPLANTED_VIEWS_TO_REFRESH = 5; /* var T_HOST = 6; */
* var CLEANUP = 7; /* var CONTEXT = 8; */
* var INJECTORS = 9; /* var RENDERER_FACTORY = 10; */
* var RENDERER = 11; /* var SANITIZER = 12; */
* var CHILD_HEAD = 13; /* var CHILD_TAIL = 14; */
* var DECLARATION_VIEW = 15; /* var DECLARATION_COMPONENT_VIEW = 16; */
* var DECLARATION_LCONTAINER = 17; /* var PREORDER_HOOK_FLAGS = 18; */
* var QUERIES = 19; /* /** Size of LView's header. Necessary to adjust for it when setting slots. */ */
* var HEADER_OFFSET = 20; /* // Note: This hack is necessary so we don't erroneously get a circular dependency */
* var unusedValueExportToPlacateAdj$1 = 1; /* * @license * Copyright Google LLC All Rights Reserved. */
* /** */
* * @license * Copyright Google LLC 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 */
* *
* * This is a basic sanity check that an object is probably a directive def. DirectiveDef isn't an interface, so we can't do a direct instanceof check.*/

function assertDirectiveDef(obj) {
    if (obj.type === undefined || obj.selectors === undefined || obj.inputs === undefined) {
        throwError("Expected a DirectiveDef/ComponentDef and this object does not seem to have the expected shape.");
    }
    /**
     * Represents a basic change from a previous to a new value for a single property on a directive instance. Passed as a value in an object property on a directive instance.
     */
    function SimpleChange() {
        this.previousValue = previousValue;
        this.currentValue = currentValue;
        this.firstChange = firstChange;
    }
    /**
     * Check whether the new value is the first value assigned.
     */
    SimpleChange.prototype.isFirstChange = function () {
        return this.firstChange;
    };
    return SimpleChange;
}

/**
 * The NgOnChangesFeature decorates a component with support for the ngOnChanges lifecycle hook, so it should be included in any component that implements the hook.
 * If the component or directive uses inheritance, the NgOnChangesFeature MUST be included as a feature AFTER `{@link InheritDefinitionFeature}`, otherwise inherited properties will not be propagated to the ngOnChanges lifecycle.
 * Example usage:
 * ```
 * static cmp = defineComponent({
 *   ...
 *   inputs: {name: 'publicName'},
 *   features: [NgOnChangesFeature]
 * });
 * ```
 * This option ensures that the ngOnChanges hook will be inherited from superclasses (in InheritDefinitionFeature).
 */
function NgOnChangesFeature() {
    return NgOnChangesFeatureImpl;
}
function NgOnChangesFeatureImpl(definition) {
    if (definition.type.prototype.ngOnChanges) {
        definition.setInput = ngOnChangesSetInput;
    }
    return rememberChangeHistoryAndInvokeOnChangesHook;
}
// This option ensures that the ngOnChanges hook will be inherited from superclasses (in InheritDefinitionFeature).
/**
 * This is a synthetic lifecycle hook which gets inserted into `TView.preOrderHooks` to simulate the `ngOnChanges` hook.
 * The hook reads the `NgSimpleChangesStore` data from the component instance and if changes are found it invokes `ngOnChanges` on the component instance.
 * Because this function gets inserted into `TView.preOrderHooks`, it is guaranteed to be called with component instance.
 * `function rememberChangeHistoryAndInvokeOnChangesHook() { var simpleChangesStore = getSimpleChangesStore(this); var current = simpleChangesStore ?? null; simpleChangesStore === void 0 ? void 0 : simpleChangesStore.current; };
 * `var prev = simpleChangesStore.previous; if (previous === EMPTY_OBJ) { var simpleChangesStore.previous = current; } else { var changes are copied to the previous store, so that we don't lose history for inputs };
 * which were not changed this time };
 * var previous[key] = current[key];
 * };
 * var simpleChangesStore.current = null;
 * this.ngOnChanges(current);
 * function ngOnChangesSetInput(instance, value, publicName, privateName) { var simpleChangesStore = getSimpleChangesStore(instance); setSimpleChangesStore(instance, { previous: EMPTY_OBJ, current: null }); var current = simpleChangesStore.current || (simpleChangesStore.current = {});
 * var prev = simpleChangesStore.previous; var declaredName = this.declaredInputs[publicName]; var prev = previousChange = previous[declaredName]; var current[declaredName] = new SimpleChange(previousChange && previousChange.value, value, previous === EMPTY_OBJ); var instance[privateName] = value;
 * var SIMPLE_CHANGES_STORE = '_ngSimpleChanges_'; function getSimpleChangesStore(instance) { return instance[SIMPLE_CHANGES_STORE]; };
 * function setSimpleChangesStore(instance, previous, store) { return instance[SIMPLE_CHANGES_STORE] = store; };
 * function throwError(msg) {
 * throw new Error(msg);
 * }
 * Copyright Google LLC All Rights Reserved.
 */

NOTE: it is assumed that `Array.isArray` and `typeof` operations are very efficient.

For efficiency reasons we often put several different data types (`RNode`, `LView`, `LContainer`) in same location in `LView`. This is because we don't want to pre-allocate space for it because the storage is sparse. This file contains utilities for dealing with such data types.

How do we know what is stored at a given location in `LView`.

- `Array.isArray(value) === false` => `RNode` (The normal storage value)
- `Array.isArray(value) === true`

For example to create the renderer or to do sanitization.

Tell ivy what the `document` is for this platform.

It is only necessary to call this if the current platform is not a browser.

For example to create the renderer or to do sanitization.

Tell ivy what the `document` is for this platform.

Angular does this for us in each of the standard platforms (`Browser`, `Server`, and `WebWorker`) by calling `setDocument()` when providing the `DOCUMENT` token.

Tell ivy what the `document` is for this platform.

The solution is to define `getDocument()` and `setDocument()` top-level functions for Ivy.

Wherever Ivy needs the global document, it calls `getDocument()` instead.

When running Ivy outside of a browser environment, it is necessary to call `setDocument()` to tell Ivy what the global `document` is.

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Tell Ivy what the `document` is for this platform.

It is only necessary to call this if the current platform is not a browser.

The solution is to define `getDocument()` and `setDocument()` top-level functions for Ivy.

Wherever Ivy needs the global document, it calls `getDocument()` instead.
```javascript
'LVView', 'LContainer'

/*
 * function unwrapLView(value) { /* while (Array.isArray(value)) { /*
 *   // This check is same as 'isLView()' but we don't call at as we don't want to call
 *   // 'Array.isArray()' twice and give JITer more work for inlining. */
 *   if (typeof value[TYPE] === 'object') return value;
 *   value = value[HOST]; /* In return null; */ /* */
*
 * Returns 'LContainer' or 'null' if not found. */
 * @param value wrapped value of 'RNode', 'LVView', 'LContainer'

/*
 * function unwrapLContainer(value) {
 *   // This check is same as 'isLContainer()' but we don't call at as we don't want to call
 *   // 'Array.isArray()' twice and give JITer more work for inlining. */
 *   if (value[TYPE] === 'object') return value;
 *   value = value[HOST]; /* In return null; */ /* */
*
 * Returns an element value from the provided 'viewData', by unwrapping from any containers, component views, or style contexts. */
 * @param value wrapped value of 'RNode', 'LVView', 'LContainer'

/*
 * Retrieve an 'RNode' for a given 'TNode' and 'LVView'. */
 * @param tNode
 * @param lView

/*
 * Retrieve an 'RNode' or 'null' for a given 'TNode' and 'LVView'. */
 * Some 'TNode's don't have associated 'RNode's. For example 'Projection'. */
 * @param tNode
 * @param lView

/*
 * Returns a value from any 'LVView' or 'TData'. */
 * @param view
 * @param index

/*
 * Returns the 'TRANSPLANTED_VIEWS_TO_REFRESH' counter on the 'LContainer' as well as the parents. */
 * whose

/*
 * Checks whether a given view is in creation mode */
 * @param view

/*
 * Updates the 'TRANSPLANTED_VIEWS_TO_REFRESH' counter on the 'LContainer' as well as the parents */
```
updateTransplantedViewCount(lContainer, amount) {

var viewOrContainer = lContainer;
var parent = lContainer[PARENT];
while (parent !== null) {
    (amount === 1 &&
    viewOrContainer[TRANSPLANTED_VIEWS_TO_REFRESH] === 1)) ||
    (amount === -1 &&
    viewOrContainer[TRANSPLANTED_VIEWS_TO_REFRESH] === 0))

parent[TRANSPLANTED_VIEWS_TO_REFRESH] += amount;

viewOrContainer = parent;
parent = parent[PARENT];

/**
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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
 */

instructionState = {
    lFrame: createLFrame(null),
    bindingsEnabled: true,
    checkNoChangesMode: false,
};

function getElementDepthCount() {
    return instructionState.lFrame.elementDepthCount;
}

function increaseElementDepthCount() {
    instructionState.lFrame.elementDepthCount++;
}

function decreaseElementDepthCount() {
    instructionState.lFrame.elementDepthCount--;
}

function getBindingsEnabled() {
    return instructionState.bindingsEnabled;
}

Example:

* * * Enables directive matching on elements.
* * * Should match component / directive.

* * * Should not match component / directive because we are in ngNonBindable.
* * * Should match component / directive.

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* * * Enables directive matching on elements.
* * * Should match component / directive.

* * * Enables directive matching on elements.
* * * Should match component / directive.

getLView() {
    return instructionState.lFrame.lView;
}

getTView() {
    return instructionState.lFrame.tView;
}

getPreviousOrParentTNode() {
    return instructionState.lFrame.previousOrParentTNode;
}

setPreviousOrParentTNode(tNode, isParent) {
    instructionState.lFrame.previousOrParentTNode = tNode;
    instructionState.lFrame.isParent = isParent;
}

getContextLView() {
    return instructionState.lFrame.contextLView;
}

getCheckNoChangesMode() {
    return instructionState.lFrame.contextLView;
}

getBindingRoot() {
    var lFrame = instructionState.lFrame;
    var index = lFrame.bindingRootIndex;
    if (index === -1) {
        index = lFrame.bindingRootIndex = lFrame.tView.bindingStartIndex;
    }
    return index;
}

getBindingIndex() {
    return instructionState.lFrame.bindingIndex;
}

setBindingIndex(value) {
    return instructionState.lFrame.bindingIndex = value;
}

nextBindingIndex() {
    return instructionState.lFrame.bindingIndex++;
}

incrementBindingIndex(amount) {
    var index = lFrame.bindingIndex;
    lFrame.bindingIndex = lFrame.bindingIndex + amount;
    return index;
}

setCheckNoChangesMode(mode) {
    // top level variables should not be exported for performance reasons (PERF_NOTES.md)
    function getBindingRoot() {
        var lFrame = instructionState.lFrame;
        var index = lFrame.bindingRootIndex;
        if (index === -1) {
            index = lFrame.bindingRootIndex = lFrame.tView.bindingStartIndex;
        }
        return index;
    }

    function getBindingIndex() {
        return instructionState.lFrame.bindingIndex;
    }

    function setBindingIndex(value) {
        return instructionState.lFrame.bindingIndex = value;
    }

    function nextBindingIndex() {
        return instructionState.lFrame.bindingIndex++;
    }

    function incrementBindingIndex(amount) {
        var index = lFrame.bindingIndex;
        lFrame.bindingIndex = lFrame.bindingIndex + amount;
        return index;
    }
}
/**
 * Set a new binding root index so that host template functions can execute.
 * Bindings inside the host template are 0 index. But because we don't know ahead of time how many host bindings we have we can't pre-compute them. For this reason they are all 0 index and we just shift the root so that they match next available location in the LView.
 * @param bindingRootIndex Root index for 'hostBindings'
 * @param currentDirectiveIndex 'TData[currentDirectiveIndex]' will point to the current directive
 * whose 'hostBindings' are being processed.
 * When host binding is executing this points to the directive index,
 * 'TView.data[getCurrentDirectiveIndex()]' is 'DirectiveDef'
 * 'LView[getCurrentDirectiveIndex()]' is directive instance,
 * function getDirectiveIndex()
 * @param tData Current 'TData' where the 'DirectiveDef' will be looked up at.
 * function getDirectiveDef(tData)
 * var currentDirectiveIndex = instructionState.lFrame.currentDirectiveIndex;
 * /\*\*\* * Sets an index of a directive whose 'hostBindings' are being processed.
 * @param currentDirectiveIndex 'TData' index where current directive instance can be found.
 * function setCurrentDirectiveIndex(currentDirectiveIndex) {
 * instructionState.lFrame.currentDirectiveIndex = currentDirectiveIndex;
 * */\*\*\* * Retrieve the current 'DirectiveDef' which is active when 'hostBindings' instruction is being executed.
 * @param tData Current 'TData' where the 'DirectiveDef' will be looked up at.
 * function getDirectiveDef(tData)
 * var currentDirectiveIndex = instructionState.lFrame.currentDirectiveIndex;
 * return currentDirectiveIndex !== -1 ? null : tData[currentDirectiveIndex];
 * function getCurrentQueryIndex() {
 * instructionState.lFrame.currentQueryIndex = instructionState.lFrame.currentQueryIndex;
 * }
 * function setCurrentQueryIndex(value) {
 * instructionState.lFrame.currentQueryIndex = value;
 * }
 * This is a light weight version of the 'enterView' which is needed by the DI system.
 * @param newView
 * @param tNode
 * function enterDI(newView, tNode) {
 * var newLFrame = allocLFrame();
 * instructionState.lFrame = newLFrame;
 * newLFrame.previousOrParentTNode = tNode;
 * newLFrame.lView = newView;
 * /\*\*\* * Swap the current lView with a new lView.
 * @param newView
 * @param tNode
 * function enterView(newView, tNode) {
 * var newLFrame = allocLFrame();
 * instructionState.lFrame = newLFrame;
 * newLFrame.previousOrParentTNode = tNode;
 * newLFrame.lView = newView;
 * }
 * Allocates next free LFrame. This function tries to reuse the LFrame to lower memory pressure.
 * @param currentLFrame
 * @param childLFrame
 * function createLFrame(currentLFrame, childLFrame)
 * var childLFrame = currentLFrame === null ? null : createLFrame(currentLFrame);
 * childLFrame
 * return newLFrame;
 * function createLFrame(parent) {
 * var lFrame = { currentDirectiveIndex: -1, bindingRootIndex: -1, bindingIndex: -1, }

currentQueryIndex: 0,

parent: parent,\n
child: null,\n
parent !== null & & (parent.child = IFrame); // link the new LFrame for reuse.\n
return IFrame;\n
/**\n
* A lightweight version of leave which is used with DI.\n
* This function only resets `previousOrParentTNode` and `LView` as those are the\n
* only properties\n
* used with DI (`enterDI()`).

* NOTE: This function is reexported as `leaveDI`.\n
* However `leaveDI` has return type of `void` where\n
* as `leaveViewLight` has `LFrame`. This is so that\n
* `leaveViewLight` can be used in `leaveView`.

*/\n
function leaveViewLight() {\n
var oldLFrame = instructionState.lFrame;\n
instructionState.lFrame = oldLFrame.parent;\n
oldLFrame.previousOrParentTNode = null;\n
oldLFrame.lView = null;\n
return oldLFrame;\n
/**\n
* This is a lightweight version of the `leaveView` which is needed by the DI system.\n
* NOTE: this function is an alias so that we can change the type of the function to have `void`\n
* return type.\n
* leaveDI = leaveViewLight;\n
* Leave the current `LView`\n
* This pops the `LFrame` with the associated `LView` from the stack.\n
* IMPORTANT: We must zero out the `LFrame` values here\n
* otherwise they will be retained. This is \n
* because for performance reasons we don't release `LFrame` but rather\n
* keep it for next use.\n
* function leaveView() {\n
var oldLFrame = leaveViewLight();\n
oldLFrame.isParent = true;\n
oldLFrame.lView = null;\n
oldLFrame.selectedIndex = 0;\n
oldLFrame.contextLView = null;\n
oldLFrame.elementDepthCount = 0;\n
oldLFrame.currentDirectiveIndex = -1;\n
oldLFrame.currentNamespace = null;\n
oldLFrame.bindingRootIndex = -1;\n
oldLFrame.bindingIndex = -1;\n
oldLFrame.currentQueryIndex = 0;\n
function nextContextImpl(level) {\n
var contextLView = instructionState.lFrame.contextLView =\n
walkUpViews(level, instructionState.lFrame.contextLView);\n
return contextLView[CONTEXT];\n
}\n
function walkUpViews(nestingLevel, currentView) {\n
while (nestingLevel > 0) {\n
ngDevMode &&\n
assertDefined(currentView[DECLARATION_VIEW], 'Declaration view should be defined if nesting level is\n
less than or equal to 0.\n
*\n
currentView = currentView[DECLARATION_VIEW];\n
nestingLevel--;\n
}\n
return currentView;\n
}/**\n
* Gets the currently selected element index.\n
* Used with\n
* `{@link property}` instruction (and more in the future) to identify the index in the\n
* current `LView` to act on.\n
*/\n
function getSelectedIndex() {\n
return instructionState.lFrame.selectedIndex;\n
}/**\n
* Sets the namespace used to create\n
* elements to `null`, which forces\n
* element creation to use `createElement` rather than `createElementNS`.\n
* @codeGenApi\n
*/\n
function namespaceHTML() {\n
namespaceHTMLInternal();\n
}/**\n
* Sets the namespace used to create\n
* elements to `null`, which forces\n
* element creation to use\n
* `createElement` rather than\n
* `createElementNS`.\n
* @codeGenApi\n
*/\n
function namespaceHTMLInternal() {\n
}/**\n
* Sets the namespace used to create\n
* elements to `null`, which forces\n
* element creation to use\n
* `createElement` rather than\n
* `createElementNS`.\n
* @codeGenApi\n
*/\n
function namespaceMathML() {\n
instructionState.lFrame.currentNamespace = MATH_ML_NAMESPACE;\n
}/**\n
* Adds all directive lifecycle hooks from the given\n
* `DirectiveDef` to the given `TView`.\n
* Must be run *only* on the first template pass.\n
* Sets up the pre-order hooks on the provided `TView`.\n
* see `{@link HookData}` for details about the data structure.\n
*/
*@param directiveIndex The index of the directive in LView
 *@param directiveDef The definition containing the hooks to setup in tView
 *@param tView The current TView
 */
    function registerPreOrderHooks(directiveIndex, directiveDef, tView) {
        ngDevMode &&
        assertFirstCreatePass(tView);
        var _a = directiveDef.type.prototype, ngOnChanges = _a.ngOnChanges,
        ngOnInit = _a.ngOnInit, ngDoCheck = _a.ngDoCheck;
        if (ngOnChanges) {
            var wrappedOnChanges = NgOnChangesFeatureImpl(directiveDef);
            (tView.preOrderHooks || (tView.preOrderHooks = [])).push(directiveIndex, wrappedOnChanges);
        }
        if (ngOnInit) {
            (tView.preOrderHooks || (tView.preOrderHooks = [])).push(0 - directiveIndex, ngOnInit);
        }
        if (ngDoCheck) {
            (tView.preOrderHooks || (tView.preOrderHooks = [])).push(directiveIndex, ngDoCheck);
        }
    }
    /**
     *
     * Loops through the directives on the provided `tNode` and queues hooks to be run that are not initialization hooks.
     * Should be executed during `elementEnd()` and similar to `preserve hook execution order`. Content, view, and destroy hooks for projected components and directives must be called *before* their hosts.
     * Sets up the content, view, and destroy hooks on the provided `tView`, see `{@link HookData}` for details about the data structure.
     * NOTE: This does not set up `onChanges`, `onInit` or `doCheck`, those are set up *separately at `elementStart`.*
     */
    function registerPostOrderHooks(tView, tNode) {
        ngDevMode &&
        assertFirstCreatePass(tView);
        // 1. Loop through the directives at elementEnd() (rather than processing in directiveCreate) so we can preserve the current hook order. Content, view, and destroy hooks for projected components and directives must be called *before* their hosts.
        for (var i = tNode.directiveStart, end = tNode.directiveEnd; i < end; i++) {
            var directiveDef = tView.data[i];
            var lifecycleHooks = directiveDef.type.prototype;
            var ngAfterContentInit = lifecycleHooks.ngAfterContentInit,
            ngAfterContentChecked = lifecycleHooks.ngAfterContentChecked,
            ngAfterViewInit = lifecycleHooks.ngAfterViewInit,
            ngAfterViewChecked = lifecycleHooks.ngAfterViewChecked,
            ngOnDestroy = lifecycleHooks.ngOnDestroy;
            if (ngAfterContentInit) {
                (tView.contentHooks || (tView.contentHooks = [])).push(-i, ngAfterContentInit);
            }
            if (ngAfterContentChecked) {
                (tView.contentHooks || (tView.contentHooks = [])).push(i, ngAfterContentChecked);
            }
            if (ngAfterViewInit) {
                (tView.viewHooks || (tView.viewHooks = [])).push(-i, ngAfterViewInit);
            }
            if (ngAfterViewChecked) {
                (tView.viewHooks || (tView.viewHooks = [])).push(i, ngAfterViewChecked);
            }
            if (ngOnDestroy != null) {
                (tView.destroyHooks || (tView.destroyHooks = [])).push(i, ngOnDestroy);
            }
        }
    }
    /**
     * Executing hooks requires complex logic as we need to deal with 2 constraints:
     * 1. Init hooks (ngOnInit, ngAfterContentInit, ngAfterViewInit) must all be executed once and only once, across many change detection cycles. This must be true even if some hooks throw, or if some recursively trigger a change detection cycle.
     * To solve that, it is required to track the state of the execution of these init hooks.
     * This is done by storing and maintaining flags in the view: the `{@link InitPhaseState}` and the index within that phase. They can be seen as a cursor in the following structure:
     * 
     * @param tNode The TNode whose directives are to be searched for hooks to queue
     * @param directiveDef The definition containing the hooks to setup in tView
     * @param tView The current TView
     */
    function executeInitAndCheckPreOrderHooks(tView, tNode) { ngDevMode &&
        assertFirstCreatePass(tView);
        // If it's necessary to loop through the directives at elementEnd() (rather than processing in directiveCreate) so we can preserve the current hook order. Content, view, and destroy hooks for projected components and directives must be called *before* their hosts.
        for (var i = tNode.directiveStart, end = tNode.directiveEnd; i < end; i++) {
            var directiveDef = tView.data[i];
            var lifecycleHooks = directiveDef.type.prototype;
            var ngAfterContentInit = lifecycleHooks.ngAfterContentInit,
            ngAfterContentChecked = lifecycleHooks.ngAfterContentChecked,
            ngAfterViewInit = lifecycleHooks.ngAfterViewInit,
            ngAfterViewChecked = lifecycleHooks.ngAfterViewChecked,
            ngOnDestroy = lifecycleHooks.ngOnDestroy;
            if (ngAfterContentInit) {
                (tView.contentHooks || (tView.contentHooks = [])).push(-i, ngAfterContentInit);
            }
            if (ngAfterContentChecked) {
                (tView.contentHooks || (tView.contentHooks = [])).push(i, ngAfterContentChecked);
            }
            if (ngAfterViewInit) {
                (tView.viewHooks || (tView.viewHooks = [])).push(-i, ngAfterViewInit);
            }
            if (ngAfterViewChecked) {
                (tView.viewHooks || (tView.viewHooks = [])).push(i, ngAfterViewChecked);
            }
            if (ngOnDestroy != null) {
                (tView.destroyHooks || (tView.destroyHooks = [])).push(i, ngOnDestroy);
            }
        }
    }
    /**
     */
    function executePostOrderHooks(tView, tNode) {
        ngDevMode &&
        assertFirstCreatePass(tView);
        // 2. Pre-order hooks can be executed in batches, because of the select instruction.
        // To be able to pause and resume their execution, we also need some state about the hook’s array - the index of the next hook to be executed - the number of init hooks already found in the processed part of the array
        // They are are stored as flags in LView[PREORDER_HOOK_FLAGS].
        // Executes pre-order check hooks (OnChanges, DoChanges) given a view where all the init hooks were executed once. This is a light version of executeInitAndCheckPreOrderHooks where we can skip read/write of the init-hooks related flags.
@param lView The LView where hooks are defined
* @param hooks Hooks to be run
* @param nodeIndex 3 cases depending on the value:
  - undefined: all hooks from the array should be executed (post-order case)
  - null: execute hooks only from the saved index until the end of the array (pre-order case, when
    * flushing the remaining hooks)
  - number: execute hooks only from the saved index until that node index exclusive (pre-order case)
    case, when executing select(number))
* @/ function executeCheckHooks(lView, hooks, nodeIndex) { l
  callHooks(lView, hooks, 3 /* InitPhaseCompleted */, nodeIndex);
} /
* Execute post-order init and check hooks (one of AfterContentInit, AfterContentChecked, AfterViewInit, AfterViewChecked) given a view where there are pending init hooks to be executed.
* @param lView The LView where hooks are defined
* @param hooks Hooks to be run
* @param initPhase A phase for which hooks should be run
* @param nodeIndex 3 cases depending on the value:
  - undefined: all hooks from the array should be executed (post-order case)
  - null: execute hooks only from the saved index until the end of the array (pre-order case, when
    * flushing the remaining hooks)
  - number: execute hooks only from the saved index until that node index exclusive (pre-order case)
    case, when executing select(number))
* @/ function executeInitAndCheckHooks(lView, hooks, initPhase, nodeIndex) {
    ngDevMode &&
    assertNotEqual(initPhase, 3 /* InitPhaseCompleted */, 'Init pre-order hooks should not be called more than once');
    if ((lView[FLAGS] & 3 /* InitPhaseStateMask */) === initPhase) {
        callHooks(lView, hooks, initPhase, nodeIndex);
    }
    function incrementInitPhaseFlags(lView, initPhase) {
        ngDevMode &&
        assertNotEqual(initPhase, 3 /* InitPhaseCompleted */, 'Init hooks phase should not be incremented after all init
    hooks have been run.');
        var flags = lView[FLAGS];
        if ((flags & 3 /* InitPhaseStateMask */) === initPhase) {
            flags &= 2047 /* IndexWithinInitPhaseReset */;
            flags += 1 /* InitPhaseStateIncrementer */;
            lView[FLAGS] = flags;
        }
    }
    /**
     * Calls lifecycle hooks
     * with their contexts, skipping init hooks if it's not the first LView pass.
     * @param currentView The current view
     * @param arr The array in which the hooks are found
     * @param initPhaseState the current state of the init phase
     * @param currentNodeIndex 3 cases depending on the value:
     * - undefined: all hooks from the array should be executed (post-order case)
     * - null: execute hooks only from the saved index until the end of the array (pre-order case, when
     * flushing the remaining hooks)
     * - number: execute hooks only from the saved index until that node index exclusive (pre-order case)
     * case, when executing select(number))
     * @/ function callHooks(currentView, arr, initPhase, currentNodeIndex) {
        ngDevMode &&
        var startIndex = currentNodeIndex !== undefined ?
            (currentView[PREORDER_HOOK_FLAGS] & 65535 /* IndexOfTheNextPreOrderHookMask */) : 0;
        var nodeIndexLimit = currentNodeIndex !== null ? currentNodeIndex : 0;
        var hook = arr[i + 1];
        var directive = currentView[directiveIndex];
        if (isInitHook) {
            var indexWithinInitPhase = currentView[FLAGS] >> 11 /* IndexWithinInitPhaseShift */;
            // The init phase state must be always checked here as it may have been
            // recursively updated if (indexWithinInitPhase < currentNodeIndex)
            currentView[PREORDER_HOOK_FLAGS] += 65536 /* NumberOfInitHooksCalledIncrementer */;
            if (lastNodeIndexFound < nodeIndexLimit || nodeIndexLimit == -1) {
                callHook(currentView, initPhase, arr, i);
            }
        }
        if (currentView[PREORDER_HOOK_FLAGS] & 4294901760 /* NumberOfInitHooksWithInfinite */) {
            executeOneHook against the current
            LView
            * @param currentView The current view
            * @param initPhase the current phase of the view
            * @param arr The array in which the hooks are found
            * @param index the current index within the hook data array
            * @/ function callHook(currentView, initPhase, arr, i) {
                var isInitHook = arr[i] < 0;
                if (isInitHook) {
                    var indexWithinInitPhase = currentView[FLAGS] >> 11 /* IndexWithinInitPhaseShift */;
                    // The init phase state must be always checked here as it may have been
                    // recursively updated if (indexWithinInitPhase < currentNodeIndex)
                    currentView[PREORDER_HOOK_FLAGS] >> 16 /* NumberOfInitHooksCalledShift */ &&
            }
open source used in secure network analytics (stealthwatch)
function setUpAttributes(renderer, native, attrs) {
    var isProc = isProceduralRenderer(renderer);
    var i = 0; while (i < attrs.length) {
        var value = attrs[i];
        if (typeof value === 'number') {
            var namespaceURI = attrs[++i];
            var attrName = attrs[++i];
            var attrVal = attrs[++i];
            if (value !== 0 /* NamespaceURI */) {
                break;
            }
            ngDevMode && ngDevMode.rendererSetAttribute++;
            if (isProc) {
                renderer.setAttribute(native, attrName, attrVal, namespaceURI) :
                    renderer.setAttribute(native, attrName, attrVal) :
                        renderer.setAttribute(native, attrName, attrVal) :
                            renderer.setAttribute(native, attrName, attrVal) :
                                renderer.setAttribute(native, attrName, attrVal) :
                                    renderer.setAttribute(native, attrName, attrVal) :
                                        renderer.setAttribute(native, attrName, attrVal) :
                                            renderer.setAttribute(native, attrName, attrVal) :
                                                renderer.setAttribute(native, attrName, attrVal) :
                                                    renderer.setAttribute(native, attrName, attrVal) :
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**Open Source Used in Secure Network Analytics (Stealthwatch) 7.4.0**

8180

---

```typescript
slots in each bloom filter (used by DI). The larger this number, the fewer
* directives that will share slots, and

```
thus, the fewer false positives when checking for
* the existence of a directive.
*/
var BLOOM_SIZE = 256;
var BLOOM_MASK = BLOOM_SIZE - 1; /* Counter used to generate unique IDs for directives.
*/
var nextNgElementId = 0;
/**
 * Registers this directive as present in its node’s injector by flipping the
directive’s corresponding bit in the injector’s bloom filter.
*/
@param injectorIndex
The index of the node injector where this token should be registered;
*/
@param tView
The TView for the injector’s bloom filters;
*/
* @param type
The directive token to register
*/

```javascript
function function BloomAdd(injectorIndex, tView, type) {
  ngDevMode && assertEqual(tView.firstCreatePass, true, ’expected firstCreatePass to be true’);
  var id;
  if (typeof type === ’string’) {
    id = type.charCodeAt(0) || 0;
  } else if (type.hasOwnProperty(NG_ELEMENT_ID)) {
    id = type[NG_ELEMENT_ID];
  } // We only have BLOOM_SIZE (256) slots in our bloom filter (8 buckets * 32 bits each);
  // so all unique IDs must be modulo-ed into a number from 0 - 255 to fit into the filter.
  var bloomBit = id & BLOOM_MASK;
  // Create a mask that specifies the bit associated with the directive.
  // JS bit operations are 32 bits, so this will be a number between 2^0 and 2^31, corresponding
  // to bit positions 0 - 31 in a 32 bit integer.
  var mask = 1 << bloomBit;
  // Use the raw bloomBit number to determine which bloom filter bucket we should check
  // e.g: bf0 = [0 - 31], bf1 = [32 - 63], bf2 = [64 - 95],
  // bf3 = [96 - 127], etc
  etc
  var b7 = bloomBit & 0x80;
  var b6 = bloomBit & 0x40;
  var b5 = bloomBit & 0x20;
  var tData = tView.data;
  if (b7) {
    b6 ? (b5 ? (tData[injectorIndex + 7] |= mask) : (tData[injectorIndex + 6] |= mask)) :
    (tData[injectorIndex + 6] |= mask);
  } else {
    b6 ? (b5 ? (tData[injectorIndex + 5] |= mask) : (tData[injectorIndex + 4] |= mask)) :
    (tData[injectorIndex + 4] |= mask);
  }
  return null;
}
```

```javascript
function function BloomAdd(injectorIndex, tView, type) {
  ngDevMode && assertEqual(tView.firstCreatePass, true, ’expected firstCreatePass to be true’);
  var id;
  if (typeof type === ’string’) {
    id = type.charCodeAt(0) || 0;
  } else if (type.hasOwnProperty(NG_ELEMENT_ID)) {
    id = type[NG_ELEMENT_ID];
  } // We only have BLOOM_SIZE (256) slots in our bloom filter (8 buckets * 32 bits each);
  // so all unique IDs must be modulo-ed into a number from 0 - 255 to fit into the filter.
  var bloomBit = id & BLOOM_MASK;
  // Create a mask that specifies the bit associated with the directive.
  // JS bit operations are 32 bits, so this will be a number between 2^0 and 2^31, corresponding
  // to bit positions 0 - 31 in a 32 bit integer.
  var mask = 1 << bloomBit;
  // Use the raw bloomBit number to determine which bloom filter bucket we should check
  // e.g: bf0 = [0 - 31], bf1 = [32 - 63], bf2 = [64 - 95],
  // bf3 = [96 - 127], etc
  etc
  var b7 = bloomBit & 0x80;
  var b6 = bloomBit & 0x40;
  var b5 = bloomBit & 0x20;
  var tData = tView.data;
  if (b7) {
    b6 ? (b5 ? (tData[injectorIndex + 7] |= mask) : (tData[injectorIndex + 6] |= mask)) :
    (tData[injectorIndex + 6] |= mask);
  } else {
    b6 ? (b5 ? (tData[injectorIndex + 5] |= mask) : (tData[injectorIndex + 4] |= mask)) :
    (tData[injectorIndex + 4] |= mask);
  }
  return null;
}
```
For most cases, the parent injector index can be found on the host node (e.g. for component\n // or container), so
this loop will be skipped, but we must keep the loop here to support
 // the rarer case of deeply nested <ng-template> tags or inline views.

var hostTNode = view[T_HOST];
var viewOffset = 1;
while (hostTNode & hostTNode.injectorIndex === -1) {
    view = view[DECLARATION_VIEW];
    hostTNode = view ? view[T_HOST] : null;
    viewOffset++;
}
return hostTNode inflammable {
hostTNode.injectorIndex = (viewOffset << 16 /* ViewOffsetShift */); view offset = -1; view */
* Injectable In Secure Network Analytics (Stealthwatch) 7.4.0
identify `Injector` types.

 geometry

 return new NodeInjector(tNode, IView);

 } // If the
token has a bloom hash, then it is a token which could be in NodeInjector.

 // A reference to the previous
injector TView that was found while climbing the element

 // injector tree. This is used to know

 viewProviders can be accessed on the current

 // injector.

 var previousTView = null;

 var injectorIndex = getInjectorIndex(tNode, IView);

 var parentLocation = NO_PARENT_INJECTOR;

 var hostTEElementNode = flags & exports.InjectFlags.Host ?

 IView[DECLARATION_COMPONENT_VIEW][T_HOST] : null;

 // If we should skip this injector, or if

 there is no injector on this node, start by

 // searching.

 // the parent injector.

 if (injectorIndex === -1 || flags & exports.InjectFlags.SkipSelf) {

 parentLocation = injectorIndex === -1 ?

 ? getParentInjectorLocation(tNode, IView) :

 IView[injectorIndex + PARENT_INJECTOR];

 }

 if (!shouldSearchParent(flags, false)) {

 injectorIndex = -1;

 } else {

 previousTView = IView[TVIEW];

 injectorIndex =

 getParentInjectorIndex(parentLocation);

 IView = getParentInjectorView(parentLocation, IView);

 }

 // Traverse up the injector tree until we find a potential match or until we know

 there

 // *isn’t* a match.

 while (injectorIndex !== -1) {

 parentLocation = IView[injectorIndex + PARENT_INJECTOR];

 // Check the current injector. If it matches, see if it

 contains token.

 var tView = IView[TVIEW];

 if (bloomHasToken(bloomHash, injectorIndex, tView.data)) {

 // At this point, we have an injector which *may* contain the token, so

 we step through

 // the providers and directives associated with the injector’s corresponding node to

 get

 // the instance.

 var instance = searchTokensOnInjector(injectorIndex, IView, token, previousTView, flags, hostTEElementNode);

 if (instance !== NOT_FOUND) {

 return instance;

 } // If we

 should not search parent OR If the ancestor bloom filter value does not have the

 // bit corresponding to the directive we can give up on traversing up to find the specific

 // injector.

 injectorIndex = -1;

 }

 if (flags & exports.InjectFlags.Optional && notFoundValue === undefined) {

 // This must be set or the NullInjector will throw for optional deps

 notFoundValue = null;

 if (((flags & exports.InjectFlags.Optional || exports.InjectFlags.Host) === 0) {

 var moduleInjector = IView[INJECTORS];

 // switch to `injectInjectorOnly` implementation for

 module injector, since module injector

 // should not have access to Component/Directive DI scope (that

 may happen through

 // ‘directiveInject’ implementation)

 var previousInjectImplementation =

 setInjectImplementation(undefined);

 try {

 if (moduleInjector) {

 return

 moduleInjector.get(token, notFoundValue, flags & exports.InjectFlags.Optional);

 } else {

 return

 injectRootLimpMode(token, notFoundValue, flags & exports.InjectFlags.Optional);

 }

 } finally {

 setInjectImplementation(previousInjectImplementation);

 }

 }

 if (flags & exports.InjectFlags.Optional) {

 return notFoundValue;

 } else {

 throw new

 Error("NodeInjector: NOT_FOUND [" + stringifyForError(token) + "]");

 }

 function searchTokensOnInjector(injectorIndex, IView, token, previousTView, flags, hostTEElementNode) {

 var currentTView = IView[TVIEW];

 var tNode = currentTView.data[injectorIndex + TNODE];

 // First, we need to determine if view providers can be accessed by the starting element.

 // There are two possibilities

 var canAccessViewProviders = previousTView === null ? 1 : 1)

 // This is the first invocation

 // ‘previousTView == null’ which means that we are at the

 // ‘TNode’ of where injector is starting to look. In

 such a case the only time we are allowed

 // to look into the ViewProviders is if:

 // - we are on a component

 // - AND the injector set ‘includeViewProviders’ to true (implying that the token can see


// ViewProviders because it is the Component or a Service which itself was declared in
(isComponentHost(tNode) & & includeViewProviders) ;
// 2) `previousTView != null` which means
// In such a case we are only allowed to look into the
ViewProviders if:
// - We just crossed from child View to Parent View `previousTView != currentTView`
// - AND the parent TNode is an Element.
// This means that we just came from the Component's View and therefore are allowed to see
// into the ViewProviders.
(previousTView != currentTView & & (tNode.type == 3 /* Element */));
// This special case happens when there is a @host on the inject and
when we are searching on the host element node.
var isHostSpecialCase = (flags & exports.InjectFlags.Host) & & hostTElementNode == tNode;
var InjectableIdx = locateDirectiveOrProvider(tNode, currentTView, token, canAccessViewProviders, isHostSpecialCase);
if (InjectableIdx !== null) {
    return getNodeInjectable(lView, currentTView, InjectableIdx, tNode);
}
else {
    return NOT_FOUND;
}
/**
 * Searches for the given token among the node's directives and providers.
 * @param tNode TNode on which directives are present.
 * @param tView The tView we are currently processing.
 * @param token Provider token or type of a directive to look for.
 * @param canAccessViewProviders Whether view providers should be considered.
 * @param isHostSpecialCase Whether the host special case applies.
 * @returns Index of a found directive or provider, or null when none found.
 */
function locateDirectiveOrProvider(tNode, tView, token, canAccessViewProviders, isHostSpecialCase) {
    var nodeProviderIndexes = tNode.providerIndexes;
    var tInjectables = tView.data;
    var injectablesStart = nodeProviderIndexes & 1048575 /* ProvidersStartIndexMask */;
    var directivesStart = tNode.directiveStart;
    var directiveEnd = tNode.directiveEnd;
    var cptViewProvidersCount = nodeProviderIndexes >> 20 /* CptViewProvidersCountShift */;
    var startingIndex = canAccessViewProviders ? injectablesStart : injectablesStart + cptViewProvidersCount;
    // When the host special case applies, only the viewProviders and the component are visible
    var endIndex = isHostSpecialCase ? injectablesStart + cptViewProvidersCount : directiveEnd;
    for (var i = startingIndex; i < endIndex; i++) {
        var providerTokenOrDef = tInjectables[i];
        if (i < directivesStart && token === providerTokenOrDef ||
            i >= directivesStart && providerTokenOrDef.type === token) {
            return i;
        }
    }
    if (isHostSpecialCase) {
        var dirDef = tInjectables[directivesStart];
        if (dirDef &&
            isComponentDef(dirDef) && dirDef.type === token) {
            return directivesStart;
        }
    }
    return null;
}
/**
 * Retrieve or instantiate the injectable from the `LView` at particular `index`.
 * This function checks to see if the value has already been instantiated and if so returns the
 * cached `injectable`. Otherwise if it detects that the value is still a factory it
 * instantiates the `injectable` and caches the value.
 */
function getNodeInjectable(lView, tView, index, tNode) {
    var value = lView[index];
    var tData = tView.data;
    if (isFactory(value)) {
        var factory = value;
        if (factory.resolving) {
            throw new Error("Circular dep for " + stringifyForError(tData[index]));
        }
        var previousIncludeViewProviders = setIncludeViewProviders(factory.canSeeViewProviders);
    var previousInjectImplementation = void 0;
    if (factory.injectImpl) {
        previousInjectImplementation = setInjectImplementation(factory.injectImpl);
    }
    enterDI(lView, tNode);
    try {
        value = lView[index] = factory.factory(undefined, tData, lView, tNode);
        // This code path is hit for both directives and providers.
        // For perf reasons, we want to avoid searching for hooks on providers.
        // It does no harm to try (the hooks just won't exist), but the extra
        // checks are unnecessary and this is a hot path. So we check to see
        // if the index of the dependency is in the directive range for this
        // `tNode`. If it's not, we know it's a provider and skip hook
        registration.
        if (tView.firstCreatePass && index >= tNode.directiveStart) {
            ngDevMode & & assertDirectiveDef(tData[index]);
        }
    }
    } finally {
        if (factory.injectImpl) {
            setInjectImplementation(previousInjectImplementation);
        }
    leaveDI();
    return value;
}
/**
 * Returns the bit in an injector's bloom filter that
 *
source code is governed by an MIT-style license that can be
* found in the LICENSE file at
https://angular.io/license

```javascript
var ERROR_TYPE = 'ngType';
var ERROR_ORIGINAL_ERROR = 'ngOriginalError';
var ERROR_LOGGER = 'ngErrorLogger';
function wrappedError(message, originalError) {
  var msg = message + ' caused by: ';
  (originalError instanceof Error ? originalError.message : originalError);
  var error = Error(msg);
  error[ERROR_ORIGINAL_ERROR] = originalError;
  return error;
}

function getType(error) {
  return error[ERROR_TYPE];
}
function getDebugContext(error) {
  return
```
SafeHtmlImpl.prototype.getTypeName = function () { return "HTML" /* Html */;
    }; return SafeHtmlImpl;
}

var SafeStyleImpl = /** @class */ (function (_super) {
  __extends(SafeStyleImpl, _super);
  function SafeStyleImpl() {
    return _super !== null && _super.apply(this, arguments) || this;
  }
  SafeStyleImpl.prototype.getTypeName = function () {
    return "Style" /* Style */;
  }; return SafeStyleImpl;
}

var SafeScriptImpl = /** @class */ (function (_super) {
  __extends(SafeScriptImpl, _super);
  function SafeScriptImpl() {
    return _super !== null && _super.apply(this, arguments) || this;
  }
  SafeScriptImpl.prototype.getTypeName = function () {
    return "Script" /* Script */;
  }; return SafeScriptImpl;
}

var SafeUrlImpl = /** @class */ (function (_super) {
  __extends(SafeUrlImpl, _super);
  function SafeUrlImpl() {
    return _super !== null && _super.apply(this, arguments) || this;
  }
  SafeUrlImpl.prototype.getTypeName = function () {
    return "URL" /* Url */;
  }; return SafeUrlImpl;
}

var SafeResourceUrlImpl = /** @class */ (function (_super) {
  __extends(SafeResourceUrlImpl, _super);
  function SafeResourceUrlImpl() {
    return _super !== null && _super.apply(this, arguments) || this;
  }
  SafeResourceUrlImpl.prototype.getTypeName = function () {
    return "ResourceURL" /* ResourceUrl */;
  }; return SafeResourceUrlImpl;
}

function unwrapSafeValue(value) {
  return value instanceof SafeValueImpl ? value.changingThisBreaksApplicationSecurity :
    value;
}

function allowSanitizationBypassAndThrow(value, type) {
  var actualType = getSanitizationBypassType(value);
  if (actualType != null && actualType !== type) {
    // Allow ResourceURLs in URL contexts, they are strictly more trusted.
    if (actualType === "ResourceURL" /* ResourceUrl */ && type === "URL" /* Url */)
      return true;
    throw new Error("Required a safe " + type + ", got a " + actualType + " (see http://g.co/ng/security#xss)");
  }
  return actualType === type;
}

function getSanitizationBypassType(value) {
  return value instanceof SafeValueImpl && value.getTypeName() || null;
}

/**
 * Mark `html` string as trusted.
 * This function wraps the trusted string in `String` and brands it in a way which
 * makes it `@param trustedHtml` to be trusted implicitly.
 * @returns a `html` string which needs to be implicitly trusted.
 */
function bypassSanitizationTrustHtml(trustedHtml) {
  return new SafeHtmlImpl(trustedHtml);
}

/**
 * Mark `style` string as trusted.
 * This function wraps the trusted string in `String` and brands it in a way which
 * makes it `@param trustedStyle` to be trusted implicitly.
 * @returns a `style` string which has been branched to be implicitly trusted.
 */
function bypassSanitizationTrustStyle(trustedStyle) {
  return new SafeStyleImpl(trustedStyle);
}

/**
 * Mark `script` string as trusted.
 * This function wraps the trusted string in `String` and brands it in a way which
 * makes it `@param trustedScript` to be trusted implicitly.
 * @returns a `script` string which has been branched to be implicitly trusted.
 */
function bypassSanitizationTrustScript(trustedScript) {
  return new SafeScriptImpl(trustedScript);
}

/**
 * Mark `url` string as trusted.
 * This function wraps the trusted string in `String` and brands it in a way which
 * makes it `@param trustedUrl` to be trusted implicitly.
 * @returns a `url` string which has been branched to be implicitly trusted.
 */
function bypassSanitizationTrustUrl(trustedUrl) {
  return new SafeUrlImpl(trustedUrl);
}

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default rendering pipeline should be `ViewEngine` or `Ivy`. For more information on how to run and debug tests with either Ivy or View Engine (legacy), please see [BAZEL.md](https://angular.io/docs/BAZEL.md).

```javascript
function isDevMode() {
    return _devMode;
}

**publicApi**

```
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```javascript
    function merge() {
        var e_2, _a;
        var sets = [];
        for (var _i = 0; _i < arguments.length; _i++) {
            sets[_i] = arguments[_i];
        }
        var res = {};
        try {
            for (var _b = sets, _c = _b.next(); !_c.done; _c = _b.next()) {
                var s = _c.value;
                res[s] = true;
            }
        }
        catch (e_2_1) { e_2 = { error: e_2_1 }; }
        finally {
            try {
                if (sets_1 && !sets_1.done && (_a = sets_1.return)) _a.call(sets_1);
            }
            finally { if (e_2) throw e_2; }
        }
        return res;
    }

    function tagSet(tags) {
        var e_1, _a;
        var res = {};
        try {
            for (var _b = http://g.co/ng/security#xss);i)
            return true;
        }
        catch (e_1_1) { e_1 = { error: e_1_1 }; }
        finally {
            try {
                if (sets_1_1 && !sets_1_1.done && (_a = sets_1_1.return)) _a.call(sets_1_1);
            }
            finally { if (e_2) throw e_2; }
        }
        return res;
    }
```

---

```
    if (isDevMode()) {
        console.warn("WARNING: sanitizing unsafe URL value " + url + " (see
http://g.co/ng/security#xss);x)\n        var res = {};
        try {
            for (var _b = arguments.length; _i++) {
                sets[_i] = arguments[_i];
            }
            var res = {};
            try {
                for (var _b = sets, _c = _b.next(); !_c.done; _c = _b.next()) {
                    var s = _c.value;
                    res[s] = true;
                }
            }
            catch (e_2_1) { e_2 = { error: e_2_1 }; }
            finally {
                try {
                    if (sets_1_1 && !sets_1_1.done && (_a = sets_1_1.return)) _a.call(sets_1_1);
                }
                finally { if (e_2) throw e_2; }
            }
            return res;
        }
```
Elements that you can, intentionally, leave open (and which close themselves): HTML5

VOID_ELEMENTS = tagSet('area, br, col, hr, img, wbr');

// Safe Void Elements - HTML5

var VOID_ELEMENTS = tagSet('colgroup, dd, dl, li, p, tbody, td, tfoot, th, thead, tr');

OPTIONAL_END_TAG_BLOCK_ELEMENTS = tagSet('colgroup, dd, dl, li, p, tbody, td, tfoot, th, thead, tr');

OPTIONAL_END_TAG_INLINE_ELEMENTS = tagSet('rp, rt');

var OPTIONAL_END_TAG_ELEMENTS = merge(OPTIONAL_END_TAG_BLOCK_ELEMENTS, OPTIONAL_END_TAG_INLINE_ELEMENTS);

// Safe Block Elements - HTML5

var BLOCK_ELEMENTS = merge(OPTIONAL_END_TAG_BLOCK_ELEMENTS, tagSet('address, article, aside, blockquote, caption, center, del, details, dialog, dir, div, dl, figure, figcaption, footer, h1, h2, h3, h4, h5, header, hgroup, hr, ins, main, map, menu, nav, ol, pre, section, summary, table, ul'));

var INLINE_ELEMENTS = merge(OPTIONAL_END_TAG_INLINE_ELEMENTS, tagSet('a, abbr, acronym, audio, b, big, br, cite, code, del, dfn, em, font, i, img, ins, kbd, label, map, mark, picture, q, ruby, rt, s, samp, small, source, span, strike, strong, sub, sup, time, track, tt, u, video'));

var VALID_ELEMENTS = merge(VOID_ELEMENTS, BLOCK_ELEMENTS, INLINE_ELEMENTS, OPTIONAL_END_TAG_ELEMENTS);

URI_ATTRS = tagSet('background, cite, href, itemtype, longdesc, poster, src, xlink:href');

var SRCSET_ATTRS = tagSet('srcset');

var HTML_ATTRS = tagSet('abbr, accesskey, align, alt, autoplay, axis, bgcolor, border, cellpadding, cellspacing, class, clear, color, cols, colspan, compact, controls, coords, datetime, default, dir, download, face, headers, height, hidden, hrflang, hspsace');

var ismap, itemscope, itemprop, kind, label, lang, language, loop, media, muted, nohref, nowrap, open, preload, rel, rev, role, rows, rowspan, rules;

var 'scope, scrolling, shape, size, sizes, span, srclang, start, summary, tabindex, target, title, translate, type, usemap';

var 'align, value, vspace, width';

// Accessibility attributes as per WAI-ARIA 1.1 (W3C Working Draft 14 December 2018)

var ARIA_ATTRS = tagSet('aria-activedescendant, aria-atomic, aria-autocomplete, aria-busy, aria-checked, aria-colcount, aria-colindex,' +
       'aria-colspan, aria-controls, aria-current, aria-describedby, aria-details, aria-disabled, aria-dropeffect,' +
       'aria-errormessage, aria-expanded, aria-flowto, aria-grabbed, aria-haspopup, aria-hidden, aria-invalid,' +
       'aria-keyshortcuts, aria-label, aria-labelledby, aria-level, aria-live, aria-modal, aria-multiline,' +
       'aria-multiselectable, aria-orientation, aria-owns, aria-placeholder, aria-posinset, aria-pressed, aria-relevant,' +
       'aria-required, aria-required, aria-rolesdescription, aria-rowcount, aria-rowindex, aria-rowspan, aria-selected,' +
       'aria-setsize, aria-sort, aria-valuemax, aria-valuemin, aria-valuenow, aria-valuetext');

// NB: Currently consciously doesn't support SVG. SVG sanitization has had several security issues in the past, so it seems safer to leave it out if possible. If support for binding SVG via innerHTML is required, SVG attributes should be added here.

var VALID_ATTRS = merge(URI_ATTRS, SRCSET_ATTRS, HTML_ATTRS, ARIA_ATTRS);

var SKIP_TRAVERSING_CONTENT_IF_INVALID_ELEMENTS = tagSet('script, style, template');

var SanitizingHtmlSerializer serializes a DOM fragment, stripping out any unsafe elements and unsafe attributes.

var SanitizingHtmlSerializer = /** @class */ (function () {

function SanitizingHtmlSerializer() {
    // Explicitly track if something was stripped, to avoid accidentally warning of sanitization just because characters were re-encoded.
    this.sanitizedSomething = false
    this.buf = [];
}

SanitizingHtmlSerializer.prototypesanitizeChildren = function (el) {
    // This cannot use a TreeWalker, as it has to run on Angular's various DOM adapters.
    // However this code never...
accesses properties off of `document` before deleting its contents. // again, so it shouldn't be vulnerable to
DOM clobbering:

```javascript
var current = el.firstChild;
var traverseContent = true;
while (current)
```

if (current.nodeType === Node.ELEMENT_NODE) {
```
traverseContent = this.startElement(current);
```

else if (current.nodeType === Node.TEXT_NODE) {
```
this.chars(current.nodeValue);
```

else {
```
// Strip non-element, non-text nodes.
```

this.sanitizedSomething = true;
```

}
```

if (traverseContent && current.firstChild) {
```
current = current.firstChild;
```

continue;
```

}
```

while (current) {
```
// Leaving the element. Walk up and to the right, closing tags as we go.
```

if (current.nodeType === Node.ELEMENT_NODE) {
```
this.endElement(current);
```

}
```

var next = this.checkClobberedElement(current, current.nextSibling);
```

if (next) {
```
current = next;
```

break;
```

}
```

current = this.checkClobberedElement(current, current.parentNode);
```
```
```
```
inertBodyHelper = inertBodyHelper || getInertBodyHelper(defaultDoc);
    // Make sure unsafeHtml is actually a string (TypeScript types are not enforced at runtime).
    var unsafeHtml = unsafeHtmlInput ?
        String(unsafeHtmlInput) : "";
    inertBodyElement = inertBodyHelper.getInertBodyElement(unsafeHtml);
    // mXSS protection. Repeatedly parse the document to make sure it stabilizes, so that a browser
    // trying to auto-correct incorrect HTML cannot cause formerly inert HTML to become dangerous.
    var mXSSAttempts = 5;
    var parsedHtml = unsafeHtml;
    do {
        if (mXSSAttempts === 0) {
            throw new Error('Failed to sanitize html because the input is unstable');
        }
        mXSSAttempts--;
        unsafeHtml = parsedHtml;
        parsedHtml = inertBodyElement.innerHTML;
    } while (unsafeHtml !== parsedHtml);
    var sanitizer = new SanitizingHtmlSerializer();
    var safeHtml = sanitizer.sanitizeChildren(getTemplateContent(inertBodyElement) || inertBodyElement);
    if (isDevMode() && sanitizer.sanitizedSomething) {
        console.warn('WARNING: sanitizing HTML stripped some content, see http://g.co/ng/security#xss');
    }
    return safeHtml;
}
    finally {
        // In case
        // anything goes wrong, clear out inertElement to reset the entire DOM structure.
        if (inertBodyElement) {
            var parent = getTemplateContent(inertBodyElement) || inertBodyElement;
            while (parent.firstChild)
                parent.removeChild(parent.firstChild);
        }
    }
    function getTemplateContent(el) {
        return 'content' in el /** Microsoft/TypeScript#21517 */ && isTemplateElement(el) ?
            el.content :
            null;
    }
    function isTemplateElement(el) {
        return el.nodeType === Node.ELEMENT_NODE && el.nodeName === 'TEMPLATE';
    }

    /**
     * @license
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     */
    (function (SecurityContext) {
        SecurityContext["NONE"] = 0;
        SecurityContext["HTML"] = 1;
        SecurityContext["STYLE"] = 2;
        SecurityContext["SCRIPT"] = 3;
        SecurityContext["URL"] = 4;
        SecurityContext["RESOURCE_URL"] = 5;

    /**
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     */
    /**
     * An `html` sanitizer which converts untrusted `html` **string** into trusted string by removing
     * dangerous content.
     *
     * This method parses the `html` and locates potentially dangerous content (such as urls and javascript) and removes it.
     *
     * It is possible to mark a string as trusted by calling {@link bypassSanitizationTrustHtml}.
     *
     * @param unsafeHtml untrusted `html`, typically from the user.
     * @returns `html` string which is safe to display to user, because all of the dangerous javascript and urls have been removed.
     *
     * @codeGenApi
     */
    function sanitizeHtml(unsafeHtml) {
        var sanitizer = getSanitizer();
        if (sanitizer) {
            return sanitizer.sanitize(exports.SecurityContext.HTML, unsafeHtml) || "";
        }
        if (allowSanitizationBypassAndThrow(unsafeHtml, "HTML" /* Html */)) {
            return unwrapSafeValue(unsafeHtml);
        }
        return _sanitizeHtml(getDocument(), renderStringify(unsafeHtml));
    }
    /**
     * A `style` sanitizer which converts untrusted `style` **string** into trusted string by removing
     * dangerous
     * content.
     *
     * This method parses the `style` and locates potentially dangerous content (such as javascript) and removes it.
     *
     * It is possible to mark a string as trusted by calling {@link bypassSanitizationTrustStyle}.
     *
     * @param unsafeStyle untrusted `style`, typically from the user.
     *
     * @returns `style` string which is safe to bind to the `style` properties.
     *
     * @codeGenApi
     */
    function sanitizeStyle(unsafeStyle) {
        var sanitizer = getSanitizer();
        if (sanitizer) {
            return sanitizer.sanitize(exports.SecurityContext.STYLE, unsafeStyle) || "";
        }
        if (allowSanitizationBypassAndThrow(unsafeStyle, "Style" /* Style */)) {
            return unwrapSafeValue(unsafeStyle);
        }
        return renderStringify(unsafeStyle);
removes it.

* It is possible to mark a string as trusted by calling `@link bypassSanitizationTrustUrl`

* @param unsafeUrl untrusted `url`, typically from the user.

* @returns `url` string which is safe to bind to the `src` properties such as `<img src>`.

* all of the dangerous javascript has been allowed to pass. *codeGenApi* 

* function sanitizeUrl(unsafeUrl) {

  var sanitizer = getSanitizer();

  if (sanitizer) {
      return sanitizer.sanitize(exports.SecurityContext.URL, unsafeUrl) || '';
  }

  if (allowSanitizationBypassAndThrow(unsafeUrl, "URL" /* Url */)) {
      return unwrapSafeValue(unsafeUrl);
  }

  return _sanitizeUrl(renderStringify(unsafeUrl));
}

* @codeGenApi

*/

// A `url` sanitizer which only lets trusted `url`s through.

* This passes only `url`s marked trusted by calling `@link bypassSanitizationTrustResourceUrl`

* @param unsafeResourceUrl untrusted `url`, typically from the user.

* @returns `url` string which is safe to bind to the `src` properties such as `<img src>`.

* because only trusted `scripts` have been allowed to pass. *codeGenApi* 

* function sanitizeResourceUrl(unsafeResourceUrl) {

  var sanitizer = getSanitizer();

  if (sanitizer) {
      return sanitizer.sanitize(exports.SecurityContext.RESOURCE_URL, unsafeResourceUrl) || '';
  }

  if (allowSanitizationBypassAndThrow(unsafeResourceUrl, "ResourceURL" /* ResourceUrl */)) {
      return unwrapSafeValue(unsafeResourceUrl);
  }

  throw new Error('unsafe value used in a resource URL context (see http://g.co/ng/security#xss)');
}

* @codeGenApi

*/

// A `script` sanitizer which only lets trusted javascript through.

* This passes only `script`s marked trusted by calling `@link bypassSanitizationTrustScript`

* @param unsafeScript untrusted `script`, typically from the user.

* @returns `url` string which is safe to bind to the `<script>` element such as `<img src>`.

* only trusted `scripts` have been allowed to pass.

* The rules are based on the RESOURCE_URL context config from

* `packages/compiler/src/schema/dom_security_schema.ts`.

* If tag and prop names don't match Resource URL schema, use URL sanitizer.

* An function getUrlSanitizer(tag, prop) {

  if ((prop === 'src' &&
       (tag === 'embed' || tag === 'iframe' || tag === 'media' || tag === 'script')) ||
       (prop === 'href' && (tag === 'base' || tag === 'link'))) {
      return sanitizeResourceUrl;
  }

  return sanitizeUrl;
}

* The function is used in case we can't define security context at compile time, when only prop name is available. This happens when we generate host bindings for Directives/Components. The host element is unknown at compile time, so we defer calculation of specific sanitizer to runtime.

* @param unsafeUrl untrusted `url`, typically from the user.

* @param tag target element tag name.

* @param prop name of the property that contains the value.

* The rules are based on the RESOUCE_URL context config from

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* THIS FILE CONTAINS CODE WHICH SHOULD BE TREE
componentIndices = lView[TVIEW].components;
 if (componentIndices) {
     for (var i = 0; i < componentIndices.length; i++) {
         var elementComponentIndex = componentIndices[i];
         var componentView = getComponentLViewByIndex(elementComponentIndex, lView);
         if (componentView[CONTEXT] === componentInstance) {
             return elementComponentIndex;
         }
     }
 }

/**
 * Locates the directive within the given LView and returns the matching index
 */
function findViaDirective(lView, directiveInstance) {
    var tNode = lView[TVIEW].firstChild;
    while (tNode) {
        var directiveIndexStart = tNode.directiveStart;
        var directiveIndexEnd = tNode.directiveEnd;
        for (var i = directiveIndexStart; i < directiveIndexEnd; i++) {
            if (lView[i] === directiveInstance) {
                return tNode.index;
            }
        }
        tNode = traverseNextElement(tNode);
    }
    return -1;
}

/**
 * Returns a list of directives extracted from the given view based on the
 * provided list of directive index values.
 */
function getDirectivesAtNodeIndex(nodeIndex, lView, includeComponents) {
    var tNode = lView[TVIEW].data[nodeIndex];
    var directiveStartIndex = tNode.directiveStart;
    if (directiveStartIndex == 0)
        return EMPTY_ARRAY;
    var directiveEndIndex = tNode.directiveEnd;
    if (!includeComponents && tNode.flags & 2 /* isComponentHost */)
        directiveStartIndex++;
    return lView.slice(directiveStartIndex, directiveEndIndex);
}

/**
 * Returns a map of local references (local reference name => element or directive instance) that
 * exist on a given element.
 */
function discoverLocalRefs(lView, nodeIndex) {
    var tNode = lView[TVIEW].data[nodeIndex];
    if (tNode && tNode.localNames) {
        var result = {};
        var localIndex = tNode.index + 1;
        for (var i = 0; i < tNode.localNames.length; i += 2) {
            result[tNode.localNames[i]] = lView[localIndex];
            localIndex++;
        }
        return result;
    } else {
        return null;
    }
}

/**
 * Throws an ExpressionChangedAfterChecked error if checkNoChanges mode is on.
 */
function throwErrorIfNoChangesMode(creationMode, oldValue, currValue, propName) {
    var field = propName ? "for '" + propName + "'" : '';
    var msg = "ExpressionChangedAfterChecked error: Expression has changed after it was checked. Previous value: " + field + "; New value: " + currValue + " ". Current value: " + currValue + " ". It seems like the view has been created after its parent and its children have been dirty checked."
    throw new Error(msg + field + "; New value: " + currValue + " ". It seems like the view has been created after its parent and its children have been dirty checked."
}
* @param className A string containing classes (whitespace separated)
* @param classToSearch A class name to locate
* @param startingIndex Starting location of search
* @returns an index of the located class (or -1 if not found)
* function classIndexOf(className, classToSearch, startingIndex) {
  ngDevMode && assertNotEqual(classToSearch, ",", "can not look for \"" string."");
  var end = className.length;
  while (true) {
    var foundIndex = className.indexOf(classToSearch, startingIndex);
    if (foundIndex === -1) return foundIndex;
    if (foundIndex === 0 || className.charCodeAt(foundIndex - 1) <= 32 /* SPACE */) {
      // Ensure that it has leading whitespace
      var length = classToSearch.length;
      if (foundIndex + length === end || className.charCodeAt(foundIndex + length) <= 32 /* SPACE */) {
        // Ensure that it has trailing whitespace
        return foundIndex;
      }
    }
    // False positive, keep searching from where we left off.
    startingIndex = foundIndex + 1;
  }
}

/**
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*/
var unusedValueToPlacateAjd = unusedValueExportToPlacateAjd$4 + unusedValueExportToPlacateAjd$5;
var NG_TEMPLATE_SELECTOR = 'ng-template';
/**
* Search the `TAttributes` to see if it contains `cssClassToMatch` (case insensitive)
* @param attrs `TAttributes` to search through.
* @param cssClassToMatch class to match (lowercase)
* @param isProjectionMode Whether or not class matching should look into the attribute 'class' in
* addition to the `AttributeMarker.Classes`
* function isCssClassMatching(attrs, cssClassToMatch, isProjectionMode) {
  ngDevMode && assertEqual(cssClassToMatch, cssClassToMatch.toLowerCase(), 'Class name expected to be lowercase.);
  var i = 0;
  while (i < attrs.length) {
    var item = attrs[i++];
    if (isProjectionMode && item === 'class') {
      item = attrs[i];
      if (classIndexOf(item.toLowerCase(), cssClassToMatch, 0) !== -1) {
        return true;
      }
    } else if (item === 1 /* Classes */) {
      // We found the classes section. Start searching for the class.
      while (i < attrs.length && typeof (item = attrs[i++]) == 'string') {
        // while we have strings
        if (item.toLowerCase() === cssClassToMatch) return true;
      }
    }
    // It is strange to me that sometimes the class information comes in form of "class" attribute
    // and sometimes in form of "AttributeMarker.Classes". Some investigation is needed to determine
    // if that is the right behavior.
    startingIndex = foundIndex + 1;
    while (true) {
      var foundIndex = className.indexOf(classToSearch, startingIndex);
      if (foundIndex === -1) return foundIndex;
      if (foundIndex === 0 || className.charCodeAt(foundIndex - 1) <= 32 /* SPACE */) {
        // Ensure that it has leading whitespace
        var length = classToSearch.length;
        if (foundIndex + length === end || className.charCodeAt(foundIndex + length) <= 32 /* SPACE */) {
          // Ensure that it has trailing whitespace
          return foundIndex;
        }
      }
      // False positive, keep searching from where we left off.
      startingIndex = foundIndex + 1;
    }
  }
  return false;
}

/**
* Checks whether the `tNode` represents an inline template (e.g. `*ngFor`).
* @param tNode current TNode
* function isInlineTemplate(tNode) {
  return tNode.type === 0 /* Container */ && tNode.tagName !== NG_TEMPLATE_SELECTOR;
}

/**
* A utility function to match an Ivy node static data against a simple CSS selector
* @param tNode current selector
* @param isProjectionMode
* function hasTagAndTypeMatch(tNode, currentSelector, isProjectionMode) {
  var tagNameToCompare = tNode.type === 0 /* Container */ && isProjectionMode ? tNode.tagName : NG_TEMPLATE_SELECTOR;
  return tagNameToCompare === tagNameToCompare;
}

/**
* A utility function to match an Ivy node static data against a simple CSS selector
* @param node static data of the node to match
* @param selector should have a tag name
* @returns true if node matches the selector
* function isNodeMatchingSelector(tNode, selector, isProjectionMode) {
  var mode = 4 /* ELEMENT */;
  if (selector) {
    var nodeAttrs = (tNode.attrs || []).length;
    if (nodeAttrs) {
      var nodeAttrs = tNode.attrs;
      var nodeOnlyMarkerIdx = getNameOnlyMarkerIndex(nodeAttrs);
      if (nodeOnlyMarkerIdx === -1) return false;
      var nodeOnlyMarkerIdx = getNameOnlyMarkerIndex(nodeAttrs);
      if (nodeOnlyMarkerIdx === -1) return false;
    } else {
      var nodeOnlyMarkerIdx = getNameOnlyMarkerIndex(nodeAttrs);
      if (nodeOnlyMarkerIdx === -1) return false;
    }
  } else {
    var nodeOnlyMarkerIdx = getNameOnlyMarkerIndex(nodeAttrs);
    if (nodeOnlyMarkerIdx === -1) return false;
  }
  var projectName = getNameOnlyMarkerIndex(nodeAttrs);
  var projectName = getNameOnlyMarkerIndex(nodeAttrs);
  return projectName;
}

**/
```javascript
skip to the next `\:\:\:\:\!not\:\:\:\:\!`` if the\n // current one doesn't match\n var skipToNextSelector = false;\n for\n (var i = 0; i < selector.length; i++) {\n var current = selector[i];\n if (typeof current === 'number') {\n     // If we finish processing a `not` selector and it hasn't failed, return false\n     if (!skipToNextSelector && !isPositive(mode) && !isPositive(current)) {\n         return false;\n     }\n     // If we are skipping to the next `not()` and this mode flag is positive,\n     // it's a part of the current `not()` selector, and we should keep skipping\n     if (skipToNextSelector && isPositive(current)) {\n         continue;\n     }\n     skipToNextSelector = false;\n     mode = current;\n     if (mode & 1 /* NOT */) {\n         continue;\n     }\n     if (skipToNextSelector) continue;\n     if (mode & 4 /* ELEMENT */) {\n         mode = 2 /* ATTRIBUTE */;\n         if (current !== '' && !hasTagAndTypeMatch(tNode, current, isProjectionMode)) {\n             return false;\n         }\n         skipToNextSelector = true;\n     }\n     else {\n         var selectorAttrValue = mode & 8 /* CLASS */ ? current : selector[++i];\n         // special case for matching
         // against classes when a tNode has been instantiated with\n         // class and style values as separate attribute
         // values (e.g. ['title', CLASS, 'foo'])\n         if ((mode & 8 /* CLASS */) && tNode.attrs !== null) {\n             if (isPositive(mode)) {\n                 return false;\n             }\n             skipToNextSelector = true;\n             continue;\n         }\n         var attrName = (mode & 8 /* CLASS */) ? 'class' : current;\n         var attrIndexInNode = findAttrIndexInNode(attrName, nodeAttrs, isInlineTemplate(tNode), isProjectionMode);\n         if (attrIndexInNode === -1) {\n             if (isPositive(mode)) return false;\n         }\n         skipToNextSelector = true;\n         continue;\n         if (selectorAttrValue !== '') {\n             if (isPositive(mode)) return false;\n             skipToNextSelector = true;\n         }\n         else if (isPositive(mode)) return false;\n         else if (isPositive(mode)) return false;\n         if (!isCssClassMatching(tNode.attrs, selectorAttrValue, isProjectionMode)) {\n             if (isPositive(mode)) return false;\n             skipToNextSelector = true;\n         }\n         return isPositive(mode) || skipToNextSelector;\n     }\n }\n```

```text
<table>
<thead>
<tr>
<th>Attribute</th>
<th>Binding</th>
<th>Template</th>
</tr>
</thead>
<tbody>
<tr>
<td>I18n</td>
<td>Attributes</td>
<td>* Attributes</td>
</tr>
</tbody>
</table>
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  8200

(e.g. `*ngFor`) * rather than a manually expanded template node (e.g. `<ng-template>`).

* @param isProjectionMode true if we are matching against content projection otherwise we are

* matching against directives.

* function findAttrIndexInNode(name, attrs, isInLineTemplate, isProjectionMode) { if

(attrs === null) return -1; var i = 0; in if (isProjectionMode || isInLineTemplate) (CLUS)

(var bindingsMode == false) while (i < attrValue.length) (CLUS) var maybeAttrName = attr[i]; in if

(maybeAttrName == name) (CLUS) return i; (CLUS) } else if (maybeAttrName == 2 /* ELEMENT */) {

(CLUS) currentChunk += ' ' + valueOrMarker;

} else if (maybeAttrName == 6 /* CLASS */) {

(CLUS) currentChunk += '.' + valueOrMarker;

} else

(CLUS) '

\[ + valueOrMarker + (attrValue.length > 0 ? "\" + attrValue + "\" : \\

\"] + \\

(CLUS) } in if (mode & 2 /* ATTRIBUTE */) (CLUS) currentChunk += \\

(CLUS) [ + valueOrMarker + (attrValue.length > 0 ? "\" + attrValue + "\" : \\

\"] + \\

(CLUS) } in if (mode & 8 /* CLASS */) (CLUS) currentChunk += \\

(CLUS) [ + valueOrMarker;

(CLUS) } in else (CLUS) else if (mode & 4 /* ELEMENT */) (CLUS) currentChunk += \\

(CLUS) [ + valueOrMarker;

(CLUS) } in else (CLUS) else // Append current chunk to the final result in case we come across SelectorFlag,

which indicates that the previous section of a selector is over. We need to accumulate content

// between flags to make sure we wrap the chunk later in :not(()) selector if needed, e.g.

(CLUS) //````

(CLUS) //
['', Flags.CLASS, '.classA', Flags.CLASS | Flags.NOT, '.classB', '.classC']\n
// ```\n
// should be
transformed to `.classA :not(.classB .classC)`.\n
//\n
// Note: for negative selector part, we
accumulate content between flags until we find the\n
// next negative flag. This is needed to support a case
where `:not()` rule contains more than\n
// one chunk, e.g. the following selector:\n
// ```\n
// ['', Flags.ELEMENT | Flags.NOT, 'p', Flags.CLASS, 'foo', Flags.CLASS | Flags.NOT, 'bar']\n
// ```\n
// should be stringified to `:not(p.foo) :not(.bar)`\n
//\n
if (currentChunk !== '' &&
!isPositive(valueOrMarker)) {\n
result += maybeWrapInNotSelector(isNegativeMode, currentChunk);\n
currentChunk = '';\n
}\n
mode = valueOrMarker;\n
// According to
CssSelector spec, once we come across `SelectorFlags.NOT` flag, the negative\n
// mode is maintained for
remaining chunks of a selector.\n
isNegativeMode = isNegativeMode || !isPositive(mode);\n
}\n
i++;\n
}\n
if (currentChunk !== '') {\n
result += maybeWrapInNotSelector(isNegativeMode,
currentChunk);\n
}\n
return result;\n }\n /**\n * Generates string representation of CSS selector in
parsed form.\n *\n * ComponentDef and DirectiveDef are generated with the selector in parsed form to avoid
doing\n * additional parsing at runtime (for example, for directive matching). However in some cases (for\n *
example, while bootstrapping a component), a string version of the selector is required to query\n * for the host
element on the page. This function takes the parsed form of a selector and returns\n * its string representation.\n
*\n * @param selectorList selector in parsed form\n * @returns string representation of a given selector\n
*/\n function stringifyCSSSelectorList(selectorList) {\n
return
selectorList.map(stringifyCSSSelector).join(',');\n }\n /**\n * Extracts attributes and classes information from
a given CSS selector.\n *\n * This function is used while creating a component dynamically. In this case, the
host element\n * (that is created dynamically) should contain attributes and classes specified in component's
CSS\n * selector.\n *\n * @param selector CSS selector in parsed form (in a form of array)\n * @returns
object with `attrs` and `classes` fields that contain extracted information\n */\n function
extractAttrsAndClassesFromSelector(selector) {\n
var attrs = [];\n
var classes = [];\n
var i = 1;\n
var mode = 2 /* ATTRIBUTE */;\n
while (i < selector.length) {\n
var valueOrMarker = selector[i];\n
if (typeof valueOrMarker === 'string') {\n
if (mode === 2 /* ATTRIBUTE */) {\n
if
(valueOrMarker !== '') {\n
attrs.push(valueOrMarker, selector[++i]);\n
}\n
}\n
else if (mode === 8 /* CLASS */) {\n
classes.push(valueOrMarker);\n
}\n
}\n
else {\n
// According to CssSelector spec, once we come across `SelectorFlags.NOT` flag, the negative\n
// mode is maintained for remaining chunks of a selector. Since attributes and classes are\n
//
extracted only for \"positive\" part of the selector, we can stop here.\n
if (!isPositive(mode))\n
break;\n
mode = valueOrMarker;\n
}\n
i++;\n
}\n
return { attrs: attrs, classes: classes
};\n }\n\n /**\n * @license\n * Copyright Google LLC 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 /** A special value which designates that a value has not changed. */\n var NO_CHANGE = (typeof
ngDevMode === 'undefined' || ngDevMode) ? { __brand__: 'NO_CHANGE' } : {};\n\n /**\n * @license\n *
Copyright Google LLC 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 * Gets the parent
LView of the passed LView, if the PARENT is an LContainer, will get the parent of\n * that LContainer, which is
an LView\n * @param lView the lView whose parent to get\n */\n function getLViewParent(lView) {\n
ngDevMode && assertLView(lView);\n
var parent = lView[PARENT];\n
return isLContainer(parent) ?
parent[PARENT] : parent;\n }\n /**\n * Retrieve the root view from any component or `LView` by walking
the parent `LView` until\n * reaching the root `LView`.\n *\n * @param componentOrLView any
component or `LView`\n */\n function getRootView(componentOrLView) {\n
ngDevMode &&
assertDefined(componentOrLView, 'component');\n
var lView = isLView(componentOrLView) ?
componentOrLView : readPatchedLView(componentOrLView);\n
while (lView && !(lView[FLAGS] & 512 /*
IsRoot */)) {\n
lView = getLViewParent(lView);\n
}\n
ngDevMode && assertLView(lView);\n
return lView;\n }\n /**\n * Returns the `RootContext` instance that is associated with\n * the application

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where the target is situated. It does this by walking the parent views until it gets to the root view, then getting the context off of that.

```javascript
function getRootContext(viewOrComponent) {
    var rootView = getRootView(viewOrComponent);
    ngDevMode &&
        assertDefined(rootView[CONTEXT],
            'RootView has no context. Perhaps it is disconnected?');
    return rootView[CONTEXT];
}
```

The first `LContainer` in the LView or `null` if none exists.

```javascript
function getFirstLContainer(lView) {
    return getNearestLContainer(lView[CHILD_HEAD]);
}
```

Gets the next `LContainer` that is a sibling of the given container.

```javascript
function getNextLContainer(container) {
    return getNearestLContainer(container[NEXT]);
}
```

```javascript
function getNearestLContainer(viewOrContainer) {
    while (viewOrContainer !== null && !isLContainer(viewOrContainer)) {
        viewOrContainer = viewOrContainer[NEXT];
    }
    return viewOrContainer;
}
```

```javascript
/**
 * Advances to an element for later binding instructions.
 *
 * Used in conjunction with instructions like { @link property } to act on elements with specified
 * indices, for example those created with { @link element } or { @link elementStart }.
 */
function advance(delta) {
    ngDevMode &&
        assertGreaterThan(delta, 0, 'Can only advance forward');
    selectIndexInternal(getTView(), getLView(),
        getSelectedIndex() + delta, getCheckNoChangesMode());
}
```

```javascript
/**
 * Selects an element for later binding instructions.
 * @deprecated No longer being generated, but still used in unit tests.
 */
function select(index) {
    // TODO(misko): Remove this function as it is no longer being used.
    selectIndexInternal(getTView(), getLView(), index, getCheckNoChangesMode());
}
```

```javascript
/**
 * @license
 * Copyright Google LLC 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
 */
```

```javascript
function toTStylingRange(prev, next) {
    ngDevMode &&
        assertNumberInRange(prev, 0, 32767 /* UNSIGNED_MASK */);
    ngDevMode &&
        assertNumberInRange(next, 0, 32767 /* UNSIGNED_MASK */);
    return (prev << 17 /* PREV_SHIFT */ | next << 2 /* NEXT_SHIFT */);
}
```

```javascript
function getTStylingRangePrev(tStylingRange) {
    ngDevMode &&
        assertNumber(tStylingRange, 'expected number');
    return (tStylingRange >> 17 /* PREV_SHIFT */) & 32767 /* UNSIGNED_MASK */;
}
```

```javascript
function getTStylingRangePrevDuplicate(tStylingRange) {
    ngDevMode &&
        assertNumber(tStylingRange, 'expected number');
    return (tStylingRange & 2 /* PREV_DUPLICATE */) ==
        2 /* PREV_DUPLICATE */;
}
```

```javascript
function setTStylingRangePrev(tStylingRange, previous) {
    ngDevMode &&
        assertNumber(tStylingRange, 'expected number');
    return (tStylingRange & 2 /* PREV_DUPLICATE */) ==
        2 /* PREV_DUPLICATE */;
}
```

```javascript
function toTStylingRange(prev, next) {
    ngDevMode &&
        assertNumberInRange(prev, 0, 32767 /* UNSIGNED_MASK */);
    ngDevMode &&
        assertNumberInRange(next, 0, 32767 /* UNSIGNED_MASK */);
    return (prev << 17 /* PREV_SHIFT */ | next << 2 /* NEXT_SHIFT */);
}
```

```javascript
function getTStylingRangePrev(stylingRange) {
    ngDevMode &&
        assertNumberInRange(stylingRange, 0, 32767 /* UNSIGNED_MASK */);
    return (stylingRange >> 17 /* PREV_SHIFT */) & 32767 /* UNSIGNED_MASK */;
}
```

```javascript
function getTStylingRangePrevDuplicate(stylingRange) {
    ngDevMode &&
        assertNumberInRange(stylingRange, 0, 32767 /* UNSIGNED_MASK */);
    return (stylingRange & 2 /* PREV_DUPLICATE */) ==
        2 /* PREV_DUPLICATE */;
}
```

```javascript
function setTStylingRangePrev(stylingRange, previous) {
    ngDevMode &&
        assertNumberInRange(stylingRange, 0, 32767 /* UNSIGNED_MASK */);
    return (stylingRange & 2 /* PREV_DUPLICATE */) ==
        2 /* PREV_DUPLICATE */;
}
```
```javascript
if (TVIEWDATA_EMPTY === undefined)
    TVIEWDATA_EMPTY = new TViewData();

/**
 * This function clones a blueprint and creates TData.
 *
 * @param {Object} list - The list to clone.
 * @param {Object} target - The target object to clone to.
 * @returns {TData} The cloned TData.
 */
function cloneToTViewData(list, target) {
    if (typeof target !== 'object') {
        return target;
    }
    var tNode = null;
    var tvd = TVIEWDATA_EMPTY;
    while (tNode) {
        tvd.push(tNode.template_);
        tNode = tNode.next;
    }
    return tvd;
}

/**
 * This function processes the children of a tree node.
 *
 * @param {Object} tNode - The tree node.
 * @param {Array} buf - The buffer to push items to.
 * @returns {null} Always returns null.
 */
function processTNodeChildren(tNode, buf) {
    while (tNode) {
        buf.push(tNode.template_);
        tNode = tNode.next;
    }
    return null;
}

/**
 * This function processes the children of a tree node.
 *
 * @param {Object} tNode - The tree node.
 * @param {Array} buf - The buffer to push items to.
 * @returns {null} Always returns null.
 */
function processTNodeChildren(tNode, buf) {
    while (tNode) {
        buf.push(tNode.template_);
        tNode = tNode.next;
    }
    return null;
}

/**
 * This function processes the children of a tree node.
 *
 * @param {Object} tNode - The tree node.
 * @param {Array} buf - The buffer to push items to.
 * @returns {null} Always returns null.
 */
function processTNodeChildren(tNode, buf) {
    while (tNode) {
        buf.push(tNode.template_);
        tNode = tNode.next;
    }
    return null;
}
```

INJECTOR_BLOOM_PARENT_SIZE + providerCount;
                            currentDirectiveIndex = 0;
                            bindingRootIndex += 1;
                            // Injector block and providers are taken into account.
                            currentElementIndex = 0 - instruction;
                            // TODO(misko): PERF This should be refactored to use `~instruction` as that does not
                            // suffer
                            // `0-0` will always produce `0` and will not cause a potential deoptimization in VM.
                            // `-0` which requires a lot of processing but
                            // there is no function to execute.
                            if (typeOf
                            instruction === 'number') {
                                if (instruction <= 0) {
                                    // Negative numbers mean that
                                    // some work is done, but we still need
                                    // to iterate over the instructions.
                                    return this._raw_IContainer[NEXT];
                                }
                            }
                            // Important: In JS `-x` and `0-x` is not the same! If `x===0` then `-x` will produce
                            // the current element and directive
                            index.
                            // Important: In JS `-x` and `0-x` is not the same! If `x===0` then `-x` will produce
                            // the current element and directive
                            index.
                            // Important: In JS `-x` and `0-x` is not the same! If `x===0` then `-x` will produce
                            // the current element and directive
                            index.
                            // Important: In JS `-x` and `0-x` is not the same! If `x===0` then `-x` will produce
                            // the current element and directive
                            index.
                            // Important: In JS `-x` and `0-x` is not the same! If `x===0` then `-x` will produce
                            // the current element and directive
                            index.
                            // Important: In JS `-x` and `0-x` is not the same! If `x===0` then `-x` will produce
                            // the current element and directive
                            index.
                            // Important: In JS `-x` and `0-x` is not the same! If `x===0` then `-x` will produce
                            // the current element and directive
                            index.
bindingRootIndex;
                        }
                        else {
                            // This is either the injector size (so
                            // the binding root can skip over directives
                            // and get to the first set of host bindings on this node) or
                            // the host var count
                            // (to get to the next set of host bindings on this node).
                            bindingRootIndex += instruction;
                        }
                    }
                    else {
                        // If it's not
                        // a number, it's a host binding function that needs to be executed.
                        if (instruction !== null) {
                            ngDevMode &&
                                assertLessThan(currentDirectiveIndex, 1048576 /*
                                CptViewProvidersCountShifter */, 'Reached the max number of host bindings');
                            setBindingRootForHostBindings(bindingRootIndex, currentDirectiveIndex);
                            var hostCtx =
                                lView[currentDirectiveIndex];
                            instruction(2 /* Update */, hostCtx);
                            // This is either the injector size (so
                            // the binding root can skip over directives
                            // and get to the first set of host bindings on this node) or
                            // the host var count
                            // (to get to the next set of host bindings on this node).
                            bindingRootIndex += instruction;
                        }
                    }
                }
            }
        }
    }
    /** Refreshes all content queries declared by directives in a
     * given view */
    function refreshContentQueries(tView, lView) {
        var contentQueries =
            tView.contentQueries;
        if (contentQueries !== null) {
            for (var i = 0; i < contentQueries.length; i += 2) {
                var queryStartIdx = contentQueries[i];
                var directiveDefIdx = contentQueries[i + 1];
                if (directiveDefIdx !== -1) {
                    var directiveDef = tView.data[directiveDefIdx];
                    ngDevMode &&
                        assertDefined(directiveDef.contentQueries, 'contentQueries function should be
                        defined');
                    setCurrentQueryIndex(queryStartIdx);
                    directiveDef.contentQueries(2 /* Update */, lView[directiveDefIdx], directiveDefIdx);
                }
            }
        }
    }
    /** Refreshes child
     * components in the current view (update mode). */
    function refreshChildComponents(hostLView, components) {
        for (var i = 0; i < components.length; i++) {
            refreshComponent(hostLView, components[i]);
        }
    }
    /** Renders child components in the current view (creation mode). */
    function renderChildComponents(hostLView, components) {
        for (var i = 0; i < components.length; i++) {
            renderComponent(hostLView, components[i]);
        }
    }
    /**
     * Creates a native element from a tag
     * name, using a renderer.
     * @param name the tag name
     * @param renderer A renderer to use
     * @returns the element created
     */
    function elementCreate(name, renderer, namespace) {
        if
            isProceduralRenderer(renderer)) {
            return renderer.createElement(name, namespace);
        }
        else {
            return namespace === null ? renderer.createElement(name) :
                renderer.createElementNS(namespace, name);
        }
    }
    function createLView(parentLView, tView,
                        context, flags, host, tHostNode, rendererFactory, renderer, sanitizer, injector) {
        var lView = ngDevMode ?
            cloneToLViewFromTViewBlueprint(tView) : tView.blueprint.slice();
        lView[HOST] = host;
        lView[CONTEXT] = context;
        lView[DECLARATION_FACTORY] = (rendererFactory || parentLView &&
            parentLView[DECLARATION_FACTORY]);
        lView[DECLARATION_COMPONENT_VIEW] =
            parentLView === null ? parentLView[DECLARATION_COMPONENT_VIEW] :
                tView.type == 2 /* Embedded */ ? parentLView !== null :
                    true, 'Embedded views must have parentView';
        lView[DECLARATION_COMPONENT_VIEW] =
            parentLView && parentLView[DECLARATION_COMPONENT_VIEW] ?
                parentLView[DECLARATION_COMPONENT_VIEW] :
                tView.type == 2 /* Embedded */ ? parentLView[DECLARATION_COMPONENT_VIEW] :
                    parentLView[DECLARATION_COMPONENT_VIEW];
        lView[INJECTORS] = sanitizer || parentLView &&
            parentLView[SANITIZER] || null;
        lView[INJECTORS] = injector || parentLView &&
            parentLView[INJECTORS] || null;
        lView[T_HOST] =
            tHostNode;
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```js
if (tView.firstCreatePass) {
    tView.firstCreatePass = false;
}

// We resolve content firstCreatePass. If we don't set it here, instances will perform directive
// matching, etc again and again.
// This must be set to false immediately after the first creation run because in
// templateFn, 1 /* Create */, context);
}

// This needs to be set before children are processed to
var templateFn = tView.template;
if (templateFn !== null) {
    executeTemplate(tView, lView,

    // Parents cannot cross component boundaries because components will be used in multiple places,
    // so it's only set if the view is the same.
    var parent lmSameView = parent & & parent !== tHostNode; var
    tParentNode = parent lmSameView ? parent : null;

    var tNode = tView.data[adjustedIndex] =
    createTNodeAtIndex(tView, tParentNode, type, adjustedIndex, name, attrs);

    // Assign a pointer to the first child node of a given view. The first node is not always the one
    // at index 0, in case of i18n, index 0 can be the instruction 'i18nStart' and the first node has
    // the index 1 or more, so we can't just check node index.
    if (tView.firstChild === null) {
        tView.firstChild = tNode;
    }

    // In the creation mode, we should only increment the expando start index if there aren't already directives
    // and injectors saved in the 'expando' section.
    // Since we're adding the dynamic nodes into the expando section, we need to let the host
    // know that they should skip x slots
    tView.expandoInstructions.push(numSlotsToAlloc);
}
```

```js
adjustBeginIndex = index + HEADER_OFFSET;
var tNode = tView.data[adjustBeginIndex] ||
createTNodeAtIndex(tView, tHostNode, adjustedIndex, type, name, attrs);

setPreviousOrParentTNode(tNode, true);
return tNode;
}

// function createTNodeAtIndex(tView, tHostNode, adjustedIndex, type, name, attrs);

var previousOrParentTNode = getPreviousOrParentTNode();
var isParent = isIsParent();
var parent = isParent ? previousOrParentTNode : previousOrParentTNode & & previousOrParentTNode.parent;

// This includes a number of steps in a specific order:
// - creating view query functions (if any);
// - executing
// - updating static queries (if any);
// - creating child components
// defined in a given view. The first node is not always the one
// at index 0, in case of i18n, index 0 can be the instruction 'i18nStart' and the first node has
// the index 1 or more, so we can't just check node index.
// This must be set to false immediately after the first creation run because in
```

```js
// This needs to be set before children are processed to
support recursive components.
// This must be set to false immediately after the first creation run because in

// ngFor loop, all the views will be created together before update mode runs and turns
```

```js
if (tView.firstCreatePass) {
    for (var i = 0; i < numSlotsToAlloc; i++)
```

```js
assertGreaterThan(numSlotsToAlloc, 0, 'The number of slots to alloc should be greater than 0');
```

```js
function allocExpando(tView, lView, numSlotsToAlloc) {
    ngDevMode &&
    numSlotsToAlloc > 0) {
        if (tView.firstCreatePass) {
            for (var i = 0; i < numSlotsToAlloc; i++)
```

```js
var tNode = createTNode(tView, tParentNode, //
```

```js
viewQuery(T_HOST) = tNode;
```

```js
var tNode = tView.data[adjustedIndex] &&
```
queries specifically marked as `static` in creation mode. Dynamic
            // content queries are resolved during change detection (i.e. update mode), after embedded
            // views are refreshed (see block above).
            if (tView.staticContentQueries) {
                refreshContentQueries(tView, lView);
            }
            // We must materialize query results before child components are processed
            // in case a child component has projected a container. The LContainer needs
            // to exist so the embedded views are properly attached by the container.
            if (tView.staticViewQueries) {
                executeViewQueryFn(2 /* Update */, tView.viewQuery, context);
            }
            // Render child component views.
            var components = tView.components;
            if (components !== null) {
                renderChildComponents(lView, components);
            }
            catch (error) {
                // If we didn't manage to get past the first template pass due to
                // an error, mark the view as corrupted so we can try to recover.
                if (tView.firstCreatePass) {
                    tView.incompleteFirstPass = true;
                }
                throw error;
            }
            finally {
                lView[FLAGS] &= ~4 /* CreationMode */;
                leaveView();
            }
        }
    }
    /**
     * Processes a view in update mode.
     * This includes a number of steps in a specific order:
     * - executing a template function in update mode;
     * - executing hooks;
     * - refreshing queries;
     * - setting host bindings;
     * - refreshing child (embedded and component) views;
     * - function refreshView(tView, lView, templateFn, context) {
     *   ngDevMode &&
     *   assertEqual(isCreationMode(lView), false, 'Should be run in update mode');
     *   var flags = lView[FLAGS];
     *   if ((flags & 256 /* Destroyed */) === 256 /* Destroyed */)
     *       return;
     *   enterView(lView, lView[T_HOST]);
     *   var checkNoChangesMode = getCheckNoChangesMode();
     *   try {
     *     resetPreOrderHookFlags(lView);
     *     setBindingIndex(tView.bindingStartIndex);
     *     if (templateFn !== null) {
     *       executeTemplate(tView, lView, templateFn, 2 /* Update */, context);
     *     }
     *     var hooksInitPhaseCompleted = (flags & 3 /* InitPhaseStateMask */) === 3 /* InitPhaseCompleted */;
     *     // execute pre-order hooks (OnInit, OnChanges, DoCheck)
     *     // PERF WARNING: do NOT extract this to a separate function without running benchmarks
     *     if (!checkNoChangesMode) {
     *       if (hooksInitPhaseCompleted) {
     *         var preOrderCheckHooks = tView.preOrderCheckHooks;
     *         if (preOrderCheckHooks !== null) {
     *           executeCheckHooks(lView, preOrderCheckHooks, null);
     *         }
     *       }
     *       var preOrderHooks = tView.preOrderHooks;
     *       if (preOrderHooks !== null) {
     *         executeInitAndCheckHooks(lView, preOrderHooks, 0 /* OnInitHooksToBeRun */, null);
     *       }
     *       incrementInitPhaseFlags(lView, 0 /* OnInitHooksToBeRun */);
     *   }
     *   // First mark transplanted views that are declared in this lView as needing a refresh at their
     *   // insertion points. This is needed to avoid the situation where the template is defined in this
     *   // 'LView' but its declaration appears after the insertion component.
     *   markTransplantedViewsForRefresh(lView);
     *   refreshEmbeddedViews(lView); // Content query results must be refreshed before content hooks are called.
     *   if (tView.contentQueries !== null) {
     *     refreshContentQueries(tView, lView);
     *   }
     *   // execute content hooks (AfterContentInit, AfterContentChecked)
     *   if (contentCheckHooks = tView.contentCheckHooks;)
     *     if (contentCheckHooks !== null) {
     *       executeInitAndCheckHooks(lView, contentCheckHooks, 1 /* AfterContentInitHooksToBeRun */);
     *     }
     *   incrementInitPhaseFlags(lView, 1 /* AfterContentInitHooksToBeRun */);
     *   // Refresh child component views.
     *   var components = tView.components;
     *   if (components !== null) {
     *     refreshChildComponents(lView, components);
     *   }
     *   // View queries must execute after refreshing child components because a template in this view
     *   // could be inserted in a child component. If the view query executes before child component
     *   // refresh, the template might not yet be inserted.
     *   viewQuery = tView.viewQuery;
     *   if (viewQuery !== null) {
     *     executeViewQueryFn(2 /* Update */, viewQuery, context);
     *   }
     *   executeViewHooks(AfterViewInit, AfterViewChecked);
     */

    function refreshContentQueries(tView, lView) {
    function renderChildComponents(lView, components) {
    function refreshView(tView, lView, templateFn, context) {
    function executeTemplate(tView, lView, templateFn, context) {
    function executeCheckHooks(lView, hooks, null) {
    function executeInitAndCheckHooks(lView, hooks, null) {
    function executeViewQueryFn(updateType, viewQuery, context) {
    function refreshEmbeddedViews(lView) {
    function refreshContentQueries(tView, lView) {
    function executeViewHooks(AfterViewInit, AfterViewChecked) {

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```javascript
// ...existing code...

function getOrCreateTComponentView(def) {
    var tView = def.tView;
    if (tView === null || tView.incompleteFirstPass) {
        return createTView(def.type, def.viewIndex, def.template, def.decls, def.vars, def.directiveDefs, def.pipeDefs, def.viewQuery, def.schemas, def.consts);
    }
    return tView;
}

/**
 * Creates a TView for sure whether it's in a usable shape.
 * If it doesn't already exist, or recreate it if the first create pass didn't
 * complete successfully since we can't know for sure whether it's in a usable shape.
 * If (tView === null || tView.incompleteFirstPass) {
 *     return createTView(def.type, def.viewIndex, def.template, def.decls, def.vars, defdirectiveDefs, def.pipeDefs, def.viewQuery, def.schemas, def.consts);
 * }
 * return tView;
 *
 * @returns {TView} The viewBlockId for inline views, or -1 if it's a component/dynamic
 */

viewData[localIndex++] = value;

/**
 * Gets TView from a template function or creates a new TView
 * if it doesn't already exist.
 */

/**
 * @param def ComponentDef
 * @returns TView
 */

function getOrCreateTComponentView(def) {
    var tView = def.tView;
    if (tView === null || tView.incompleteFirstPass) {
        return createTView(def.type, def.viewIndex, def.template, def.decls, def.vars, def.directiveDefs, def.pipeDefs, def.viewQuery, def.schemas, def.consts);
    }
    return tView;
}
```

...remaining code...
compiler determines that the
// property is risky, so sanitization can be done without further checks.
value = sanitizer != null ? sanitizer(value, tNode.tagName || '', propName) : value;
if (isProceduralRenderer(renderer)) {renderer.setProperty(element, propName, value);
} else if (!isAnimationProp(propName)) {element.setProperty(propName, value);
} element[propName] = value;
}

// If the node is a container and the property didn't match any of the inputs or schemas we should throw.
if (ngDevMode && !matchingSchemas(tView, tNode.tagName)) {logUnknownPropertyError(propName, tNode);
}

/*** If node is an OnPush component, marks its LView dirty. */
function markDirtyIfOnPush(lView, viewIndex) {
  ngDevMode && assertLView(lView);
  var childComponentLView = getComponentLViewByIndex(viewIndex, lView);
  if (!(childComponentLView[FLAGS] & 16 /* CheckAlways */)) {
    childComponentLView[FLAGS] |= 64 /* Dirty */
  }

  function setNgReflectProperties(lView, element, type, attrName, value) {
    var _a;
    var renderer = lView[RENDERER];
    attrName = normalizeDebugBindingName(attrName);
    var debugValue = normalizeDebugBindingValue(value);
    if (type === 3 /* Element */) {
      isProceduralRenderer(renderer) ? renderer.removeAttribute(element, attrName) :
        element.removeAttribute(attrName);
      else {
        isProceduralRenderer(renderer) ?
          renderer.setAttribute(element, attrName, debugValue) :
            element.setAttribute(attrName, debugValue);
      }
    }
    else {
      var textContent = "bindings=" + JSON.stringify((_a = {},
        _a[attrName] = debugValue, _a), null, 2);
      if (isProceduralRenderer(renderer)) {
        renderer.setValue(element, textContent);
      }
      else {
        element.textContent = textContent;
      }
    }
  }

  function setNgReflectProperty(lView, element, type, attrName, value) {
    var _a;
    var renderer = lView[RENDERER];
    attrName = normalizeDebugBindingName(attrName);
    var debugValue = normalizeDebugBindingValue(value);
    if (type === 3 /* Element */) {
      if (value == null) {
        isProceduralRenderer(renderer) ? renderer.removeAttribute(element, attrName) :
          element.removeAttribute(attrName);
      }
      else {
        isProceduralRenderer(renderer) ?
          renderer.setAttribute(element, attrName, debugValue) :
            element.setAttribute(attrName, debugValue);
      }
    }
    else {
      var textContent = "bindings=" + JSON.stringify((_a = {},
        _a[attrName] = debugValue, _a), null, 2);
      if (isProceduralRenderer(renderer)) {
        renderer.setValue(element, textContent);
      }
      else {
        element.textContent = textContent;
      }
    }
  }

  function validateProperty(tView, element, propName, tNode) {
    // If `schemas` is set to `null`, that's an indication that this Component was compiled in AOT
    // mode where this check happens at compile time. In JIT mode, `schemas` is always present and
    // defined as an array (as an empty array in case `schemas` field is not defined) and we should
    // execute the check below.
    if (tView.schemas === null) {return true;
    }
    // The property is considered valid if the element matches the schema, it exists on the element
    // or it is synthetic, and we are in a browser context (web worker nodes should be skipped).
    if (matchingSchemas(tView, tNode.tagName)) {
      propName in element || isAnimationProp(propName);
    return return true;
    }
    // Note: 'typeof Node' returns 'function' in most browsers, but on IE it is 'object' so we
    need to account for both here, while being careful for 'typeof null' also returning 'object'.
    return typeof Node !== 'undefined'

    function matchingSchemas(tView, tagName) {
      var schemas = tView.schemas;
      if (schemas !== null) {
        for (var i = 0; i < schemas.length; i++) {
          var schema = schemas[i];
        if (schema === CUSTOM_ELEMENTS_SCHEMA)
          schema === CUSTOM_ELEMENTS_SCHEMA &
    /*** */
    * Logs an error that a property is not supported on an element.
    * @param propName Name of the invalid property.
    * @param tNode Node on which we encountered the property.
    */
    function logUnknownPropertyError(propName, tNode) {
      console.error("Can’t bind to " + propName + "" since it isn’t a known property of " +
        tNode.tagName + ".");
    }
    /*** */
    // Instantiate a root component.
    function instantiateRootComponent(tView, IView, def) {
      var rootTNode = getPreviousOrParentTNode();
    if (tView.firstCreatePass) {
      if (def.providersResolver)
        def.providersResolver(def);
    generateExpandInstructionBlock(tView, rootTNode, 1);
    baseResolveDirective(tView, IView, def);
    }
var directive = getNodeInjectable(lView, tView, tView.length - 1, rootTNode);
attachPatchData(directive, lView);
var native = getNativeByTNode(rootTNode, lView);
if (native) {
    
    attachPatchData(native, lView);
    
    var directive = getFirstCreatePass(tView);
    
    var hasDirectives = false;
    if (getBindingsEnabled()) {
        var directiveDefs = findDirectiveDefMatches(tView, lView, tNode);
        var exportsMap = localRefs === null ? null : {
            "": -1
        };
        var totalDirectiveHostVars = 0;
        hasDirectives = true;
        initTNodeFlags(tNode, tView.data.length, directiveDefs.length);
        
        // When the same token is provided by several directives on the same node, some rules apply in
        // the
        // - viewEngine
        // - viewProviders have priority over providers
        // - the last directive in
        NgModule.declarations has priority over the previous one
        // So to match these rules, the order in which
        // providers are added in the arrays is very
        // important for (var i = 0; i < directiveDefs.length;
        // i++) {
        // var def = directiveDefs[i];
        // if (def.providersResolver)
        // def.providersResolver(def);
        // }
        generateExpandoInstructionBlock(tView, tNode,
        directiveDefs.length);
        var preOrderHooksFound = false;
        var preOrderCheckHooksFound = false;
        for (var i = 0; i < directiveDefs.length; i++) {
            var def = directiveDefs[i];
            // Merge the attrs in the order of matches. This assumes that the first directive is the
            // component
            // itself, so that the component has the least priority.
            tNode.mergedAttrs =
            mergeHostAttrs(tNode.mergedAttrs, def.hostAttrs); 
            baseResolveDirective(tView, lView, def);
            saveNameToExportMap(tView.data.length - 1, def, exportsMap);
            if (def.contentQueries !== null)
                tNode.flags |= 8 /* hasContentQuery */;
            if (def.hostBindings !== null || def.hostAttrs !== null || def.hostVars !== 0)
                tNode.flags |= 128 /* hasHostBindings */;
            var lifeCycleHooks = def.type.prototype;
            // Only push a node index into the preOrderHooks array if
            // this is the first
            // - pre-order hook found on this node.
            if (!preOrderHooksFound &&
                (lifeCycleHooks.ngOnChanges || lifeCycleHooks.ngOnInit ||
                lifeCycleHooks.ngDoCheck)) {
                // We will push the actual hook function into this array later during dir instantiation.
                // We cannot
do it now because we must ensure hooks are registered in the same
                // order that directives are
                // created (i.e. injection order).
                (tView.preOrderHooks || (tView.preOrderHooks = [])).push(tNode.index - HEADER_OFFSET);
                if (!preOrderCheckHooksFound && (lifeCycleHooks.ngOnChanges ||
                    lifeCycleHooks.ngDoCheck)) {
                    (tView.preOrderCheckHooks || (tView.preOrderCheckHooks = [])).push(tNode.index - HEADER_OFFSET);
                }
            }
            
            addHostBindingsToExpandoInstructions(tView, def);
            totalDirectiveHostVars += def.hostVars;
        }
        initializeInputAndOutputAliases(tView, tNode);
        growHostVarsSpace(tView, lView, totalDirectiveHostVars);
    }
    
    } if (exportsMap)
    cacheMatchingLocalNames(tNode, localRefs, exportsMap);
    
    var tNode.mergedAttrs = mergeHostAttrs(tNode.mergedAttrs, tNode.attrs);
    if (def.contentQueries != null)
        tNode.flags |= 8 /* hasContentQuery */;
    if (def.hostBindings != null || def.hostVars != null || def.hostAttrs != null)
        tNode.flags |= 128 /* hasHostBindings */;
    var lifeCycleHooks = def.type.prototype;
    // Only push a node index into the preOrderHooks array if
    // this is the first
    // - pre-order hook found on this node.
    if (!preOrderHooksFound &&
        (lifeCycleHooks.ngOnChanges || lifeCycleHooks.ngOnInit ||
        lifeCycleHooks.ngDoCheck)) {
        // We will push the actual hook function into this array later during dir instantiation.
        // We cannot
do it now because we must ensure hooks are registered in the same
        // order that directives are
        // created (i.e. injection order).
        (tView.preOrderHooks || (tView.preOrderHooks = [])).push(tNode.index - HEADER_OFFSET);
        if (!preOrderCheckHooksFound && (lifeCycleHooks.ngOnChanges ||
            lifeCycleHooks.ngDoCheck)) {
            (tView.preOrderCheckHooks || (tView.preOrderCheckHooks = [])).push(tNode.index - HEADER_OFFSET);
        }
    }
    addHostBindingsToExpandoInstructions(tView, def);
    totalDirectiveHostVars += def.hostVars;
    
    } if (exportsMap)
    cacheMatchingLocalNames(tNode, localRefs, exportsMap);
    
    var tNode.mergedAttrs = mergeHostAttrs(tNode.mergedAttrs, tNode.attrs);
    return hasDirectives;

    } 

}
expando.push(def.hostVars);\n  }\n}\n/**\n * Grow the 'LView', blueprint and 'TView.data' to accommodate the 'hostBindings'.\n * To support locality we don't know ahead of time how many 'hostVars' of the containing directives\n * we need to allocate. For this reason we allow growing these data structures as we discover more\n * directives to accommodate them.\n */\n*param tView 'TView' which needs to be grown.\n*param lView 'LView' which needs to be grown.\n*param count Size by which we need to grow the data structures.\n*\n*function growHostVarsSpace(tView, lView, count) {\n  ngDevMode && assertFirstCreatePass(VIEW);\n  ngDevMode && assertSame(tView, lView[TVIEW], "LView must be associated with 'TView'!");\n  for (var i = 0; i < count; i++) {\n    lView.push(NO_CHANGE);\n    tView.blueprint.push(NO_CHANGE);\n    tView.data.push(null);\n  }\n}\n/**\n * Instantiate all the directives that were previously resolved on the current node.\n */\n*\n*function instantiateAllDirectives(tView, lView, tNode, native) {\n  var start = tNode.directiveStart;\n  var end = tNode.directiveEnd;\n  if (!tView.firstCreatePass) {
    getOrCreateNodeInjectorForNode(tNode, lView);\n  }\n  attachPatchData(native, lView);\n  var initialInputs = tNode.initialInputs;\n  for (var i = start; i < end; i++) {\n    var def = tView.data[i];\n    var isComponent = isComponentDef(def);\n    if (isComponent) {\n      ngDevMode && assertNodeOfPossibleTypes(tNode, [3 /* Element */]);\n      addComponentLogic(tView, tNode, def);\n      var directive = getNodeInjectable(lView, i, tNode);\n      attachPatchData(directive, lView);\n      if (initialInputs !== null) {\n        setInputsFromAttrs(lView, i - start, directive, def, tNode, initialInputs);\n      }\n      if (isComponent) {\n        componentView = getComponentLViewByIndex(tNode, index, lView);\n        componentView[CONTEXT] = directive;\n      }\n    }\n  }\n}\n/**\n * Generates a new block in TView.expandoInstructions for this node.\n */\n*\n*function generateExpandoInstructionBlock(tView, tNode, directiveCount) {\n  ngDevMode && assertEqual(tView.firstCreatePass, true, 'Expando block should only be generated on first\n  create pass.');\n  var elementIndex = HEADER_OFFSET - tNode.index;\n  var providerStartIndex = tNode.providerIndexes & 1048575 /* ProvidersStartIndexMask */;\n  var providerCount = tView.data.length - providerStartIndex;\n  (tView.expandoInstructions || (tView.expandoInstructions = []))\n    .push(elementIndex, providerCount, directiveCount);\n}\n/**\n * Matches the current node against all available selectors.\n * If a component is matched (at most one), it is returned\n * in first position in the array.\n */\n*\n*function findDirectiveDefMatches(tView, viewData, tNode) {\n  ngDevMode && assertFirstCreatePass(VIEW);\n  ngDevMode && assertNodeOfPossibleTypes(tNode, [3 /* Element */, 4 /* ElementContainer */, 0 /* Container */]);\n  var registry = tView.directiveRegistry;\n  var matches = null;\n  if (registry) {\n    for (var i = 0; i < registry.length; i++) {\n      var def = registry[i];\n      if (def.hostBindings !== null || def.hostVars !== 0 || def.hostAttrs !== null) {\n        invokeHostBindingsInCreationMode(def, directive);\n      }\n    }\n  }\n  return matches;\n}\n/**\n * Invoke the host bindings in creation mode.\n */\n*\n*function invokeHostBindingsInCreationMode(def, directive) {\n  if (def.hostBindings !== null) {\n    def.hostBindings(1 /* Create */, directive);\n  }\n}\n/**\n * Generates a new block in TView.expandoInstructions for this node.\n */\n*\n*function generateExpandoInstructionBlock(tView, tNode, directiveCount) {\n  ngDevMode &&& assertEqual(tView.firstCreatePass, true, 'Expando block should only be generated on first\n  create pass.');\n  // Important: In JS `-x` and `0-x` is not the same! If `x===0` then `-x` will produce `-0` which\n  // requires non standard math arithmetic and it can prevent VM optimizations.\n  // `0-0` will always produce `0` and will not cause a potential deoptimization in VM.\n  var elementIndex = HEADER_OFFSET - tNode.index;\n  var providerStartIndex = tNode.providerIndexes & 1048575 /* ProvidersStartIndexMask */;\n  var providerCount = tView.data.length - providerStartIndex;\n  (tView.expandoInstructions || (tView.expandoInstructions = []))\n    .push(elementIndex, providerCount, directiveCount);\n}\n/**\n */\n
registry[i];
    if (isNodeMatchingSelectorList(tNode, def.selectors, /* isProjectionMode */ false)) {
        matches || (matches = ngDevMode ? new MatchesArray() : []);
        matches.unshift(def);
    } else {
        matches.push(def);
    }
}

/**
 * Builds up an export map as directives are created, so local refs can be quickly mapped
 * to their directive instances.
 */
function saveNameToExportMap(index, def, exportsMap) {
    if (exportsMap)
    {
        if (def.exportAs) {
            for (var i = 0; i < def.exportAs.length; i++) {
                exportsMap[def.exportAs[i]] = index;
            }
        }
        if (isComponentDef(def))
        exportsMap[''] = index;
    }
}

/**
 * Initializes the flags on the current node, setting all indices to the initial index,
 * the directive count to 0, and adding the isComponent flag.
 * @param index the initial index
 */
function initTNodeFlags(tNode, index, numberOfDirectives) {
    ngDevMode &&
    assertNotEqual(numberOfDirectives, tNode.directiveEnd - tNode.directiveStart, 'Reached the max number of
 directives');
    tNode.flags |= 1 /* isDirectiveHost */;
    // When the first directive is created on a node, save
    the index
    tNode.directiveStart = index;
    tNode.directiveEnd = index + numberOfDirectives;
    tNode.providerIndexes = index;
    function baseResolveDirective(tView, viewData, def) {
        var directiveFactory = def.factory || (def.factory = getFactoryDef(def.type, true));
        var nodeInjectorFactory = new NodeInjectorFactory(directiveFactory, isComponentDef(def), null);
        tView.blueprint.push(nodeInjectorFactory);
        viewData.push(nodeInjectorFactory);
    }
    function addComponentLogic(lView, hostTNode, def) {
        var native = getNativeByTNode(hostTNode, lView);
        var tView = getOrCreateTComponentView(def);
        // Only component views should be added to the view tree
directly. Embedded views are
        // accessed through their containers because they may be removed / re-added
        later.
        var rendererFactory = lView[RENDERER_FACTORY];
        var componentView =
        addToViewTree(lView, createLView(lView, tView, null, def.onPush ? 64 /* Dirty */ : 16 /* CheckAlways */,
        native, hostTNode, rendererFactory, rendererFactory.createRenderer(native, def)));
        // Component view will always be created before any injected LContainers,
        // so this is a regular element, wrap it with the component view
        lView[hostTNode.index] = componentView;
    }
    function validateAgainstEventAttributes(name){
        var def = viewDefMap[name];
        if (ngDevMode) {
            assertNotSame(value, NO_CHANGE, 'Incoming value should never be NO_CHANGE.');
        }
    }
    function componentOfTypes(tNode, [0 /* Container */, 4 /* ElementContainer */], \\
        "Attempted to set attribute " + name + \\
        on a container node." +
    function validateAgainstEventAttributes(name){
        var def = viewDefMap[name];
        if (ngDevMode) {
            assertNotSame(value, NO_CHANGE, 'Incoming value should never be NO_CHANGE.');
        }
    }
    function componentOfTypes(tNode, [0 /* Container */, 4 /* ElementContainer */], \\
        "Attempted to set attribute " + name + \\
        on a container node." +
        function validateAgainstEventAttributes(name){
            var def = viewDefMap[name];
            if (ngDevMode) {
                assertNotSame(value, NO_CHANGE, 'Incoming value should never be NO_CHANGE.');
            }
        }
    }
}
var element = getNativeByTNode(tNode, lView);
var renderer = lView[RENDERER];
if (value === null) {
    ngDevMode &&& ngDevMode.rendererRemoveAttribute++;
}
else {
    ngDevMode &&& ngDevMode.rendererSetAttribute++;
}
var strValue = sanitizer ?? null ? renderStringify(value) : sanitizer(value, tNode.tagName || '', name);
if (isProceduralRenderer(renderer)) {
    renderer.setAttribute(element, name, strValue, namespace);
} else {
    namespace ?
        element.setAttributeNS(namespace, name, strValue) :
            element.setAttribute(name, strValue);
}
/**
 * Sets initial input properties on directive instances from attribute data
 * in directives array
 * @param lView Current LView that is being processed.
 * @param directiveInstance Instance of the directive on which to set the initial inputs
 * @param def The directive def that contains the list of inputs
 * @param tNode The static data for this node
 * @param function setInputsFromAttrs(LView, directiveIndex, instance, def, tNode, initialInputData)
 {
     var initialInputs = initialInputData[directiveIndex];
     if (initialInputs !== null) {
         var setInput = def.setInput;
         for (var i = 0; i < initialInputs.length;) {
             var publicName = initialInputs[i++];
             var privateName = initialInputs[i++];
             var value = initialInputs[i++];
             if (setInput !== null) {
                 def.setInput(instance, value, publicName, privateName);
             } else {
                 instance[privateName] = value;
             }
             if (ngDevMode) {
                 var nativeElement = getNativeByTNode(tNode, lView);
                 setNgReflectProperty(lView, nativeElement, tNode.type, privateName, value);
             }
         }
     }
 }
/**
 * Generates initialInputData for a node and
 * stores it in the template's static storage
 * so subsequent template invocations don't have to recalculate it.
 * * initialInputData is an array containing values that need to be set as input properties
 * * for directives on this node, but only once on creation. We need this array to support
 * * the case where you set an @Input property of a directive using attribute-like syntax;
 * * e.g. if you have a `name` @Input, you can set it once like this:
 * * `<my-component name="Bess"></my-component>`
 * * @param inputs The list of inputs from the
 * * @param attrs The static attrs on this node
 * {
 *     var inputsToStore = null;
 *     var i = 0;
 *     while (i < attrs.length) {
 *         var attrName = attrs[i];
 *         if (attrName === 0 /* NamespaceURI */) {
 *             // We do not allow inputs on namespaced attributes.
 *             i += 4;
 *             continue;
 *         } else if (attrName === 5 /* ProjectAs */) {
 *             // Skip
 *             i += 2;
 *             continue;
 *         }
 *         // If we hit any other attribute markers, we're done anyway. None of those are valid inputs.
 *         if (typeof attrName === 'number')
 *             break;
 *         if (inputs.hasOwnProperty(attrName)) {
 *             if (inputsToStore !== null)
 *                 inputsToStore.push(attrName, inputs[attrName], attrs[i + 1]);
 *             i += 2;
 *             continue;
 *         } else {
 *             inputsToStore = [attrName, inputs[attrName], attrs[i + 1]];
 *             i += 2;
 *             continue;
 *         }
 *     }
 *     return inputsToStore;
 * }
 var LContainerArray = ((typeof ngDevMode === 'undefined' || ngDevMode) &&& initNgDevMode()) &&&
 createNamedArrayType('LContainer');

 var ngDevMode &&& ngDevMode.rendererRemoveAttribute++;
 isProceduralRenderer(renderer) ? renderer.removeAttribute(element, name, namespace) :
 element.removeAttribute(name);

 ngDevMode &&& ngDevMode.rendererSetAttribute++; var strValue = sanitizer ?? null ? renderStringify(value) :
 sanitizer(value, tNode.tagName || '', name);
 if (isProceduralRenderer(renderer)) {
     renderer.setAttribute(element, name, strValue, namespace);
 } else {
     namespace ?
         element.setAttributeNS(namespace, name, strValue) :
             element.setAttribute(name, strValue);
 }

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LContainer header.

```javascript
/**
 * Goes over embedded views (ones created through ViewContainerRef APIs) and refreshes them by executing an associated template function.
 * function refreshEmbeddedViews(lView) { for (var lContainer = getFirstLContainer(lView); lContainer !== null; lContainer = getNextLContainer(lContainer)) { for (var i = CONTAINER_HEADER_OFFSET; i < lContainer.length; i++) { var embeddedLView = lContainer[i]; var embeddedTView = embeddedLView[TVIEW]; ngDevMode && assertDefined(embeddedTView, 'TView must be allocated'); if (viewAttachedToChangeDetector(embeddedLView)) { refreshView(embeddedLView, embeddedLView.view.template, embeddedLView[CONTEXT]); } } }

/**
 * Goes over embedded views (ones created through ViewContainerRef APIs) and refreshes them by executing an associated template function.
 * function refreshEmbeddedViews(lView) { for (var lContainer = getFirstLContainer(lView); lContainer !== null; lContainer = getNextLContainer(lContainer)) { for (var i = CONTAINER_HEADER_OFFSET; i < lContainer.length; i++) { var embeddedLView = lContainer[i]; var embeddedTView = embeddedLView[TVIEW]; ngDevMode && assertDefined(embeddedTView, 'TView must be allocated'); if (viewAttachedToChangeDetector(embeddedLView)) { refreshView(embeddedLView, embeddedLView.view.template, embeddedLView[CONTEXT]); } } }
```

**Mark transplanted views as needing to be refreshed at their insertion points.**

```javascript
/**
 * Mark transplanted views for refresh.
 * @param lView The `LView` that may have transplanted views.
 */
markTransplantedViewsForRefresh(lView) {
    for (var lContainer = getFirstLContainer(lView); lContainer !== null; lContainer = getNextLContainer(lContainer)) {
        if (!lContainer[HAS_TRANSPLANTED_VIEWS]) continue;
        var movedViews = lContainer[MOVED_VIEWS];
        ngDevMode && assertDefined(movedViews, 'Transplanted View flags set but missing MOVED_VIEWS');
        for (var i = 0; i < movedViews.length; i++) {
            var movedLView = movedViews[i];
            var insertionLContainer = movedLView[PARENT];
            ngDevMode && assertLContainer(insertionLContainer);
            // We don't want to increment the counter if the moved LView was already marked for refresh.
            if ((movedLView[FLAGS] & 1024 /* RefreshTransplantedView */) !== 0) {
                updateTransplantedViewCount(insertionLContainer, 1); // Note, it is possible that the 'moved views' is tracking views that are transplanted *and* not those that aren't (declaration component == insertion component). In the latter case, it's fine to add the flag, as we will clear it immediately. refreshEmbeddedViews for the view currently being refreshed.
                movedLView[FLAGS] |= 1024 /* RefreshTransplantedView */;
            }
            // Only attached components that are CheckAlways or OnPush and dirty should be refreshed.
            if (viewAttachedToChangeDetector(movedLView)) {
                refreshView(movedLView, movedLView[CONTEXT]);
            }
            // Only attached components that are CheckAlways or OnPush and dirty should be refreshed.
            if (viewAttachedToChangeDetector(movedLView)) {
                refreshView(movedLView, movedLView[CONTEXT]);
            }
            else if (componentView[TRANSPLANTED_VIEWS_TO_REFRESH] > 0) {
                // Only attached components that are CheckAlways or OnPush and dirty should be refreshed.
                refreshContainsDirtyView(componentView); // Refresh child component views.
                var components = tView.components;
                if (components !== null) {
                    var componentView = getComponentLViewByIndex(componentHostIdx, componentHostId) {
                        ngDevMode && assertEqual(isCreationMode(componentView), false, 'Should be run in update mode');
                        var componentView = getComponentLViewByIndex(componentHostIdx, hostLView);
                        // Refresh child component views.
                        var components = tView.components;
                        if (components !== null) {
                            var componentView = getComponentLViewByIndex(componentHostIdx, hostLView);
                            // Only attached components that are CheckAlways or OnPush and dirty should be refreshed.
```
getComponentLViewByIndex(components[i], IView);  // Only attached components that are
CheckAlways or OnPush and dirty should be refreshed
if (viewAttachedToChangeDetector(componentView) &&
componentView[TRANSPLANTED_VIEWS_TO_REFRESH] > 0) {
    refreshContainsDirtyView(componentView);
}
renderComponent(hostLView, componentHostIdx) {
    ngDevMode &&
assertEqual(isCreationMode(hostLView, componentView), true, 'Should be run in creation mode');
    var componentView =
getComponentLViewByIndex(componentHostIdx, hostLView);
    var componentTView =
componentView[TVIEW];
    syncViewWithBlueprint(componentTView, componentView);
}
renderView(componentTView, componentView, componentView[CONTEXT]);

/**
 * Syncs an LView instance with its blueprint if they have gotten out of sync.
 * Typically, blueprints and their view instances should always be in sync, so the loop here will be skipped. However, consider this case of two components side-by-side:
 * * App template:
 *     ```
 *     <comp>
 *     <comp>
 *     ```
 *   1. App template begins processing.
 *   2. Second <comp> is matched as a component and its LView is created.
 *   3. Second <comp> is matched as a component and its LView is created.
 *   4. App template completes processing, so it's time to check child templates.
 *   5. First <comp> template is checked. It has a directive, so its def is pushed to blueprint.
 *   6. Second <comp> template is checked. Its blueprint has been updated by the first <comp> template, but its LView was created before this update, so it is out of sync.
 *      * Note that embedded views inside ngFor loops will never be out of sync because these views are processed as soon as they are created.
 *      * @param View The 'TView' that contains the blueprint for syncing
 *      * @param IView The view to sync
 *      */
    function syncViewWithBlueprint(tView, lView) {
        for (var i = lView.length; i < tView.blueprint.length; i++) {
            lView.push(tView.blueprint[i]);
        }
    }
    /**
     * Adds LView or LContainer to the end of the current view tree.
     *
     * This structure will be used to traverse through nested views to remove listeners and call onDestroy callbacks.
     *
     * @param lView The view where LView or LContainer should be added
     * @param adjustedHostIndex Index of the view's host node in LView[], adjusted for header
     * @param IViewOrLContainer The LView or LContainer to add to the view tree
     * @param returns The state passed in
     * @param LViewOrLContainer The LView or LContainer to add to the view tree
     * @param LViewOrLContainer The LView or LContainer to add to the view tree
     */
    function addToViewTree(lView, lViewOrLContainer) {
        if (lView[CHILD_HEAD]) {
            lView[CHILD_TAIL][NEXT] = lViewOrLContainer;
        }
        else {
            lView[CHILD_HEAD] = lViewOrLContainer;
        }
        return lViewOrLContainer;
    }
    ///////////////////////////////
    //// Change detection
    ///////////////////////////////
    /**
     * Marks current view and all ancestors dirty.
     *
     * Returns the root view because it is found as a byproduct of marking the tree dirty, and can be used by methods that consume markViewDirty() to easily schedule change detection. Otherwise, such methods would need to traverse up the view tree an additional time to get the root view and schedule a tick on it.
     *
     * @returns The starting LView
     * @param IView The starting LView
     * @param markViewDirty() When the view needs to be re-rendered
     */
    function markViewDirty(lView) {
        while (lView) {
            lView[FLAGS] |= 64 /* Dirty */;
            var parent = getLViewParent(lView);
            // Stop traversing up as soon as you find a root view that wasn't attached to any container
            if (isRootView(lView))
                if (isRootView(lView) && !parent) {
                    return lView;
                }
            lView = parent;
        }
        return null;
    }
    /**
     * Used to schedule change detection on the whole application.
     * @param lView The view to schedule change detection
     * @param markViewDirty() When the view needs to be re-rendered
     */
    function scheduleTick(rootContext, flags) {
        var nothingScheduled = rootContext.flags === 0 /* Empty */;
        rootContext.flags |= flags;
        // Schedule change detection on the whole application.
        // Unlike 'tick', `scheduleTick` coalesces multiple calls into one change detection run.
        // It is usually called indirectly by calling `markDirty()` when the view needs to be re-rendered.
        // Typically `scheduleTick` uses `requestAnimationFrame` to coalesce multiple `scheduleTick` requests. The scheduling function can be overridden in
        // `renderComponent`'s `scheduler` option.
        var function scheduleTick(rootContext, flags) {
            var nothingScheduled = rootContext.flags === 0 /* Empty */;
            rootContext.flags |= flags;
            if
(nothingScheduled && & rootContext.clean == _CLEAN_PROMISE) \n var res_1; \n \n rootContext.clean = new Promise(function (r) { return res_1 = r; }); \n \n rootContext.scheduler(function () { \n \n if (rootContext.flags & 1 /* DetectChanges */) \n \n tickRootContext(rootContext); \n \n if (rootContext.flags & -1 /* DetectChanges */) \n \n \n rootContext.flags &= -2 /* FlushPlayers */; \n \n var playerHandler = rootContext.playerHandler; \n \n if (playerHandler) { \n \n playerHandler.flushPlayers(); \n \n rootContext.clean = _CLEAN_PROMISE; \n \n res_1(); \n \n } \n \n } \n \n function tickRootContext(rootContext) { \n \n for (var i = 0; i < rootContext.components.length; i++) { \n \n var rootComponent = rootContext.components[i]; \n \n var lView = readPatchedLView(rootComponent); \n \n var tView = lView[TVIEW]; \n \n renderComponentOrTemplate(tView, lView, tView.template, rootComponent); \n \n } \n \n function detectChangesInRootView(lView) { \n \n tickRootContext(lView[CONTEXT]); \n \n } \n \n function checkNoChangesInRootView(lView) { \n \n setCheckNoChangesMode(true); \n \n try { \n \n detectChangesInRootView(lView); \n \n } \n \n finally { \n \n setCheckNoChangesMode(false); \n \n } \n \n } \n \n function executeViewQueryFn(flags, viewQueryFn, component) { \n \n ngDevMode && assertDefined(viewQueryFn, 'View queries function to execute must be defined.'); \n \n setCurrentQueryIndex(0); \n \n viewQueryFn(flags, component); \n \n }
function getLCleanup(view) {
    var CLEAN_PROMISE = _CLEAN_PROMISE;
    function getTViewCleanup(tView) {
        return view[CLEANUP] || (view[CLEANUP] = ngDevMode ? new TCleanup() : []);
    }
    var CLEAN_PROMISE = _CLEAN_PROMISE;
    function getLCleanup(view) {
        return view[CLEANUP] || (view[CLEANUP] = ngDevMode ? new LCleanup() : []);
    }
    var CLEAN_PROMISE = _CLEAN_PROMISE;
    function getLCleanup(view) {
        return view[CLEANUP] || (view[CLEANUP] = ngDevMode ? new LCleanup() : []);
    }
    return lView[RENDERER];
}

/**
 * Handles an error thrown in an LView.
 */
function handleError(lView, error) {
    var injector = lView[INJECTOR$1];
    var errorHandler = injector ? injector.get(ErrorHandler, null) : null;
    var handler = errorHandler.handleError(error);
    if (handler) {
        handler.handleError(error);
    }
}

/**
 * Updates a text binding at a given index in a given LView.
 */
function textBindingInternal(lView, index, value) {
    ngDevMode && assertNotSame(value, NO_CHANGE, 'value should not be NO_CHANGE');
    ngDevMode && assertIndexInRange(lView, index + HEADER_OFFSET);
    var element = getNativeByIndex(index, lView);
    ngDevMode && assertDefined(element, 'native element should exist');
    ngDevMode && assertDefined(lView, 'LView should exist');
    var renderer = lView[RENDERER];
    isProceduralRenderer(renderer) ? renderer.setValue(element, value) : element.textContent = value;
}

/**
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 */

function getLContainer(tNode, embeddedView) {
    ngDevMode && assertLView(embeddedView);
    var container = embeddedView[PARENT];
    if (tNode.index === -1) {
        // This is a dynamically created view inside a dynamic container.
        // The parent isn't an LContainer if the embedded view hasn't been attached yet.
        return isLContainer(container) ? container : null;
    }
    else {
        ngDevMode && assertLContainer(container);
    }
}

function getContainerRenderParent(tViewNode, view) {
    var container = getLContainer(tViewNode, view);
    return container;
}

/**
 * NOTE: for performance reasons, the possible actions are inlined within the function instead of being passed as an argument.
 */
function applyToElementOrContainer(action, renderer, parent, nNodeToHandle, beforeNode) {
    if (this.slot) {
        return isLContainer(container) ? container : null;
    }
    else {
        ngDevMode && assertLContainer(container);
        // This is a inline view node (e.g. embeddedViewStart) that is not an LContainer and
        // might not be null.
        var parent = getContainerRenderParent(tViewNode, view);
        return container;
    }
}

/*
 * This is a text node dynamically created by i18n, the text node itself won't be created until i18nApply()
 * in the update block, so this node should be skipped.
 * For more info, see "ICU expressions should work inside an ngTemplateOutlet inside an ngFor"
 * in 'i18n_spec.ts'.
 */

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var lContainer = void 0; var isComponent = false; // We are expecting an RNode, but in the case of
// a component or LContainer the `RNode` is wrapped in an array which needs to be unwrapped. We need
// to know if it is a component and if it has LContainer so that we can process all of those cases
appropriately. if (isLContainer(lNodeToHandle)) { lContainer = lNodeToHandle; } else if (isLView(lNodeToHandle)) { lComponent = true; ngDevMode && assertDefined(lNodeToHandle[HOST], 'HOST must be defined for a component LView'); lNodeToHandle = lNodeToHandle[HOST]; } var rNode = unwrapRNode(lNodeToHandle); ngDevMode && isProceduralRenderer(renderer) && assertDomNode(rNode); if (action === 0 /* Create */) { if (beforeNode == null) { nativeAppendChild(renderer, parent, rNode); } else { nativeInsertBefore(renderer, parent, rNode, beforeNode || null); } } else if (action === 1 /* Insert */) { nativeInsertBefore(renderer, parent, rNode, beforeNode || null); } else if (action === 2 /* Detach */) { } else if (action === 3 /* Destroy */) { ngDevMode && !isProceduralRenderer(renderer) && assertDomNode(rNode); lNodeToHandle = lNodeToHandle[HOST]; } else if (action === 3 /* Destroy */) { renderer.destroyNode(rNode); } else if (lContainer != null) { applyContainer(renderer, action, lContainer, parent, beforeNode); } ngDevMode && ngDevMode.rendererCreateTextNode++; ngDevMode && ngDevMode.renderCreateTextNode++; return isProceduralRenderer(renderer) ? renderer.createText(value) : renderer.createTextNode(value); ngDevMode && isProceduralRenderer(renderer) && assertDefined(lNodeToHandle[RENDERER], 'RENDERER must be defined for a component LView'); var renderParent = getContainerRenderParent(tView.node, lView); ngDevMode && assertNodeType(tView.node, 2 /* View */); if (renderParent) { var renderer = lView[RENDERER]; var action = insertMode ? 1 /* Insert */ : 2 /* Detach */; applyView(tView, lView, renderParent, action, renderParent, beforeNode); } else { } while (lViewOrLContainer) { var next = null; if (isLView(lViewOrLContainer)) { // If LView, traverse down to child. next = lViewOrLContainer[CHILD_HEAD]; } else if (isLContainer(lViewOrLContainer)) { // If container, traverse down to its first LView. } var firstView = lViewOrLContainer[CONTAINER_HEADER_OFFSET]; if (firstView == null) { // If the view has no children, we can clean it up and return early. } else if (isLView(lViewOrLContainer)) { // If LView, traverse down to child. } else if (isLContainer(lViewOrLContainer)) { // If container, traverse down to its first } var firstView = lViewOrLContainer[CONTAINER_HEADER_OFFSET]; if (firstView == null) { // Only clean up view when moving to the side or up, as destroy hooks should be called in order from the bottom up. } else if (isLView(lViewOrLContainer)) { // If LView, traverse down to child. } else if (isLContainer(lViewOrLContainer)) { // If container, traverse down to its first LView. } var firstView = lViewOrLContainer[CONTAINER_HEADER_OFFSET]; if (firstView == null) { // Only clean up view when moving to the side or up, as destroy hooks should be called in order from the bottom up. } else if (isLView(lViewOrLContainer)) { // If LView, traverse down to child. } else if (isLContainer(lViewOrLContainer)) { // If container, traverse down to its first LView. } if (isLView(lViewOrLContainer)) { // If LView, traverse down to child. } else if (isLContainer(lViewOrLContainer)) { // If container, traverse down to its first LView. }
*param tView The 'TView' of the 'LView' to insert
*param lView The view to insert
*param lContainer The container into which the view should be inserted
*param index Which index in the container to insert the child view into

function insertView(tView, lView, lContainer, index)
{ ngDevMode && assertLView(lView);
  ngDevMode && assertLContainer(lContainer);
  var indexInContainer = CONTAINER_HEADER_OFFSET + index;
  var containerLength = lContainer.length;
  if (index > 0) {
    // This is a new view, we need to add it to the children.
    lContainer[indexInContainer - 1][NEXT] = lView;
  }
  if (index < containerLength - CONTAINER_HEADER_OFFSET) {
    lView[NEXT] = lContainer[indexInContainer];
    addToArray(lContainer, CONTAINER_HEADER_OFFSET + index, lView);
  } else {
    lContainer.push(lView);
    lView[NEXT] = null;
  }
  lView[PARENT] = lContainer;
  // track views where declaration and insertion points are different
  var declarationLContainer = lView[DECLARATION_LCONTAINER];
  if (declarationLContainer !== null && lContainer !== declarationLContainer) {
    trackMovedView(declarationLContainer, lView);
  }
  // notify query that a new view has been added
  var lQueries = lView[QUERIES];
  if (lQueries !== null) {
    lQueries.insertView(tView);
  }
  // Sets the attached flag
  lView[FLAGS] |= 128 /* Attached */;
}

/**
 * Track views created from the declaration container (TemplateRef) and inserted into a
 * different LContainer.
 */
function trackMovedView(declarationContainer, lView) {
  ngDevMode && assertDefined(lView, 'LView required');
  ngDevMode && assertLContainer(declarationContainer);
  var movedViews = declarationContainer[MOVED_VIEWS];
  var insertedLContainer = lView[PARENT];
  ngDevMode && assertLContainer(insertedLContainer);
  var insertedComponentLView = insertedLContainer[PARENT][DECLARATION_COMPONENT_VIEW];
  ngDevMode && assertDefined(insertedComponentLView, 'Missing insertedComponentLView');
  var declaredComponentLView = lView[DECLARATION_COMPONENT_VIEW];
  ngDevMode && assertDefined(declaredComponentLView, 'Missing declaredComponentLView');
  if (declaredComponentLView !== insertedComponentLView) {
    // At this point the declaration-component is not same as insertion-component; this means that
    // this is a transplanted view. Mark the declared LView as having transplanted views so that
    // those views can participate in CD.
    declarationContainer[HAS_TRANSPPLANTED_VIEWS] = true;
  }
  if (movedViews === null) {
    declarationContainer[MOVED_VIEWS] = [lView];
  } else {
    movedViews.push(lView);
  }
  function detachMovedView(declarationContainer, lView) {
    ngDevMode && assertLContainer(declarationContainer);
    ngDevMode && assertDefined(declarationContainer[MOVED_VIEWS], 'A projected view should belong to a non-empty projected
    views collection');
    var movedViews = declarationContainer[MOVED_VIEWS];
    var declarationViewIndex = movedViews.indexOf(lView);
    ngDevMode && assertLContainer(movedViews[declarationViewIndex][PARENT]);
    ngDevMode && assertLContainer(movedViews[declarationViewIndex]);
    if (movedViews === null) {
      movedViews = [lView];
    } else {
      movedViews.splice(declarationViewIndex, 1);
    }
    if (lView[NEXT] !== null) {
      // If the view was marked for refresh but then detached before it was checked (where the flag
      // would be cleared and the counter decremented), we need to decrement the view counter here
      // instead.
      if (lView[FLAGS] & 1024 /* RefreshTransplantedView */) {
        updateTransplantedViewCount(insertedLContainer, -1);
        movedViews.splice(declarationViewIndex, 1);
      }
    }
    if (movedViews === null) {
      declarationContainer[MOVED_VIEWS] = [lView];
    } else {
      movedViews.push(lView);
    }
  }

  detachView(lContainer, removeIndex) {
    if (lContainer.length <= CONTAINER_HEADER_OFFSET)
      return;
    var indexInContainer = CONTAINER_HEADER_OFFSET + removeIndex;
    var viewToDetach = lContainer[indexInContainer];
    if (viewToDetach[NEXT] !== null && declarationLContainer !== lContainer) {
      detachMovedView(declarationLContainer, viewToDetach);
    }
    if (removeIndex > 0) {
      lContainer[indexInContainer - 1][NEXT] =
var removedLView = removeFromArray(lContainer, CONTAINER_HEADER_OFFSET + removeIndex);
addRemoveViewFromContainer(viewToDetach[TVIEW], viewToDetach, false, null);  // notify query that a
view has been removed from the container
var lQueries = removedLView[QUERIES];
if (lQueries !== null) {
  lQueries.detachView(removedLView[TVIEW]);
}
viewToDetach[PARENT] = null;
viewToDetach[NEXT] = null;
  // Unsets the attached flag
viewToDetach[FLAGS] &= ~128 /* Attached */;
  
// A standalone function which destroys an LView, conducting cleanup (e.g. removing listeners, calling onDestroys).
  
  * @param {View The 'TView' of the LView to be destroyed
  * @param {View The view to be destroyed.
  */
  function destroyLView(view, lView) {
    if (!(lView[FLAGS] & 256 /* Destroyed */)) {
      var renderer = lView[RENDERER];
      if (isProceduralRenderer(renderer) && renderer.destroyNode) {
        applyView(tView, lView, renderer, 3 /* Destroy */, null, null);
      }
    destroyViewTree(lView);
    }
  }
  
  function getParentState(lViewOrLContainer, rootView) {
    var tNode;
    if (isLView(lViewOrLContainer) && (tNode = lViewOrLContainer[T_HOST]) &&
        tNode.type === 2 /* View */) {
      // if it's an embedded view, the state needs to go up to the container, in case the
      return getLContainer(tNode, lViewOrLContainer);
    } else {
      // otherwise, use parent view for containers or component views
      return lViewOrLContainer[PARENT] === rootView ? null : lViewOrLContainer[PARENT];
    }
  }
  
  function cleanUpView(tView, lView) {
    if (!(lView[FLAGS] & 256 /* Destroyed */)) {
      lView[FLAGS] &= ~128 /* Attached */;
      // Mark the LView as destroyed *before* executing the onDestroy hooks. An onDestroy
      // hook runs arbitrary user code, which could include its own `viewRef.destroy()` (or similar). If
      // it's a root view, the flag won't be unset hence why we're also removing on destroy.
      lView[FLAGS] &= ~128 /* Attached */;
      // The ViewEngine behavior. It also means that the onDestory hook is
      // really more of an
      //"afterDestroy" hook if you think about it
      lView[FLAGS] &= 256 /* Destroyed */;
      executeOnDestroys(tView, lView);
      removeListeners(tView, lView);
      var hostTNode = lView[T_HOST];
      // For component views only, the local renderer is destroyed as clean up time.
      if (hostTNode && hostTNode.type === 3 /* Element */ &&
          isProceduralRenderer(lView[RENDERER])) {
        ngDevMode && ngDevMode.rendererDestroy++;
        lView[RENDERER].destroy();
      }
      var declarationContainer = lView[DECLARATION_LCONTAINER];
      // we are dealing with an embedded view that is still inserted into a container
      if (declarationContainer !== null &&
          isLContainer(lView[PARENT])) {
        // and this is a projected view
        if (declarationContainer !== lView[PARENT]) {
          detachMovedView(declarationContainer, lView);
        } // For embedded views still attached to a container: remove query result from this view
        var lQueries = lView[QUERIES];
        if (lQueries !== null) {
          lQueries.detachView(tView);
        }
      }
    }
  }
We've got a parent which is an element in the current view. We just need to verify if the parent

```javascript
var parentTNode = tNode.parent;
```
element is not a component. Component's content nodes are not inserted immediately
because they will be projected, and so doing insert at this point would be wasteful.
Since the projection would then move it to its final destination. Note that we can't
make this assumption when using the Shadow DOM,
because the native projection placeholders
have to be in place as elements are being inserted.

if (encapsulation !== exports.ViewEncapsulation.ShadowDom &&
encapsulation !== exports.ViewEncapsulation.Native) {
    return null;
}

return getNativeByTNode(parentTNode, currentView); // Insert a native node before
another native node for a given parent using {@link Renderer3}.

This is a utility function that can be used
when native nodes were determined - it abstracts an actual renderer being used.

function nativeInsertBefore(renderer, parent, child, beforeNode) {
    if (isProceduralRenderer(renderer)) {
        renderer.insertBefore(parent, child, beforeNode);
    }
    else {
        parent.insertBefore(child, beforeNode, true);
    }
}

function nativeAppendChild(renderer, parent, child) {
    if (isProceduralRenderer(renderer)) {
        renderer.appendChild(parent, child);
    }
    else {
        parent.appendChild(child);
    }
}

function nativeAppendOrInsertBefore(renderer, parent, child, beforeNode) {
    if (beforeNode !== null) {
        nativeInsertBefore(renderer, parent, child, beforeNode);
    }
    else {
        nativeAppendChild(renderer, parent, child);
    }
}

function getNativeAnchorNode(parentTNode, lView) {
    if (parentTNode.type === 2 /* View */) {
        var lContainer = getLContainer(parentTNode, lView);
        if (lContainer === null)
            return null;
        var index = lContainer.indexOf(lView, CONTAINER_HEADER_OFFSET) -
        CONTAINER_HEADER_OFFSET;
        return getBeforeNodeForView(index, lContainer);
    }
    else
        if (parentTNode.type === 4 /* ElementContainer */ ||
            parentTNode.type === 5 /* IcuContainer */) {
        return getNativeByTNode(parentTNode, lView);
    }
    return null;
}

function appendChild(tView, lView, childEl, childTNode) {
    var renderParent = getRenderParent(tView, childTNode, lView);
    var renderer = lView[RENDERER];
    var parentTNode = childTNode.parent || lView[T_HOST];
    var anchorNode = getNativeAnchorNode(parentTNode, lView);
    if (Array.isArray(childEl)) {
        for (var i = 0; i < childEl.length; i++) {
            nativeAppendOrInsertBefore(renderer, renderParent, childEl[i], anchorNode);
        }
    }
    else {
        nativeAppendOrInsertBefore(renderer, renderParent, childEl, anchorNode);
    }

    return getFirstChildNode(lView, tNode); // Returns the first native node for a given LView, starting from the provided TNode.
    var nativeNodes = return in the order in which those appear in the native tree (DOM).
    function getFirstChildNode(lView, tNode) { if (tNode != null) {
        var type = tNodeType = tNode.type; if

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to implemented with recursion becomes unmaintainable.

```javascript
/*
 * @param tView The `TView' which needs to be inserted, detached, destroyed
 * @param lView The `LView' which needs to be inserted, detached, destroyed
 * @param action action to perform (insert, detach, destroy)
 * @param RenderParent parent DOM element for insertion/removal
 * @param beforeNode Before which node the insertions should happen.
 */
function applyView(tView, lView, renderer, action, RenderParent, beforeNode) {
  ngDevMode && assertNodeType(tView.node, 2 /* View */);
  var viewRootTNode = tView.node.child;
  applyNodes(renderer, action, viewRootTNode, lView, RenderParent, beforeNode, false);
}

/*
 * `applyProjection' performs operation on the projection.
 */
applyProjection(viewRootTNode.node, 0 /* No operation */);

/*
 * `applyProjectionRecursive' performs operation on the projection specified by `action'
 * @param renderer Render to use
 * @param action action to perform (insert, detach, destroy)
 * @param lView The `LView' which needs to be inserted, detached, destroyed
 * @param tProjectionNode node to project
 */
applyProjectionRecursive(renderer, 0 /* Create */, lView, tProjectionNode, RenderParent, beforeNode);

/*
 * `applyContainer' performs an operation on the container and its views as specified by
 * @param action action to perform (insert, detach, destroy)
 * @param RenderParent parent DOM element for insertion/removal
 * @param beforeNode Before which node the insertions should happen.
 */
function applyContainer(renderer, action, RenderParent, beforeNode) {
  ngDevMode && assertLContainer(RenderParent);
  var anchor = RenderParent.nativeElement;
  var native = unwrapRNode(RenderParent.nativeElement);
  // An LContainer can be created dynamically on any node by injecting ViewContainerRef
  // Asking for a ViewContainerRef on an element will result in a creation of a separate anchor node
  // (comment in the DOM) that will be different from the LContainer's host node.
  in this particular
}
```

---

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done in the executeActionOnElementOrContainer) \n   // - container’s host node (this is done here)\n   if (anchor !== native) {\n     // This is very strange to me (Misko). I would expect that the native is same as\n     // see a reason why they should be different, but they are.\n     // If they are\n     // need to process the second anchor as well.\n     applyToElementOrContainer(action, renderer, renderParent,\n     anchor, beforeNode);\n   }\n for (var i = CONTAINER_HEADER_OFFSET; i < iContainer.length; i++) {\n   var IV = iContainer[i];\n   applyView(IVView[TVIEW], IVView, renderer, action, renderParent,\n   anchor);\n }\n \n /* *\n * Writes class/style to element.\n * @param renderer Renderer to use.\n * @param isClassBased ‘true’ if it should be written to ‘class’ (‘false’ to write to ‘style’).\n * @param rNode The Node to write to.\n * @param prop Property to write to. This would be the class/style name.\n * @param value Value to write. If ‘null’/’undefined’/’false’ this is considered a remove (set/add)\n * function applyStyling(renderer, isClassBased, rNode, prop, value)\n */

/**\n * @param element The element which needs to be updated.\n * @param value\n */

/* *\n * \n */

/**\n * @license\n * Copyright Google LLC 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 * @param location The location of the parent injector, which contains the view"
function ViewRef(
        /**
         * This represents `LView` associated with the component when ViewRef is a
         * ChangeDetectorRef.
         */
        _lView, 
        /**
         * This represents the `LView` associated with the point where `ChangeDetectorRef` was
         * requested.
         */
        _cdRefInjectingView;  
    }

    var ViewRef = /** @class */ (function () {
        function ViewRef(_lView, _cdRefInjectingView) {
            this._lView = _lView;
            this._cdRefInjectingView = _cdRefInjectingView;
            this._appRef = null;
            this._viewContainerRef = null;
        }

        Object.defineProperty(ViewRef.prototype, "rootNodes", {
            get: function () {
                var lView = this._lView;
                if (lView[HOST] == null) {
                    var hostTView = lView[T_HOST];
                    return collectNativeNodes(lView[TVIEW], lView, hostTView.child, []);
                }
                return 
        }
        var viewOffset = 0;
        var injectorIndex = startView._cdRefInjectingView.parentView.injectorIndex;
        var injector = startView._cdRefInjectingView.parentView.injector;
        var parentView = startView[DECLARATION_VIEW];
        var parentTNode = parentView[T_HOST];
        var viewOffset = viewOffset || 0;
        var parentView = parentView[DECLARATION_VIEW];
        var parentTView = parentView[T_HOST];
        var parentTNode = parentTView[T_HOST];
        if (viewOffset > 1) {
            parentTNode = startView[T_HOST];
            viewOffset = viewOffset - 1;
            parentView = parentView[DECLARATION_VIEW];
            injectorIndex = injectorIndex + 1;
        }
    }
    var tNode = tNode.parent;
    while (tNode.parent != null && injectorIndex == tNode.parent.injectorIndex) {
        var injector = tNode.parent.injector;
        var parentView = tNode.parentView;
        var parentTView = parentView[T_HOST];
        var parentTNode = parentTView[T_HOST];
        if (viewOffset > 1) {
            parentTNode = startView[T_HOST];
            viewOffset = viewOffset - 1;
            parentView = parentView[DECLARATION_VIEW];
            injectorIndex = injectorIndex + 1;
        }
    }
    return tNode;
}

var viewOffset = 0;
var injectorIndex = startView._cdRefInjectingView.parentView.injectorIndex;
var injector = startView._cdRefInjectingView.parentView.injector;
var parentView = startView[DECLARATION_VIEW];
var parentTNode = parentView[T_HOST];
var viewOffset = viewOffset || 0;
var parentView = parentView[DECLARATION_VIEW];
var parentTView = parentView[T_HOST];
var parentTNode = parentTView[T_HOST];
if (viewOffset > 1) {
    parentTNode = startView[T_HOST];
    viewOffset = viewOffset - 1;
    parentView = parentView[DECLARATION_VIEW];
    injectorIndex = injectorIndex + 1;
}

var tNode = tNode.parent;
while (tNode.parent != null && injectorIndex == tNode.parent.injectorIndex) {
    var injector = tNode.parent.injector;
    var parentView = tNode.parentView;
    var parentTView = parentView[T_HOST];
    var parentTNode = parentTView[T_HOST];
    if (viewOffset > 1) {
        parentTNode = startView[T_HOST];
        viewOffset = viewOffset - 1;
        parentView = parentView[DECLARATION_VIEW];
        injectorIndex = injectorIndex + 1;
    }
    return tNode;
}

var viewOffset = 0;
var injectorIndex = startView._cdRefInjectingView.parentView.injectorIndex;
var injector = startView._cdRefInjectingView.parentView.injector;
var parentView = startView[DECLARATION_VIEW];
var parentTNode = parentView[T_HOST];
var viewOffset = viewOffset || 0;
var parentView = parentView[DECLARATION_VIEW];
var parentTView = parentView[T_HOST];
var parentTNode = parentTView[T_HOST];
if (viewOffset > 1) {
    parentTNode = startView[T_HOST];
    viewOffset = viewOffset - 1;
    parentView = parentView[DECLARATION_VIEW];
    injectorIndex = injectorIndex + 1;
}

var tNode = tNode.parent;
while (tNode.parent != null && injectorIndex == tNode.parent.injectorIndex) {
    var injector = tNode.parent.injector;
    var parentView = tNode.parentView;
    var parentTView = parentView[T_HOST];
    var parentTNode = parentTView[T_HOST];
    if (viewOffset > 1) {
        parentTNode = startView[T_HOST];
        viewOffset = viewOffset - 1;
        parentView = parentView[DECLARATION_VIEW];
        injectorIndex = injectorIndex + 1;
    }
    return tNode;
}
The following example defines a component with a large list of readonly data. Imagine the data changes constantly, many times per second. For performance reasons, we want to check and update the list every five seconds. We can do that by detaching the component's change detector and doing a local check every five seconds.

```typescript
class LiveData {
  constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
    // in a real application the returned data will be different every time
    get data() { return [1,2,3,4,5]; }
  }
}
```

```typescript
@Component({
  selector: 'live-data',
  inputs: ['live'],
  template: 'Data: {{dataProvider.data}}'
})
```

```typescript
DataProvider {
  data = 1;
  get data() { return [1,2,3,4,5]; }
}
```

```typescript
class GiantList {
  constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
    // in a real application the returned data will be different every time
    get data() { return [1,2,3,4,5]; }
  }
}
```

```typescript
@Component({
  selector: 'giant-list',
  template: `<li *ngFor="let d of dataProvider.data">Data {{d}}</li>`
})
```

```typescript
class App {
  constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
    ref.detach();
  }
}
```

```typescript
class GiantList {
  constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
    // in a real application the returned data will be different every time
    get data() { return [1,2,3,4,5]; }
  }
}
```

```typescript
@Component({
  selector: 'giant-list',
  providers: [DataProvider],
  template: `<li *ngFor="let d of dataProvider.data">Data {{d}}</li>`
})
```

```typescript
App {
  constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
    ref.detach();
  }
}
```

```typescript
class GiantList {
  constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
    // in a real application the returned data will be different every time
    get data() { return [1,2,3,4,5]; }
  }
}
```

```typescript
AppComponent {
  live = true;
  get data() { return [1,2,3,4,5]; }
}
```

```typescript
DataProvider {
  data = 1;
  get data() { return [1,2,3,4,5]; }
}
```

```typescript
class GiantList {
  constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
    // in a real application the returned data will be different every time
    get data() { return [1,2,3,4,5]; }
  }
}
```

```typescript
@Component({
  selector: 'giant-list',
  providers: [DataProvider],
  template: `<li *ngFor="let d of dataProvider.data">Data {{d}}</li>`
})
```

```typescript
App {
  constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
    ref.detach();
  }
}
```

```typescript
class GiantList {
  constructor(private ref: ChangeDetectorRef, private dataProvider: DataProvider) {
    // in a real application the returned data will be different every time
    get data() { return [1,2,3,4,5]; }
  }
}
```

```typescript
AppComponent {
  live = true;
  get data() { return [1,2,3,4,5]; }
}
```

```typescript
DataProvider {
  data = 1;
  get data() { return [1,2,3,4,5]; }
}
```
ViewRef.prototype.attachToAppRef = function (appRef) {
    if (this._viewContainerRef)
        throw new Error('This view is already attached to a ViewContainer!');
    this._appRef = appRef;
}

return ViewRef;
});

/** @internal */
var RootViewRef = /** @class */ (function (_super) {
    __extends(RootViewRef, _super);

    function RootViewRef(_view) {
        var _this = _super.call(this, _view) || this;
        _this._view = _view;
        return _this;
    }

    RootViewRef.prototype.detectChanges = function () {
        detectChangesInRootView(_this._view);
    };

    RootViewRef.prototype.checkNoChanges = function () {
        checkNoChangesInRootView(_this._view);
    };

    Object.defineProperty(RootViewRef.prototype, 'context', {
        get: function () {
            return null;
        },
        enumerable: false,
        configurable: true
    });

    return RootViewRef;
}());

/** @internal */
var RootViewRef = /** @class */ (function (_super) {
    __extends(RootViewRef, _super);

    function RootViewRef(_view) {
        var _this = _super.call(this, _view) || this;
        _this._view = _view;
        return _this;
    }

    RootViewRef.prototype.detectChanges = function () {
        detectChangesInRootView(_this._view);
    };

    RootViewRef.prototype.checkNoChanges = function () {
        checkNoChangesInRootView(_this._view);
    };

    Object.defineProperty(RootViewRef.prototype, 'context', {
        get: function () {
            return null;
        },
        enumerable: false,
        configurable: true
    });

    return RootViewRef;
}());

function collectNativeNodes(tView, lView, tNode, result, isProjection) {
    if (isProjection === void 0) { isProjection = false; }
    while (tNode !== null) {
        ngDevMode &&
        assertNodeOfPossibleTypes(tNode, [3 /* Element */, 0 /* Container */, 1 /* Projection */, 4 /* ElementContainer */, 5 /* IcuContainer */]);
        var lNode = lView[tNode.index];
        if (lNode !== null) {
            result.push(unwrapRNode(lNode));
        }
        // A given lNode can represent either a native node or a LContainer (when it is a host of an // ViewContainerRef). When we find a LContainer we need to descend into it to collect root nodes // from the views in this container.
        if (isLContainer(lNode)) {
            for (var i = CONTAINER_HEADER_OFFSET; i < lNode.length; i++) {
                var lViewInAContainer = lNode[i];
                var lViewFirstChildTNode = lViewInAContainer[TVIEW].firstChild;
                if (lViewFirstChildTNode !== null) {
                    collectNativeNodes(lViewInAContainer[TVIEW], lViewInAContainer, lViewFirstChildTNode, result);
                }
            }
        }
        var tNodeType = tNode.type;
        if (tNodeType === 4 /* ElementContainer */ || tNodeType === 5 /* IcuContainer */) {
            collectNativeNodes(tView, lView, tNode.child, result);
        } else if (tNodeType === 1 /* Projection */) {
            var componentView = lView[DECLARATION_COMPONENT_VIEW];
            var componentHost = componentView[T_HOST];
            var slotIdx = tNode.projection;
            ngDevMode &&
            assertDefined(componentHost.projection, 'Components with projection nodes (<ng-content>) must have projection slots defined.');
            if (Array.isArray(componentHost.projection)) {
                result.push.apply(result, __spread(componentHost.projection));
            } else {
                var parentView = getLViewParent(componentView);
                ngDevMode &&
                assertDefined(parentView, 'Component views should always have a parent view (component\'s host view)');
                collectNativeNodes(parentView[TVIEW], parentView, nodesInSlot, result, true);
            }
        }
        tNode = isProjection ? tNode.projectionNext : tNode.next;
    }
    return result;
}

/**
* Creates an ElementRef from the most recent node.
* @returns The ElementRef instance to use
*/
function injectElementRef(ElementRefToken) {
    return createElementRef(ElementRefToken, getPreviousOrParentTNode(), getLView());
}

var R3ElementRef;

/**
* Creates a TemplateRef given a node.
* @returns The TemplateRef instance to use
*/
function createTemplateRef(TemplateRefToken, ElementRefToken, hostTNode, hostView) {
    return createTemplateRef(TemplateRefToken, ElementRefToken, hostTNode, hostView);
}

var R3TemplateRef;
or null if we can't create a TemplateRef on a given node type

```javascript
function createTemplateRef(TemplateRefToken, ElementRefToken, hostTNode, hostView) {
    if (!R3TemplateRef) {
        R3TemplateRef = /** @class */ (function (_super) {
            __extends(TemplateRef, _super);
            function TemplateRef(_declarationView, _declarationTContainer, elementRef) {
                var _this = _super.call(this) || this;
                _this._declarationView = _declarationView;
                _this._declarationTContainer = _declarationTContainer;
                _this.elementRef = elementRef;
                return _this;
            }
            TemplateRef.prototype.createEmbeddedView = function (context) {
                var embeddedTV = this._declarationTContainer.tViews;
                var embeddedLView = createLView(this._declarationView, embeddedTV, context, 16 /* CheckAlways */, null, embeddedView.node);
                if (context.hostView) { // CheckAlways
                    var declarationViewLQueries = this._declarationView[QUERIES];
                    if (declarationViewLQueries !== null) {
                        embeddedLView[QUERIES] = declarationViewLQueries.createEmbeddedView(embeddedTV);
                    }
                    renderView(embeddedTView, embeddedLView, context);
                    return new ViewRef(embeddedLView);
                }
            }
            return TemplateRef;
        }(TemplateRefToken));
    }
    if (hostTNode.type === 0 /* Container */) {
        ngDevMode && assertDefined(hostTNode.tViews, 'TView must be allocated');
        return new R3TemplateRef(hostView, hostTNode, createElementRef(ElementRefToken, hostTNode, hostView));
    } else {
        return null;
    }
}

function injectViewContainerRef(ViewContainerRefToken, ElementRefToken) {
    var previousTNode = getPreviousOrParentTNode();
    return createContainerRef(ViewContainerRefToken, ElementRefToken, previousTNode, getLView());
}

function createContainerRef(ViewContainerRefToken, ElementRefToken, hostTNode, hostView) {
    if (!R3ViewContainerRef) {
        R3ViewContainerRef = /** @class */ (function (_super) {
            __extends(ViewContainerRef, _super);
            function ViewContainerRef(_lContainer, _hostTNode, _hostView) {
                var _this = _super.call(this) || this;
                _this._lContainer = _lContainer;
                _this._hostTNode = _hostTNode;
                _this._hostView = _hostView;
                return _this;
            }
            Object.defineProperty(ViewContainerRef.prototype, "element", {
                get: function () {
                    return createElementRef(ElementRefToken, this._hostTNode, this._hostView);
                },
                enumerable: false,
                configurable: true
            });
            Object.defineProperty(ViewContainerRef.prototype, "injector", {
                get: function () {
                    return new NodeInjector(this._hostTNode, this._hostView);
                },
                enumerable: false,
                configurable: true
            });
            Object.defineProperty(ViewContainerRef.prototype, "parentInjector", {
                get: function () {
                    var parentLocation = getParentInjectorLocation(this._hostTNode, this._hostView);
                    var parentView = getParentInjectorView(parentLocation, this._hostView);
                    var parentTNode = getParentInjectorTNode(parentLocation, this._hostView, this._hostTNode);
                    return !hasParentInjector(parentLocation) || parentTNode == null ?
                        new NodeInjector(null, this._hostView) :
                        new NodeInjector(parentTNode, parentView);
                },
                enumerable: false,
                configurable: true
            });
            ViewContainerRef.prototype.clear = function () {
                while (this.length > 0) {
                    this.remove(this.length - 1);
                }
            }
            ViewContainerRef.prototype.get = function (index) {
                return new ViewRef(this._lContainer.get(index));
            }
            ViewContainerRef.prototype.remove = function (index) {
                this._lContainer.remove(index);
            }
            ViewContainerRef.prototype.push = function (node) {
                this._lContainer.push(node);
            }
            ViewContainerRef.prototype.pushAll = function (nodes) {
                this._lContainer.pushAll(nodes);
            }
            ViewContainerRef.prototype.length = function () {
                return this._lContainer.length;
            }
            return ViewContainerRef;
        }(ViewContainerRefToken));
    }
    return injectViewContainerRef(ViewContainerRefToken, ElementRefToken, hostTNode, hostView);
}
```
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function getOrCreateRenderer2(view) {
    var renderer = view[RENDERER];
    if (isProceduralRenderer(renderer)) {
        return renderer;
    } else {
        throw new Error('Cannot inject Renderer2 when the application uses Renderer3!');
    }
}

/** Injects a Renderer2 for the current component. *\n * function injectRenderer2() { *\n     // We need the Renderer to be based on the component that it's being injected into, however since `DI happens before we've entered its view`, `getLView` will return the parent view instead.

    var lView = getLView();
    var tNode = getPreviousOrParentTNode();
    var nodeAtIndex = getComponentLViewByIndex(tNode.index, lView);
    return getOrCreateRenderer2(isLView(nodeAtIndex) ? nodeAtIndex : lView);
}

/**
 * @license
 * Copyright Google LLC 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
 * A change-detection tree collects all views that are to be checked for changes.
 * Use the methods to add and remove views from the tree, initiate change-detection,
 * and explicitly mark views as _dirty_, meaning that they have changed and need to be re-rendered.
 *
 * @see [Using change detection hooks](guide/lifecycle-hooks#using-change-detection-hooks)
 * @see [Defining custom change detection](guide/lifecycle-hooks#defining-custom-change-detection)
 *
 * @usageNotes
 *
 * The following examples demonstrate how to modify default change-detection behavior to perform explicit detection when needed.
 *
 * ### Use `markForCheck()` with `CheckOnce` strategy
 *
 * The following example defines a component with a large list of read-only data that is expected to change constantly, many times per second.
 * To improve performance, we want to check and update the list less often than the changes actually occur. To do that, we detach the component's change detector and perform an explicit local check every five seconds.
 *
 * ### Detach change detector to limit how often check occurs
 *
 * The following example creates a component displaying live data.
 * The component detaches its change detector from the main change detector tree when the `live` property is set to false, and reattaches it when the property becomes true.
 *
 * ### Reattaching a detached component
 *
 * The following example creates a component displaying live data.
 * The component detaches its change detector from the main change detector tree when the `live` property is set to false, and reattaches it when the property becomes true.

/**
 * @internal
 * @nocollapse
 */
CHANGE_DETECTOR_REF_FACTORY = function () { return SWITCH_CHANGE_DETECTOR_REF_FACTORY(); };

var SWITCH_CHANGE_DETECTOR_REF_FACTORY__POST_R3__ = injectChangeDetectorRef;

function isType(v) {
    return typeof v === 'function';
}

/**
 * @description
 *
 * Represents a type that a Component or other object is instances of.
 * An example of a `Type` is the `MyCustomComponent` class, which in JavaScript is represented by the `MyCustomComponent` constructor function.
 *
 * Represents a type that a Component or other object is instances of.
 * An example of a `Type` is the `MyCustomComponent` constructor function.
 *
 * Represents a type that a Component or other object is instances of.
 * An example of a `Type` is the `MyCustomComponent` constructor function.

*/

/*
 * #########################
 * Attention: These Regular expressions have to hold even if the code is minified!
 * ##########################
 */

New change detection function that detects pass-through constructors for ES5 output. This Regex intends to capture the common delegation.
pattern emitted by TypeScript and Babel. Also\n\nfunction MyClass() {\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n    \n    **\n    \n    \n
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```
paramTypes_1 = ctorParameters.map(function (ctorParam) { return ctorParam && ctorParam.type; });
var paramAnnotations_1 = ctorParameters.map(function (ctorParam) { return ctorParam &&

convertTsickleDecoratorIntoMetadata(ctorParam.decorators); });

this._zipTypesAndAnnotations(paramTypes_1, paramAnnotations_1);  // API for metadata
created by invoking the decorators.

var paramAnnotations = type.hasOwnProperty(PARAMETERS) &&

this._reflect.getOwnMetadata('design:paramtypes', type);  // if (paramTypes || paramAnnotations) { return this._zipTypesAndAnnotations(paramTypes, paramAnnotations); }

// If a class has no decorators, at least create metadata
// based on function.length.
// Note: We know that this is a real
constructor as we checked
// the content of the constructor above.

ReflectionCapabilities.prototype.parameters = function (type) {
    // Note: only report metadata if
    // we have at least one class decorator
    // to stay in sync with the static refector.
    // if isType(type)) { return newArray(type.length);

ReflectionCapabilities.prototype.annotations = function (typeOrFunc) {
    if (!isType(typeOrFunc)) {
        return [];
    }

ReflectionCapabilities.prototype._ownAnnotations = function (typeOrFunc, parentCtor) {
    // Prefer the
direct API.

    if (typeOrFunc.annotations && typeOrFunc.annotations !== parentCtor.annotations) {
        var annotations = typeOrFunc.annotations;
        if (typeof annotations === 'function' && annotations.annotations) {
            annotations = annotations.annotations;
        }
        return annotations;
    }

    // API of tsickle for lowering decorators to properties on the class.
    // Note: We know that this is a real
    parameter = typeOrFunc.

ReflectionCapabilities.prototype._ownPropMetadata = function (typeOrFunc, parentCtor) {
    // Prefer the
direct API.

    if (typeOrFunc.propMetadata &&
        typeOrFunc.propMetadata !== parentCtor.propMetadata) {
        var propMetadata = typeOrFunc.propMetadata;
        if (typeof propMetadata === 'function' && propMetadata.propMetadata) {
            propMetadata = propMetadata.propMetadata;
        }
        return propMetadata;
    }

    // API for metadata created by
    invoking the decorators.

    if (typeOrFunc.hasOwnProperty(PROP_METADATA)) {
        return propMetadata;
    }

    Object.keys(propMetadata).forEach(function (propName) {
        var decorators = [];
        if
```

---

```

// Note: only report metadata if
// we have at least one class decorator
// to stay in sync with the static refector.
// if isType(type)) { return newArray(type.length);
```

---

```
```
Error("Attribute name must be defined.");
} else if (param === ChangeDetectorRef) {
    meta.token = param;
    meta.resolved = compiler.R3ResolvedDependencyType.ChangeDetectorRef;
} else if (dep === undefined || (Array.isArray(dep) && dep.length === 0)) {
    meta.token = undefined;
    meta.resolved = R3ResolvedDependencyType.Invalid;
} return meta;
}

/**
 * @license
 * Copyright Google LLC 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
 */
/**
 * Compile an Angular injectable according to its `Injectable` metadata, and patch the resulting
 * injectable def (`prov`) onto the injectable type.
 */
function compileInjectable(type, srcMeta) {
    var ngInjectableDef = null;
    var ngFactoryDef = null;
    // if NG_PROV_DEF is already defined on this class then don’t overwrite it
    if (!type.hasOwnProperty(NG_PROV_DEF)) {
        Object.defineProperty(type, NG_PROV_DEF, {
            get: function () {
                if (ngInjectableDef === null) {
                    ngInjectableDef = getCompilerFacade().compileInjectable(angularCoreDiEnv, "ng:///" + type.name + "/prov.js", getInjectableMetadata(type, srcMeta));
                }
                return ngInjectableDef;
            },
            configurable: true
        });
    }
    // if NG_FACTORY_DEF is already defined on this class then don’t overwrite it
    if (!type.hasOwnProperty(NG_FACTORY_DEF)) {
        Object.defineProperty(type, NG_FACTORY_DEF, {
            get: function () {
                if (ngFactoryDef === null) {
                    var metadata = getInjectableMetadata(type, srcMeta);
                    var compiler = getCompilerFacade();
                    ngFactoryDef = compiler.compileFactory(angularCoreDiEnv, "ng:///" + type.name + "/fac.js", {
                        name: metadata.name,
                        type: metadata.type,
                        typeArgumentCount: metadata.typeArgumentCount,
                        deps: reflectDependencies(type),
                        injectFn: 'inject',
                        target: compiler.R3FactoryTarget.Injectable
                    });
                }
                return ngFactoryDef;
            },
            configurable: true
        });
    }
    // Leave this configurable so that the factories from directives or
    // pipes can take precedence.
    var USE_VALUE$1 = getClosureSafeProperty({ provide: String, useValue: 0$6 });
    function isUseClassProvider(meta) {
        return meta.useClass !== undefined;
    }
    function isUseValueProvider(meta) {
        return USE_VALUE$1 in meta;
    }
    function isUseFactoryProvider(meta) {
        return meta.useFactory !== undefined;
    }
    function isUseExistingProvider(meta) {
        return meta.useExisting !== undefined;
    }
    function getInjectableMetadata(type, srcMeta) {
        // Allow the compilation of a class with a `@Injectable()` decorator without parameters
        if (type.hasOwnProperty(NG_PROV_DEF_FALLBACK)) {
            type[NG_PROV_DEF_FALLBACK] = function () { return type[NG_PROV_DEF]; };
        }
        // On IE10 properties defined via `defineProperty` won’t be inherited by child classes. 
        // which will break inheriting the injectable definition from a grandparent through an
        // undecorated parent class. We work around it by defining a method which should be used
        // as a fallback. This should only be a problem in JIT mode, because in AOT TypeScript
        // seems to have a workaround for static properties. When inheriting from an undecorated
        // parent is no longer supported (v11 or later), this can safely be removed.
        if (type.hasOwnProperty(NG_PROV_DEF_FALLBACK)) {
            type[NG_PROV_DEF_FALLBACK] = function () { return type[NG_PROV_DEF]; };
        }
        // if NG_FACTORY_DEF is already defined on this class then don’t overwrite it
        if (!type.hasOwnProperty(NG_FACTORY_DEF)) {
            Object.defineProperty(type, NG_FACTORY_DEF, {
                get: function () {
                    if (ngFactoryDef === null) {
                        var metadata = getInjectableMetadata(type, srcMeta);
                        var compiler = getCompilerFacade();
                        ngFactoryDef = compiler.compileFactory(angularCoreDiEnv, "ng:///" + type.name + "/fac.js", {
                            name: metadata.name,
                            type: metadata.type,
                            typeArgumentCount: metadata.typeArgumentCount,
                            deps: reflectDependencies(type),
                            injectFn: 'inject',
                            target: compiler.R3FactoryTarget.Injectable
                        });
                    }
                    return ngFactoryDef;
                },
                configurable: true
            });
        }
        // The user explicitly specified useValue.
        if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useValue.
            compilerMeta.userValue = resolveForwardRef(meta.useValue);
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseClassProvider(meta)) {
            // The user explicitly specified useClass, and may or may not have provided deps.
            compilerMeta.useClass = resolveForwardRef(meta.useClass);
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseClassProvider(meta)) {
            // The user explicitly specified useClass, and may or may not have provided deps.
            compilerMeta.useClass = resolveForwardRef(meta.useClass);
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
        } else if (isUseValueProvider(meta)) {
            // The user explicitly specified useValue.
        } else if (isUseExistingProvider(meta)) {
            // The user explicitly specified useExisting.
        } else if (isUseFactoryProvider(meta)) {
            // The user explicitly specified useFactory.
function createInjectorWithoutInjectorInstances(defType, parent, additionalProviders, name) {
    injector._resolveInjectorDefTypes();
    return injector;
}

R3Injector.prototype.getDestructor = function (token, notFoundValue, flags) {
    if (notFoundValue === void 0) { notFoundValue = this.getNullInjector(); }
    return this._tryGetDestructor(token, notFoundValue, flags);
}

R3Injector.prototype.destroy = function () {
    this.assertNotDestroyed();
    // Set destroyed = true first, in case lifecycle hooks re-enter destroy().
    this._destroyed = true;
    try {
        // Call all the lifecycle hooks of every instance that was created for which a
        // hook was found.
        this.onDestroy.forEach(function (service) { return service.ngOnDestroy(); });
    } finally {
        // Release all references.
        this.records.clear();
    }
}

R3Injector.prototype.get = function (token, notFoundValue, flags) {
    this.injectionContext
        .inScope = record != null ? record.value : null;
    // Source should provide
    // any injectable scoped to APP_ROOT_SCOPE.
    var record = this.records.get(INJECTOR_SCOPE);
    this.scope = record != null ? record.value : null;
    // Source name, used for debugging
    this.source = source || (typeof def === 'object' ? null : stringify(def));
    var def = couldBeInjectableType(token) && getInjectableDef(token);
    if (def && this.injectableDefInScope(def)) {
        // Found an injectable def and it's scoped to this injector. Pretend as if it was here
        // all along.
        record = makeRecord(injectableDefOrInjectorDefFactory(token), NOT_YET);
    } else {
        this.injectionContext
            .inScope = record = null;
    }
    this.injectionContext
        .inScope = record = this.records.get(token);
    if (record === undefined) {
        // No record, but maybe the token is scoped to this injector. Look for an injectable
        // def with a scope matching this token.
        this.injectionContext
            .inScope = record = makeRecord(injectableDefOrInjectorDefFactory(token), NOT_YET);
    } else {
        // Use the tree-shakable injectors
        var injector = R3Injector(def, additionalProviders, parent, source);
        injector._resolveInjectorDefTypes();
        this.records.set(token, record);
    }

    this.injectionContext
        .inScope = record = makeRecord(injectableDefOrInjectorDefFactory(token), NOT_YET);
    this.injectionContext
        .inScope = record = this.records.set(token, record);
}

R3Injector.prototype.destroy = function () {
    this.assertNotDestroyed();
    var previousInjector = this.onDestroy.clear();
    this.injectionContext
        .inScope = record = this.records.get(token);
    if (record === undefined) {
        // No record, but maybe the token is scoped to this injector. Look for an injectable
        // def with a scope matching this token.
        var def = couldBeInjectableType(token) && getInjectableDef(token);
        if (def && this.injectableDefInScope(def)) {
            // Found an injectable def and it's scoped to this
            // injector. Pretend as if it was here
            // all along.
            record = makeRecord(injectableDefOrInjectorDefFactory(token), NOT_YET);
        } else {
            record = null;
        }
    }
    this.records.set(token, record);
}

R3Injector.prototype.get = function (token, notFoundValue, flags) {
    this.injectionContext
        .inScope = record = this.records.get(token);
    if (record === undefined) {
        // No record, but maybe the token is scoped to this injector. Look for an injectable
        // def with a scope matching this token.
        var def = couldBeInjectableType(token) && getInjectableDef(token);
        if (def && this.injectableDefInScope(def)) {
            // Found an injectable def and it's scoped to this
            // injector. Pretend as if it was here
            // all along.
            record = makeRecord(injectableDefOrInjectorDefFactory(token), NOT_YET);
        } else {
            record = null;
        }
    }

```javascript
R3Injector.prototype._resolveInjectorDefTypes = function () {
    var _this = this;
    this.injectorDefTypes.forEach(function (defType) { return _this.get(defType); });
}
```
```
import of the same module
try {
  deepForEach(def.imports, function (imported) {
    if (_this.processInjectorType(imported, parents, dedupStack)) {
      if (importTypesWithProviders_1 !== undefined) {
        importTypesWithProviders_1 = [{
          name: imported.name
        }];
      }
    }
    if (import is an injector type with providers, we store it in the
    so that we can process those afterwards.
  })
}
}
}
```

```js
var importTypesWithProviders_1;
try {
  deepForEach(def.imports, function (imported) {
    if (_this.processInjectorType(imported, parents, dedupStack)) {
      if (importTypesWithProviders_1 !== undefined) {
        importTypesWithProviders_1 = [{
          name: imported.name
        }];
      }
    }
    if (import is an injector type with providers, we store it in the
    so that we can process those afterwards.
  })
}
}
```

```js
var a = importTypesWithProviders_1.push(imported);
```
injectorDef = getInjectorDef(token);\n
if (injectorDef !== null) {\n
return injectorDef.factory;\n
}\n
// InjectionTokens should have an injectable def (prov) and thus should be handled above.\n
// If it's missing
that, it's an error.\n
if (token instanceof InjectionToken) {\n
throw new Error(\"Token \" +
stringify(token) + \" is missing a \\u0275prov definition.\");\n
}\n
// Undecorated types can sometimes be
created if they have no constructor arguments.\n
if (token instanceof Function) {\n
return
getUndecoratedInjectableFactory(token);\n
}\n
// There was no way to resolve a factory for this token.\n
throw new Error('unreachable');\n }\n function getUndecoratedInjectableFactory(token) {\n
// If the token
has parameters then it has dependencies that we cannot resolve implicitly.\n
var paramLength = token.length;\n
if (paramLength > 0) {\n
var args = newArray(paramLength, '?');\n
throw new Error(\"Can't resolve
all parameters for \" + stringify(token) + \": (\" + args.join(', ') + \").\");\n
}\n
// The constructor function
appears to have no parameters.\n
// This might be because it inherits from a super-class. In which case, use an
injectable\n
// def from an ancestor if there is one.\n
// Otherwise this really is a simple class with no
dependencies, so return a factory that\n
// just instantiates the zero-arg constructor.\n
var
inheritedInjectableDef = getInheritedInjectableDef(token);\n
if (inheritedInjectableDef !== null) {\n
return function () { return inheritedInjectableDef.factory(token); };\n
}\n
else {\n
return function () {
return new token(); };\n
}\n }\n function providerToRecord(provider, ngModuleType, providers) {\n
if
(isValueProvider(provider)) {\n
return makeRecord(undefined, provider.useValue);\n
}\n
else {\n
var factory = providerToFactory(provider, ngModuleType, providers);\n
return makeRecord(factory,
NOT_YET);\n
}\n }\n /**\n * Converts a `SingleProvider` into a factory function.\n *\n * @param
provider provider to convert to factory\n */\n function providerToFactory(provider, ngModuleType, providers)
{\n
var factory = undefined;\n
if (isTypeProvider(provider)) {\n
var unwrappedProvider =
resolveForwardRef(provider);\n
return getFactoryDef(unwrappedProvider) ||
injectableDefOrInjectorDefFactory(unwrappedProvider);\n
}\n
else {\n
if
(isValueProvider(provider)) {\n
factory = function () { return resolveForwardRef(provider.useValue); };\n
}\n
else if (isFactoryProvider(provider)) {\n
factory = function () { return
provider.useFactory.apply(provider, __spread(injectArgs(provider.deps || []))); };\n
}\n
else if
(isExistingProvider(provider)) {\n
factory = function () { return
inject(resolveForwardRef(provider.useExisting)); };\n
}\n
else {\n
var classRef_1 =
resolveForwardRef(provider &&\n
(provider.useClass || provider.provide));\n
if (!classRef_1)
{\n
throwInvalidProviderError(ngModuleType, providers, provider);\n
}\n
if
(hasDeps(provider)) {\n
factory = function () { return new ((classRef_1).bind.apply((classRef_1),
__spread([void 0], injectArgs(provider.deps))))(); };\n
}\n
else {\n
return
getFactoryDef(classRef_1) || injectableDefOrInjectorDefFactory(classRef_1);\n
}\n
}\n
}\n
return factory;\n }\n function makeRecord(factory, value, multi) {\n
if (multi === void 0) { multi = false;
}\n
return {\n
factory: factory,\n
value: value,\n
multi: multi ? [] : undefined,\n
};\n
}\n function isValueProvider(value) {\n
return value !== null && typeof value == 'object' && USE_VALUE
in value;\n }\n function isExistingProvider(value) {\n
return !!(value && value.useExisting);\n }\n
function isFactoryProvider(value) {\n
return !!(value && value.useFactory);\n }\n function
isTypeProvider(value) {\n
return typeof value === 'function';\n }\n function isClassProvider(value) {\n
return !!value.useClass;\n }\n function hasDeps(value) {\n
return !!value.deps;\n }\n function
hasOnDestroy(value) {\n
return value !== null && typeof value === 'object' &&\n
typeof
value.ngOnDestroy === 'function';\n }\n function couldBeInjectableType(value) {\n
return (typeof value
=== 'function') ||\n
(typeof value === 'object' && value instanceof InjectionToken);\n }\n\n function
INJECTOR_IMPL__PRE_R3__(providers, parent, name) {\n
return new StaticInjector(providers, parent,
name);\n }\n function INJECTOR_IMPL__POST_R3__(providers, parent, name) {\n
return createInjector({
name: name }, parent, providers, name);\n }\n var INJECTOR_IMPL = INJECTOR_IMPL__PRE_R3__;\n
/**\n * Concrete injectors implement this interface. Injectors are configured\n * with
[providers](guide/glossary#provider) that associate\n * dependencies of various types with [injection

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if we have an array recurse into the array
for (var i = 0; i < provider.length; i++) {
    var resolvedProvider = resolveProvider(provider[i]);
    if (provider[i].multi === true) {
        // This is a multi provider.
        var multiProvider = records.get(token);
        if (multiProvider) {
            if (multiProvider.fn !== MULTI_PROVIDER_FN) {
                throw multiProviderMixError(token);
            }
            // Treat the provider as the token.
            token = provider;
        }
        multiProvider.deps.push(token);
        var resolved = resolveProvider(token, records, parent, notFoundValue, flags);
        if (resolved) {
            resolved.value = resolvedProvider.value;
            records.set(token, resolvedProvider);
            return resolved.value;
        }
    }
}
if (provider && typeof provider === 'object' && provider.provide) {
    // At this point we have what looks like a provider: {provide: ?, ....}
    var token = resolveForwardRef(provider.provide);
    var resolvedProvider = resolveProvider(provider);
    if (provider.multi === true) {
        // Create a placeholder factory which will look up the constituents of the multi provider.
        var multiProvider = {
            token: provider.provide,
            deps: []
        }
        useNew: false,
        fn: MULTI_PROVIDER_FN,
        value: EMPTY
    );

    // Treat the provider as the token.
    token = provider;
    multiProvider.deps.push(token);
    var record = records.get(token);
    if (record && record.fn === MULTI_PROVIDER_FN) {
        throw multiProviderMixError(token);
    } else if (record === INJECTOR_SCOPE) {
        throw Error('Circular dependency');
    }
    throw staticError('Unexpected provider', provider);
}

// Reset the Circular flag.
record.value = CIRCULAR$1;
throw Error(NO_NEW_LINE$1 + 'Circular dependency');
else if (value === CIRCULAR$1) {
    // Reset the Circular flag.
    record.value = CIRCULAR$1;
    throw Error(NO_NEW_LINE$1 + 'Circular dependency');
    // Ensure that 'e' is of type Error.
    if (!('e' instanceof Error)) {
        throw multiProviderMixError(token, record, records, parent, notFoundValue, flags);
    }
    // If we don't have a record, this implies that we don't own the provider hence don't know how
    // to resolve it.
    if (value == CIRCULAR$1) {
        throw Error(NO_NEW_LINE$1 + 'Circular dependency');
    }
    // If undefined, this means we don't have such a record
    childRecord = undefined;
    // Other records we know about.
    records,
    // If we don't know how to resolve dependency and we should not check parent for it,
    // then pass in Null Injector.
    fflushRecord & (options & 4 /* CheckSelf */ ? records.get(depRecord.token) : undefined);
    deps.push(tryResolveToken(token, record, records, parent, notFoundValue, flags));
    var fn = record.fn;
    var fn = record.fn;
    var depRecords = record.deps;
    var deps = EMPTY;
    if (depRecords.length) {
        deps = [];
        var depRecord = depRecords[i];
        var options = depRecord.options;
        var childRecord = options & 2 /* CheckSelf */ ? records.get(depRecord.token) : undefined;
    }
    throw staticError('Unexpected provider', provider);
    var useNew = record.useNew;
    var fn = record.fn;
    var depRecords = record.deps;
    var deps = EMPTY;
    if (depRecords.length) {
        deps = [];
        for (var i = 0; i < depRecords.length; i++) {
            var depRecord = depRecords[i];
            var options = depRecord.options;
            var childRecord = options & 2 /* CheckSelf */ ? records.get(depRecord.token) : undefined;
            deps.push(tryResolveToken(token, record, records, parent, notFoundValue, flags));
            childRecord = undefined;
        }
    }
    // A record which describes how to resolve the token.
    // If undefined, this means we don't have such a record
    childRecord = undefined;
    // Other records we know about.
    records,
    // If we don't know how to resolve dependency and we should not check parent for it,
    // then pass in Null Injector.
    fflushRecord & (options & 4 /* CheckSelf */ ? records.get(depRecord.token) : undefined);
    deps.push(tryResolveToken(token, record, records, parent, notFoundValue, flags));
    // If undefined, this means we don't have such a record
    childRecord = undefined;
    // Other records we know about.
    records,
    // If we don't know how to resolve dependency and we should not check parent for it,
    // then pass in Null Injector.
    fflushRecord & (options & 4 /* CheckSelf */ ? records.get(depRecord.token) : undefined);
    deps.push(tryResolveToken(token, record, records, parent, notFoundValue, flags));
    // If undefined, this means we don't have such a record
(provider.useExisting) { 
  factoryFn = function (aliasInstance) { return aliasInstance; }; 
} 

resolvedDeps = [ReflectiveDependency.fromKey(ReflectiveKey.get(provider.useExisting))]; 

} 

} 

else if (provider.useFactory) { 
  factoryFn = provider.useFactory; 
  resolvedDeps = constructDependencies(provider.useFactory, provider.deps); 
} 

else { 
  factoryFn = function () { return provider.useValue; }; 
  resolvedDeps = _EMPTY_LIST; 
} 

return new ResolvedReflectiveFactory(factoryFn, resolvedDeps); 

} 

/** 
 * Converts the `Provider` into `ResolvedProvider`. 
 * 
 * `Injector` internally only uses `ResolvedProvider`, `Provider` contains convenience 
 * provider syntax. 
 */ 

function resolveReflectiveProvider(provider) { 
  return new ResolvedReflectiveProvider_(ReflectiveKey.get(provider.provide), [resolveReflectiveFactory(provider)], 
  provider.multi || false); 
} 

/** 
 * Resolve a list of Providers. 
 */ 

function resolveReflectiveProviders(providers) { 
  var normalized = _normalizeProviders(providers, []); 
  var resolved = normalized.map(resolveReflectiveProvider); 
  var resolvedProviderMap = mergeResolvedReflectiveProviders(resolved, new Map()); 
  return Array.from(resolvedProviderMap.values()); 
} 

mergeResolvedReflectiveProviders(providers, normalizedProvidersMap) {
  var existing = normalizedProvidersMap.get(existing.key.id); 
  if (existing) { 
    if (provider.multiProvider !== existing.multiProvider) { 
      throw mixingMultiProvidersWithRegularProvidersError(existing, provider); 
    } 
    if (provider.multiProvider) { 
      for (var j = 0; j < provider.resolvedFactories.length; j++) { 
        existing.resolvedFactories.push(provider.resolvedFactories[j]); 
      } 
    } 
    else { 
      normalizedProvidersMap.set(provider.key.id, provider); 
    } 
  } 
  else { 
    var resolvedProvider = void 0; 
    if (provider.multiProvider) { 
      resolvedProvider = new ResolvedReflectiveProvider_(provider.key, provider.resolvedFactories.slice(), provider.multiProvider); 
    } 
    else { 
      resolvedProvider = provider; 
    } 
    normalizedProvidersMap.set(provider.key.id, resolvedProvider); 
  } 
  return normalizedProvidersMap; 
} 

function _normalizeProviders(providers, res) { 
  providers.forEach(function (b) { 
    if (b instanceof Type) { 
      res.push({ provide: b, useClass: b }); 
    } 
    else if (b && typeof b == 'object' && b.provide !== undefined) { 
      res.push(b); 
    } 
    else if (Array.isArray(b)) { 
      _normalizeProviders(b, res); 
    } 
    else { 
      throw invalidProviderError(b); 
    } 
  }); 
  return res; 
} 

function constructDependencies(typeOrFunc, dependencies) { 
  if (!dependencies) { 
    return _dependenciesFor(typeOrFunc); 
  } 
  else { 
    var params_1 = dependencies.map(function (t) { 
      return _extractToken(typeOrFunc, t, params_1); 
    }); 
    var res = 
    normalizedProvidersMap.set(provider.key.id, resolvedProvider); 
    var resolved = resolvedProvidersMap.get(provider.key.id); 
    return resolved; 
} 

function _dependenciesFor(typeOrFunc) { 
  var params = reflector.parameters(typeOrFunc); 
  if (!params) 
  return []; 
  if (params.some(function (p) { return p == null; })) 
  throw noAnnotationError(typeOrFunc, params); 
  var res = 
  return params.map(function (p) { 
    return _extractToken(typeOrFunc, p, params); 
  }); 
} 

function _extractToken(typeOrFunc, metadata, params) { 
  var token = null; 
  var optional = false; 
  if (!Array.isArray(metadata)) { 
    if (metadata instanceof Inject) { 
      return _createDependency(metadata.token, optional, null); 
    } 
    else if (metadata instanceof Optional) { 
      optional = true; 
    } 
    else if (metadata instanceof SkipSelf) { 
      return new InjectionToken(); 
    } 
    else if (metadata instanceof Self) { 
      return _createDependency(type, optional, null); 
    } 
    else { 
      return _createDependency(type, optional, null); 
    } 
  } 
  else { 
    var paramMetadata = metadata[i]; 
    if (paramMetadata instanceof Inject) { 
      return _createDependency(metadata.token, optional, null); 
    } 
    else if (paramMetadata instanceof Optional) { 
      optional = true; 
    } 
    else if (paramMetadata instanceof SkipSelf) { 
      return new InjectionToken(); 
    } 
    else if (paramMetadata instanceof Self) { 
      return _createDependency(type, optional, null); 
    } 
    else { 
      return _createDependency(type, optional, null); 
    } 
  } 
} 

function _createDependency(metadata, optional, visibility) { 
  var token = paramMetadata; 
  if (token == null) 
  throw invalidProviderError(token); 
} 

function resolveForwardRef(token) { 
  if (token != null) { 
    return _createDependency(token, optional, visibility); 
  } 
  else { 
    return null; 
  } 
}
providers = _mapProviders(this, function (b) { return '\"\" + b.key.displayName + '\"\"'; })

return ReflectiveInjector(providers: [\'+ providers + \'+\']";
},

return ReflectiveInjector.prototype.toString = function () { return ReflectiveInjector.prototype.toString() + ReflectiveInjector.prototype.toString()

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return ReflectiveInjector.prototype.toString()
Note: In AOT, the resolution happens during compilation, and so there should be no need to call this method outside JIT mode.

```
* @param resourceResolver a function which is responsible for returning a ‘Promise’ to the contents of the resolved URL. Browser’s `fetch()` method is a good default implementation.

var componentResolved = []; // Cache so that we don’t fetch the same resource more than once.

var urlMap = new Map();

function cachedResourceResolve(url) {
    var promise = urlMap.get(url);
    if (!promise) {
        var resp = resourceResolver(url);
        urlMap.set(url, promise = resp.then(unwrapResponse));
    }
    return promise;
}

componentResourceResolutionQueue.forEach(function (component, type) {
    var promises = [];
    if (component.templateUrl) {
        promises.push(cachedResourceResolve(component.templateUrl).then(function (template) {
            component.template = template;
        }));
    }
    var styleUrls = component.styleUrls;
    var styles = component.styles || (component.styles = []);
    var styleOffset = component.styles.length;
    styleUrls && styleUrls.forEach(function (styleUrl, index) {
        styles.push(''); // pre-allocate array.
        promises.push(cachedResourceResolve(styleUrl).then(function (style) {
            styles[styleOffset + index] = style;
        }));
    });
    var fullyResolved = Promise.all(promises).then(function () { return componentDefResolved(type); });
    componentResolved.push(fullyResolved);
});

clearResolutionOfComponentResourcesQueue();

return Promise.all(componentResolved).then(function () { return undefined; });
```

---

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```javascript
/**
 * Updates binding and returns the value.
 */
function updateBinding(lView, bindingIndex, value) {
    return lView[bindingIndex] = value;
}

/**
 * Gets the current binding value.
 */
function getBinding(lView, bindingIndex) {
    return lView[bindingIndex];
}

/**
 * Updates binding if changed, then returns whether it was updated.
 */
function bindingUpdated(lView, bindingIndex, value) {
    var oldValue = lView[bindingIndex];
    if (Object.is(oldValue, value)) {
        return false;
    }
    else {
        if (ngDevMode && getCheckNoChangesMode()) {
            var oldValueToCompare = oldValue !== NO_CHANGE ? oldValue : undefined;
            if (!devModeEqual(oldValueToCompare, value)) {
                var details = getExpressionChangedErrorDetails(lView, bindingIndex, oldValueToCompare, value);
                throwErrorIfNoChangesMode(oldValue === NO_CHANGE, details.oldValue, details.newValue, details.propName);
            }
        }
        lView[bindingIndex] = value;
        return true;
    }
}

/**
 * Updates 2 bindings if changed, then returns whether either was updated.
 */
function bindingUpdated2(lView, bindingIndex, exp1, exp2) {
    var different = bindingUpdated(lView, bindingIndex, exp1);
    return bindingUpdated(lView, bindingIndex + 1, exp2) || different;
}

/**
 * Updates 3 bindings if changed, then returns whether any was updated.
 */
function bindingUpdated3(lView, bindingIndex, exp1, exp2, exp3) {
    var different = bindingUpdated2(lView, bindingIndex, exp1, exp2);
    return bindingUpdated(lView, bindingIndex + 2, exp3) || different;
}

/**
 * Updates 4 bindings if changed, then returns whether any was updated.
 */
function bindingUpdated4(lView, bindingIndex, exp1, exp2, exp3, exp4) {
    var different = bindingUpdated2(lView, bindingIndex, exp1, exp2);
    return bindingUpdated2(lView, bindingIndex + 2, exp3, exp4) || different;
}

/**
 * Updates the value of or removes a bound attribute on an Element.
 */
function attribute(name, value, sanitizer, namespace) {
    var lView = getLView();
    var bindingIndex = nextBindingIndex();
    if (bindingUpdated(lView, bindingIndex, value)) {
        var tView = getTView();
        var tNode = getSelectedTNode();
        elementAttributeInternal(tNode, lView, name, value, sanitizer, namespace);
        if (bindingUpdated(lView, bindingIndex, value)) {
            var tView = getTView();
            var tNode = getSelectedTNode();
            elementAttributeInternal(tNode, lView, name, value, sanitizer, namespace);
        }
    }
```
Build the updated content

```javascript
var content = values[0];
for (var i = 1; i < values.length; i += 2) {
    content += renderStringify(values[i]) + values[i + 1];
}
return content;
```

**/\n
* Creates an interpolation binding with 2 expressions.

```javascript
function interpolation2(lView, prefix, v0, i0, v1, i1, suffix) {
    var bindingIndex = getBindingIndex();
    var different = bindingUpdated2(lView, bindingIndex, v0, i0, v1, i1, v2, i2, v3, i3, suffix) {
        var bindingIndex = getBindingIndex();
    }
}
```

**/\n
* Creates an interpolation binding with 1 expression.

```javascript
function interpolation1(lView, prefix, v0, suffix) {
    var different = bindingUpdated1(lView, nextBindingIndex(), v0); 
    return different ? prefix + renderStringify(v0) + suffix : NO_CHANGE;
}
```

**/\n
* Returns the concatenated string when any of the arguments changes, `NO_CHANGE` otherwise.

```javascript
function interpolationV(lView, values) {
    ngDevMode && assertLessThan(2, values.length, 'should have at least 3 values');
    ngDevMode && assertEqual(values.length % 2, 1, 'should have an odd number of values');
    var isBindingUpdated = false;
    var bindingIndex = getBindingIndex();
    for (var i = 1; i < values.length; i += 2) {
        // Check if bindings (odd indexes) have changed
        isBindingUpdated = bindingUpdated(lView, bindingIndex++, values[i]) || isBindingUpdated;
    }
    return NO_CHANGE;
}
```

**/\n
* Creates an interpolation binding with 5 expressions.

```javascript
function interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, suffix) {
    var bindingIndex = getBindingIndex();
    var different = bindingUpdated5(lView, bindingIndex, v0, i0, v1, i1, v2, i2, v3, i3, suffix)
        ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + suffix : NO_CHANGE;
}
```

**/\n
* Creates an interpolation binding with 6 expressions.

```javascript
function interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {
    var bindingIndex = getBindingIndex();
    var different = bindingUpdated6(lView, bindingIndex, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix)
        ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + i4 + renderStringify(v5) + i5 + renderStringify(v6) + suffix : NO_CHANGE;
}
```

**/\n
* Creates an interpolation binding with 7 expressions.

```javascript
function interpolation7(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {
    var bindingIndex = getBindingIndex();
    var different = bindingUpdated7(lView, bindingIndex, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix)
        ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + i4 + renderStringify(v5) + i5 + renderStringify(v6) + i6 + renderStringify(v7) + suffix : NO_CHANGE;
}
```

**/\n
* Creates an interpolation binding with 8 expressions.

```javascript
function interpolation8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix) {
    var bindingIndex = getBindingIndex();
    var different = bindingUpdated8(lView, bindingIndex, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix)
        ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + i4 + renderStringify(v5) + i5 + renderStringify(v6) + i6 + renderStringify(v7) + suffix : NO_CHANGE;
}
```

**/\n
* Those are faster because there is no need to create an array of expressions and iterate over it.

```javascript
* @param value checked for change.
* @param prefix static value used for concatenation only.
* @param suffix static value used for concatenation only.
*/

**/\n
* function interpolationV(lView, values) {
    ngDevMode && assertLessThan(2, values.length, 'should have at least 3 values');
    ngDevMode && assertEqual(values.length % 2, 1, 'should have an odd number of values');
    var isBindingUpdated = false;
    var bindingIndex = getBindingIndex();
    for (var i = 1; i < values.length; i += 2) {
        // Check if bindings (odd indexes) have changed
        isBindingUpdated = bindingUpdated(lView, bindingIndex++, values[i]) || isBindingUpdated;
    }
    return NO_CHANGE;
}
```
The name of the attribute to update
   * @param prefix static value used for concatenation only.
   * @param

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```
v0 Value checked for change.
* @param i0 Static value used for concatenation only.
* @param v1 Value checked for change.
* @param i1 Static value used for concatenation only.
* @param v2 Value checked for change.
* @param i2 Static value used for concatenation only.
* @param v3 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param sanitizer An optional sanitizer function
* @returns itself, so that it may be chained.
* @codeGenApi
*/

function attributeInterpolate4(attrName, prefix, v0, i0, v1, i1, v2, i2, v3, suffix, sanitizer, namespace) {
    var IView = getLView();
    var interpolatedValue = interpolation4(IView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
    if (interpolatedValue !== NO_CHANGE) {
        var tNode = getSelectedTNode();
        elementAttributeInternal(tNode, IView, attrName, interpolatedValue, sanitizer, namespace);
        ngDevMode &&
        storePropertyBindingMetadata(getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 4, prefix, i0, i1, i2, suffix);
    }
    return attributeInterpolate4;
}

/**
 *
* Update an interpolated attribute on an element with 5 bound values surrounded by text.
*
* Used when the value passed to a property has 5 interpolated values in it:
*
* ```html
* <div attr.title="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}suffix"></div>
* ```
*
* Its compiled representation is::
*
* ```ts
* attributeInterpolate5(
*    'title', 'prefix', v0, '-', v1, '-', v2, '-', v3, '-', v4, 'suffix');
* ```
*
* @param attrName The name of the attribute to update
* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param i0 Static value used for concatenation only.
* @param v1 Value checked for change.
* @param i1 Static value used for concatenation only.
* @param v2 Value checked for change.
* @param i2 Static value used for concatenation only.
* @param v3 Value checked for change.
* @param i3 Static value used for concatenation only.
* @param v4 Value checked for change.
* @param i4 Static value used for concatenation only.
* @param suffix Static value used for concatenation only.
* @param sanitizer An optional sanitizer function
* @returns itself, so that it may be chained.
* @codeGenApi
*/

function attributeInterpolate5(attrName, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix, sanitizer, namespace) {
    var lView = getLView();
    var interpolatedValue = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4,
        suffix);
    if (interpolatedValue !== NO_CHANGE) {
        var tNode = getSelectedTNode();
        elementAttributeInternal(tNode, lView, attrName, interpolatedValue, sanitizer, namespace);
        ngDevMode &&
        storePropertyBindingMetadata(getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 5, prefix, i0, i1, i2, i3, suffix);
    }
    return attributeInterpolate5;
}

/**
 *
* Update an interpolated attribute on an element with 6 bound values surrounded by text.
*
* Used when the value passed to a property has 6 interpolated values in it:
*
* ```html
* <div attr.title="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{{v5}}suffix"></div>
* ```
*
* Its compiled representation is::
*
* ```ts
* attributeInterpolate6(
*    'title', 'prefix', v0, '-', v1, '-', v2, '-', v3, '-', v4, '-', v5, 'suffix');
* ```
*
* @param attrName The name of the attribute to update
* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param i0 Static value used for concatenation only.
* @param v1 Value checked for change.
* @param i1 Static value used for concatenation only.
* @param v2 Value checked for change.
* @param i2 Static value used for concatenation only.
* @param v3 Value checked for change.
* @param i3 Static value used for concatenation only.
* @param v4 Value checked for change.
* @param i4 Static value used for concatenation only.
* @param v5 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param sanitizer An optional sanitizer function
* @returns itself, so that it may be chained.
* @codeGenApi
*/

function attributeInterpolate6(attrName, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix, sanitizer, namespace) {
    var IView = getLView();
    var interpolatedValue = interpolation6(IView, prefix, v0, i0, v1, i1, v2, i2, v3, i3,
        v4, i4, v5, suffix);
    if (interpolatedValue !== NO_CHANGE) {
        var tNode = getSelectedTNode();
        elementAttributeInternal(tNode, IView, attrName, interpolatedValue, sanitizer, namespace);
        ngDevMode &&
        storePropertyBindingMetadata(getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 6, prefix, i0, i1, i2, i3, i4, i5, suffix);
    }
    return attributeInterpolate6;
function attributeInterpolateV(attrName, values, sanitizer, namespace) {
    var
        values = [values],
        lView = getLView(),
        prefix = values[0],
        suffix = values[values.length - 1],
        context = lView || '{}',
        { i: index, v: value } = values.reduce((o, v) => o[0] < index ? { ...o, index: index, value: v } : { ...o, index: index + 1, value: v }, { index: 0, value: '' }),
        interpolatedValue = interpolationV(lView, prefix, i0, i1, i2, i3, i4, i5, suffix),
        &&
            storePropertyBindingMetadata(getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 8,
            ngDevMode
                &&
                storePropertyBindingMetadata(getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 7, prefix, i0, i1, i2, i3, i4, i5, i6, i7, suffix);
    return attributeInterpolate8;
}

function attributeInterpolate8(attrName, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix, sanitizer, namespace) {
    function attributeInterpolate7(attrName, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix, sanitizer, namespace) {
        var interpolatedValue = interpolation7(lView, prefix, v0, '-', v1, '-', v2, '-', v3, '-', v4, ']', 'suffix');
        return attributeInterpolate8;
    }
    return attributeInterpolateV;
}

```html
<div attr.title="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{{v5}}-{{v6}}-{{v7}}suffix"></div>
```
IView = getLView();
var interpolated = interpolationV(IView, values);
if (interpolated !== NO_CHANGE) {
    var tNode = getSelectedTNode();
    elementAttributeInternal(tNode, IView, attrName, interpolated, sanitizer, namespace);
    if (ngDevMode) {
        var interpolationInBetween = values[0]; // prefix
        for (var i = 2; i < values.length; i += 2) {
            interpolationInBetween.push(values[i]);
        }
        storePropertyBindingMetadata.apply(void 0, __spread([getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - interpolationInBetween.length + 1], interpolationInBetween));
    }
}

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 */

/**
 * Synchronously perform change detection on a component (and possibly its sub-components).
 * This function triggers change detection in a synchronous way on a component.
 * @param component The component which the change detection should be performed on.
 * @return function detectChanges(component) { * var view = getComponentViewByInstance(component); * detectChangesInternal(view[TVIEW], view, component); *
 * / ** * Marks the component as dirty (needing change detection). Marking a component dirty will
 * schedule a change detection on it at some point in the future. *
 * @param component Component to mark as dirty.
 * @return function markDirty(component) { * ngDevMode &
 * assertDefined(component, 'component'); *
 * var rootView = markViewDirty(getComponentViewByInstance(component));
 * var rootContext = rootView[CONTEXT];
 * tickRootContext(rootContext);
 * 
 */

/**
 * Creates an LContainer for an ng-template (dynamically-inserted view), e.g.
 * <div ng-template="*"></div>
 * @param index The index of the container in the data array
 * @param templateFn Inline template
 * @param decls The number of nodes, local refs, and pipes for this template
 * @param params The number of bindings for this template
 * @param tagName The name of the container element, if applicable
 * @param attrsIndex Index of template attributes in the `consts` array
 * @param localRefs Index of the local references in the `consts` array
 * @return function templateFirstCreatePass(index, tView, lView, templateFn, decls, vars, tagName, attrsIndex, localRefsIndex) {
 * ngDevMode && assertFirstCreatePass(tView);
 * ngDevMode && ngDevMode.firstCreatePass++;
 * var tViewConsts = tView.consts;
 * var tNode = getOrCreateTNode(tView, lView[T_HOST], index, 0 /* Container */, null, getConstant(tViewConsts, attrsIndex));
 * resolveDirectives(tView, lView, tNode, getConstant(tViewConsts, localRefsIndex));
 * registerPostOrderHooks(tView, tNode); var tView = createTView(2 /* Embedded */, -1, templateFn, decls, vars, tView.directiveRegistry, tView.pipeRegistry, null, tView.schemas, tViewConsts);
 * var embeddedTNode = createNode(tView, null, null, tView);
 * if (tView.queries !== null) {
 * tView.queries.template(tView, tNode);
 * tView.queries.embeddedTView(tNode);
 * }
 * 
 */
which extracts local-refs values from the template.

* Defaults to the current element associated with the local-ref.

* "@codeGenApi

* function template(index, templateFn, decls, vars, tagName, attrIndex, localRefsIndex, localRefExtractor) {
    var IView = getLView();
    var tView = getTView();
    var adjustedIndex = index + HEADER_OFFSET;
    var tNode = tView.firstCreatePass

    templateFirstCreatePass(index, tView, IView, templateFn, decls, vars, tagName, attrIndex, localRefsIndex) {
        tView.data[adjustedIndex] =
        setPreviousOrParentTNode(tNode, false);
        var comment = IView[RENDERER].createComment(ngDevMode ? 'container' : '');
        appendChild(tView, IView, comment, tNode);
        attachPatchData(comment, IView, tNode);
        addToViewTree(IView, IView[adjustedIndex] = createLContainer(comment, IView, comment, tNode));
        if (isDirectiveHost(tNode)) {
            createDirectivesInstances(tView, IView, tNode);
        }
        if (localRefsIndex != null) {
            saveResolvedLocalsInData(IView, tNode, localRefExtractor);
        }
    }

    /**
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     */
    /** Store a value in the `data` at a given `index`. */
    function store(tView, lView, index, value) {
        var adjustedIndex = index + HEADER_OFFSET;
        if (adjustedIndex >= tView.data.length) {
            tView.data[adjustedIndex] = null;
            tView.blueprint[adjustedIndex] = null;
        }
        lView[adjustedIndex] = value;
    }
    /**
     * Retrieves a local reference from the current contextViewData.
     * If the reference to retrieve is in a parent view, this instruction is used in conjunction
     * with a nextContext() call, which walks up the tree and updates the contextViewData instance.
     * The index of the local ref in the contextViewData.
     * @param index
     * @codeGenApi
     */
    function reference(index) {
        var contextLView = getContextLView();
        return load(contextLView, index);
    }

    /**
     * Facade for the attribute injection from DI.
     * @codeGenApi
     */
    function injectAttribute(attrNameToInject) {
        return injectAttributeImpl(getPreviousOrParentTNode(), attrNameToInject);
    }

    /**
     * Throws an error indicating that a factory function could not be generated by the compiler for a
     * particular class.
     * This instruction allows the actual error message to be optimized away when ngDevMode is turned
     * off, saving bytes of generated code while still providing a good experience in dev mode.
     * The name of the class is not mentioned here, but will be in the generated factory function name
     * and thus in the stack trace.
     * @param attrNameToInject
     * @codeGenApi
     * function invalidFactory() {
         var msg = ngDevMode ? this.constructor.name + ' is not compatible with Dependency Injection.' : invalid;
         throw new Error(msg);
     }
     */
    /**
     * Update a property on a selected element.
     * Operates on the element selected by index via the @link select instruction.
     * @param propName
     * @param value
     * @param sanitizer
     * @returns This function returns itself so that it may be chained
     * (e.g. `property('name', ctx.name)('title', ctx.title)`)
     * @codeGenApi
     * function property(propName, sanitizer) {
         var value = getLView();
         var bindingIndex = nextBindingIndex();
         var IView = getTView();
         var tView = getTView();
         if (bindingUpdated(IView, bindingIndex, value))
var tView = getTView(); var tNode = getSelectedTNode();

elementPropertyInternal(tView, tNode, lView, propName, value, lView[RENDERER], sanitizer, false);

ngDevMode && storePropertyBindingMetadata(View.data, tNode, propName, bindingIndex);

return property;

/**
 * Given `<div style="..." my-dir>` and `MyDir` with `@Input(style)` we need to write to
 * directive input.
 * @param name The name of the attribute.
 * @param value The value of the attribute.
 * @param isClassBased Whether the attribute is a class.
 * @param styleName The style name.
 * We support both 'class' and 'className' hence the fallback.
 * @param property The property to set.
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 * https://angular.io/license
 */
}

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 */

}
open source used in secure network analytics (stealthwatch) 7.4.0

```javascript
= getTView(); // get the view object if (tView.firstCreatePass) {
    registerPostOrderHooks(tView,
    previousOrParentTNode); if (isContentQueryHost(previousOrParentTNode)) {
        tView.queries.elementEnd(previousOrParentTNode); } if (tNode.classesWithoutHost != null
        && hasClassInput(tNode)) {
            setDirectiveInputsWhichShadowsStyling(tView, tNode, getLView(),
            tNode.classesWithoutHost, true); } if (tNode.stylesWithoutHost != null && hasStyleInput(tNode)) {
            setDirectiveInputsWhichShadowsStyling(tView, tNode, getLView(), tNode.stylesWithoutHost, false); }
        }
        if (tNode.classesWithoutHost != null
        && hasClassInput(tNode)) {
            setDirectiveInputsWhichShadowsStyling(tView, tNode, getLView(),
            tNode.classesWithoutHost, true);
        }
        if (tNode.stylesWithoutHost != null && hasStyleInput(tNode)) {
            setDirectiveInputsWhichShadowsStyling(tView, tNode, getLView(), tNode.stylesWithoutHost, false);
        }
```
localRefsIndex) { // var lView = getLView(); var tView = getTView(); var adjustedIndex = index + HEADER_OFFSET; ngDevMode && assertIndexInRange(lView, adjustedIndex); ngDevMode && assertEqual(getBindingIndex(), tView.bindingStartIndex, 'element containers should be created before any bindings'); var tNode = tView.firstCreatePass ? elementContainerStartFirstCreatePass(index, tView, lView, attrsIndex, localRefsIndex) : tView.data[adjustedIndex]; var previousOrParentTNode = getPreviousOrParentTNode(tNode, true); ngDevMode && ngDevMode.renderCreateComment++; var native = lView[adjustedIndex] = lView[RENDERER].createComment(ngDevMode ? 'ng-container' : ''); appendChild(tView, lView, native, tNode); attachPatchData(native, lView); if (isDirectiveHost(tNode)) { // } lView[RENDERER].executeQueries(tView, tNode, lView); if (localRefsIndex != null) { saveResolvedLocals(lView, tNode); } } } else { ngDevMode && assertHasParent(previousOrParentTNode); previousOrParentTNode = previousOrParentTNode.parent; } ngDevMode && assertNodeType(previousOrParentTNode, 4 /* ElementContainer */); if (tView.firstCreatePass) { registerPostOrderHooks(tView, previousOrParentTNode); if (isContentQueryHost(previousOrParentTNode)) { tView.queries.elementEnd(previousOrParentTNode); } } } } // Returns the current OpaqueViewState instance. // Used in conjunction with the restoreView() instruction to save a snapshot of the current view and restore it when listeners are invoked. This allows walking the declaration view tree in listeners to get vars from parent views. *ng* & @license * Copyright Google LLC All Rights Reserved.*

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*ng* & * Determine if the argument is shaped like a Promise.

*ng* & * Determine if the argument is Observable

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*ng* & * Adds an event listener to the current node.

*ng* & * If an output exists on one of the node's directives, it also subscribes to the output

*ng* & * and saves the subscription for later cleanup.

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*ng* & * Adds an event listener to the current node

*ng* & * If an output exists on one of the node’s directives, it also subscribes to the output

*ng* & * and saves the subscription for later cleanup.
designed to ensure that an * synthetic host listener (e.g. `@HostListener("@foo.start")`) properly gets rendered * in the component's renderer. Normally all host listeners are evaluated with the * parent component's renderer, but, in the case of animation @triggers, they need * to be evaluated with the sub component's renderer (because that's where the * animation triggers are defined). * Do not use this instruction as a replacement for * 'listener'. This instruction * only exists to ensure compatibility with the ViewEngine's host binding behavior.

* parameter eventTargetResolver Function that returns global target information in case this listener * should be attached to a global object like window, document or body * function syntheticHostListener(eventTargetResolver, * listenerFn, useCapture, eventTargetResolver) * function findExistingListener(tView, lView, eventName, * tNode) find the matching event name on the same node but it might not have been * registered yet, so we must explicitly verify entries in the LView cleanup data

* listenerInternal(tView, lView, renderer, tNode, eventName, * listenerFn, useCapture, eventTargetResolver) * listenerInternal(tView, lView, renderer, tNode, eventName, * listenerFn, useCapture, eventTargetResolver) * function listenerInternal(tView, lView, renderer, tNode, eventName, * listenerFn, useCapture, eventTargetResolver) * function listenerInternal(tView, lView, renderer, tNode, eventName, * listenerFn, useCapture, eventTargetResolver)
one native event handler in presence of multiple handler functions, we just register a first handler
function as a native event listener and then chain (coalesce) other handler functions on top of the first
native handler function. var existingListener = null; Please note that the coalescing
described here doesn't happen for events specifying an alternative target (ex. (document:click)) - this is
to keep backward compatibility with the view engine. Also, we don't have to search for existing listeners is there are no directives // matching on a given node as we can't register multiple event handlers for the same event in a template (this would mean having duplicate attributes). if (!eventTargetResolver && isTNodeDirectiveHost) {
    existingListener = findExistingListener(ViewController, lView, eventName, tNode.index);
} else if (existingListener != null) {
    // Attach a new listener to coalesced listeners list, maintaining the order in which listeners are registered. For performance reasons, we keep a reference to the last // listener in that list (in _ngLastListenerFn_ field), so we can avoid going through the entire set each time we need to add a new listener.

    var lastListenerFn = existingListener._ngLastListenerFn_ || existingListener;
    lastListenerFn._ngNextListenerFn_ = listenerFn;
    existingListener._ngLastListenerFn_ = listenerFn;
    processOutputs = false;
}
else {
    // The first argument of 'listen' function in Procedural Renderer is:
    // - either a target name (as a string) in case of global target (window, document, body)
    // - or element reference (in all other cases)
    listenerFn = wrapListener(tNode, lView, listenerFn, false /** preventDefault */);
}

var cleanupFn = renderer.listen(resolved.name || target, eventName, listenerFn);
ngDevMode && rendererAddEventListener++;
ICleanup.push(listenerFn, cleanupFn);

function wrapListener(tNode, lView, listenerFn, wrapWithPreventDefault) {
    function wrapListenerIn_markDirtyAndPreventDefault(e) {
        // Ivy uses 'Function' as a special token that allows us to unwrap the function so that it can be invoked programmatically by
        // 'DebugNode.triggerEventHandler'.
        if (e === Function) {
            return listenerFn;
        }
        // allows us to unwrap the function
        // so that it can be invoked programmatically by
        function wrapListenerIn_markDirtyAndPreventDefault(e) {
            // Ivy uses 'Function' as a special token that allows us to unwrap the function so that it can be invoked programmatically by
            // 'DebugNode.triggerEventHandler'.
            if (e === Function) {
                return listenerFn;
            }
            // allows us to unwrap the function
            // so that it can be invoked programmatically by
        }
    }
    function executeListenerWithErrorHandling(lView, listenerFn, e) {
        try {
            // subscribe to directive outputs
            var outputs = tNode.outputs;
            var props;
            if (processOutputs && outputs !== null && (props = outputs[eventName])) {
                var propsLength = props.length;
                for (var i = 0; i < propsLength; i += 2) {
                    var index = props[i];
                    var minifiedName = props[i + 1];
                    var directiveInstance = lView[index];
                    var output = directiveInstance[minifiedName];
                    if (!isObservable(output)) {
                        throw new Error("@Output " + minifiedName + " not initialized in \" + directiveInstance.constructor.name + \".\";\";\";\"");
                    }
                    var subscription = output.subscribe(listenerFn);
                    var idx = ICleanup.length;
                    ICleanup.push(listenerFn, subscription);
                }
                // executeListenerWithErrorHandling(lView, listenerFn, e);
                // Only explicitly returning false from a listener should preventDefault
                return listenerFn(e) !== false;
            }
            catch (error) {
                handleError(View, error);
                return false;
            }
            function wrapListener(tNode, lView, listenerFn, wrapWithPreventDefault) {
                function wrapListenerIn_markDirtyAndPreventDefault(e) {
                    // Ivy uses 'Function' as a special token that allows us to unwrap the function so that it can be invoked programmatically by
                    // 'DebugNode.triggerEventHandler'.
                    if (e === Function) {
                        return listenerFn;
                    }
                    // allows us to unwrap the function
                    // so that it can be invoked programmatically by
                }
    }
    function executeListenerWithErrorHandling(lView, listenerFn, e) {
        try {
            // subscribe to directive outputs
            var outputs = tNode.outputs;
            var props;
            if (processOutputs && outputs !== null && (props = outputs[eventName])) {
                var propsLength = props.length;
                for (var i = 0; i < propsLength; i += 2) {
                    var index = props[i];
                    var minifiedName = props[i + 1];
                    var directiveInstance = lView[index];
                    var output = directiveInstance[minifiedName];
                    if (!isObservable(output)) {
                        throw new Error("@Output " + minifiedName + " not initialized in \" + directiveInstance.constructor.name + \".\";\";\";\"");
                    }
                    var subscription = output.subscribe(listenerFn);
                    var idx = ICleanup.length;
                    ICleanup.push(listenerFn, subscription);
                }
                // executeListenerWithErrorHandling(lView, listenerFn, e);
                // Only explicitly returning false from a listener should preventDefault
                return listenerFn(e) !== false;
            }
            catch (error) {
                handleError(View, error);
                return false;
            }
        }
    }
    /**
     * Wraps a native event listener with a function that marks ancestors dirty and prevents default behavior.
     * if applicable.
     */
    * * /*
    * @param tNode The TNode associated with this listener
    * @param lView The LView that contains this listener
    * @param wrapListenerThe listener function to call
    * @param wrapListenerWithPreventDefault Whether or not to prevent default behavior
    * (the procedural renderer does this already, so in those cases, we should skip)
    */
    function wrapListener(tNode, lView, listenerFn, wrapWithPreventDefault) {
        return
    }
    function executeListenerWithErrorHandling(lView, listenerFn, e) {
        try {
            // subscribe to directive outputs
            var outputs = tNode.outputs;
            var props;
            if (processOutputs && outputs !== null && (props = outputs[eventName])) {
                var propsLength = props.length;
                for (var i = 0; i < propsLength; i += 2) {
                    var index = props[i];
                    var minifiedName = props[i + 1];
                    var directiveInstance = lView[index];
                    var output = directiveInstance[minifiedName];
                    if (!isObservable(output)) {
                        throw new Error("@Output " + minifiedName + " not initialized in \" + directiveInstance.constructor.name + \".\";\";\";\"");
                    }
                    var subscription = output.subscribe(listenerFn);
                    var idx = ICleanup.length;
                    ICleanup.push(listenerFn, subscription);
                }
                // executeListenerWithErrorHandling(lView, listenerFn, e);
                // Only explicitly returning false from a listener should preventDefault
                return listenerFn(e) !== false;
            }
            catch (error) {
                handleError(View, error);
                return false;
            }
        }
    }
}
return propertyInterpolate1;

/*
 * Update an interpolated property on an element with 2 bound values surrounded by text.
 */

/*
 * Used when the value passed to a property has 2 interpolated values in it:
 */

/*
 * Its compiled representation is:
 */

/*
 * If the property name also exists as an input property on one of the element's directives,
 * the component property will be set instead of the element property. This check must
 * be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.
 */

/*
 * @returns itself, so that it may be chained.
 */

/*
 * A sanitizer function
 */

/*
 * @param propName The name of the property to update
 * @param prefix Static value used for concatenation only
 * @param v0 Value checked for change
 * @param i0 Static value used for concatenation only
 * @param v1 Value checked for change
 * @param suffix Static value used for concatenation only
 */

/*
 * If the property name also exists as an input property on one of the element's directives,
 * the component property will be set instead of the element property. This check must
 * be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.
 */

/*
 * A sanitizer function
 */

/*
 * @param propName The name of the property to update
 * @param prefix Static value used for concatenation only
 * @param v0 Value checked for change
 * @param i0 Static value used for concatenation only
 * @param v1 Value checked for change
 * @param i1 Static value used for concatenation only
 * @param v2 Value checked for change
 * @param i2 Static value used for concatenation only
 * @param v3 Value checked for change
 * @param suffix Static value used for concatenation only
 * @param sanitizer An optional sanitizer function
 * @returns itself, so that it may be chained.
 */

/*
 * A sanitizer function
 */

/*
 * @param propName The name of the property to update
 * @param prefix Static value used for concatenation only
 * @param v0 Value checked for change
 * @param i0 Static value used for concatenation only
 * @param v1 Value checked for change
 * @param i1 Static value used for concatenation only
 * @param v2 Value checked for change
 * @param i2 Static value used for concatenation only
 * @param v3 Value checked for change
 * @param sanitizer An optional sanitizer function
 * @returns itself, so that it may be chained.
 */

}
getLView();
var interpolatedValue = interpolation4(View, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
if (interpolatedValue !== NO_CHANGE) {
    var tView = getTView();
    var tNode = getSelectedTNode();
    elementPropertyInternal(tView, tNode, propName, interpolatedValue, View[RENDERER], sanitizer, false);
    ngDevMode &&
    storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - 4, prefix, i0, i1, i2, suffix);
}
return propertyInterpolate4;
}
/**
 * Update an interpolated property on an element with 5 bound values surrounded by text.
 * Used when the value passed to a property has 5 interpolated values in it:
 * 
 * Its compiled representation is:
 * 
 * If the property name also exists as an input property on one of the element's directives,
 * the component property will be set instead of the element property. This check must
 * be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.
 * @param propName The name of the property to update
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param i0 Static value used for concatenation only.
 * @param v1 Value checked for change.
 * @param i1 Static value used for concatenation only.
 * @param v2 Value checked for change.
 * @param i2 Static value used for concatenation only.
 * @param v3 Value checked for change.
 * @param i3 Static value used for concatenation only.
 * @param v4 Value checked for change.
 * @param i4 Static value used for concatenation only.
 * @param suffix Static value used for concatenation only.
 * @param sanitizer An optional sanitizer function
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */
function propertyInterpolate5(propName, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix, sanitizer) {
    var lView = getLView();
    var interpolatedValue = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix);
    if (interpolatedValue !== NO_CHANGE) {
        var tView = getTView();
        var tNode = getSelectedTNode();
        elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
        ngDevMode &&
        storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - 5, prefix, i0, i1, i2, i3, suffix);
    }
    return propertyInterpolate5;
}
/**
 * Update an interpolated property on an element with 6 bound values surrounded by text.
 * Used when the value passed to a property has 6 interpolated values in it:
 * 
 * Its compiled representation is:
 * 
 * If the property name also exists as an input property on one of the element's directives,
 * the component property will be set instead of the element property. This check must
 * be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.
 * @param propName The name of the property to update
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param i0 Static value used for concatenation only.
 * @param v1 Value checked for change.
 * @param i1 Static value used for concatenation only.
 * @param v2 Value checked for change.
 * @param i2 Static value used for concatenation only.
 * @param v3 Value checked for change.
 * @param i3 Static value used for concatenation only.
 * @param v4 Value checked for change.
 * @param i4 Static value used for concatenation only.
 * @param v5 Value checked for change.
 * @param i5 Static value used for concatenation only.
 * @param suffix Static value used for concatenation only.
 * @param sanitizer An optional sanitizer function
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */
function propertyInterpolate6(propName, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix, sanitizer) {
    var lView = getLView();
    var interpolatedValue = interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);
    if (interpolatedValue !== NO_CHANGE) {
        var tView = getTView();
        var tNode = getSelectedTNode();
        elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
        ngDevMode &&
        storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - 6, prefix, i0, i1, i2, i3, i4, suffix);
    }
    return propertyInterpolate6;
}
interpolated values in it:
```html
<div title="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{{v5}}-{{v6}}-{{v7}}suffix"></div>
``` 

Its compiled representation is:
```ts
propertyInterpolate8('title', 'prefix', v0, '-', v1, '-', v2, '-', v3, '-', v4, '-', v5, '-', v6, 'suffix');</div>
``` 

If the property name also exists as an input property on one of the element's directives, the component property will be set instead of the element property. This check must be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.

- @param propName The name of the property to update
- @param prefix Static value used for concatenation only
- @param v0 Value checked for change
- @param i0 Static value used for concatenation only
- @param v1 Value checked for change
- @param i1 Static value used for concatenation only
- @param v2 Value checked for change
- @param i2 Static value used for concatenation only
- @param v3 Value checked for change
- @param i3 Static value used for concatenation only
- @param v4 Value checked for change
- @param i4 Static value used for concatenation only
- @param v5 Value checked for change
- @param i5 Static value used for concatenation only
- @param v6 Value checked for change
- @param suffix Static value used for concatenation only
- @param sanitizer An optional sanitizer function
- @returns itself, so that it may be chained
- @codeGenApi

```ts
function propertyInterpolate8(propName, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, suffix, sanitizer) {
  var lView = getLView();
  var interpolatedValue = interpolation8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    var tView = getTView();
    var tNode = getSelectedTNode();
    elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
    ngDevMode &&
    storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - 8, prefix, i0, i1, i2, i3, i4, i5, suffix);
  }
  return propertyInterpolate8;
}
```
The `TView.data` also stores prev/next duplicate bit. The duplicate bit if true says there either is a binding with the same name or there is a map (which may contain the name). This information is useful in knowing if other bindings with higher priority need to be searched for overwrites. *Note: See 'should support example in 'tnode_linked_list.ts' documentation' in 'tnode_linked_list_spec.ts' for working example.*

The correct priority order of concatenation is:

```
// Template: (ExampleComponent)
styleMap({color: '#001'});  // Binding index: 12
styleProp('color', '#002');  // Binding index: 10
// MyComponent
styleMap({color: '#003'});  // Binding index: 20
styleProp('color', '#004');  // Binding index: 22
// Style2Directive
styleMap({color: '#005'});  // Binding index: 24
styleProp('color', '#006');  // Binding index: 26
// ExampleComponent
```

**Example**

```
MyComponent
 // Style1Directive
styleMap({color: '#007'});  // Binding index: 28
styleProp('color', '#008');  // Binding index: 30
// Template:
(ExampleComponent)
```

By doing so we keep a linked list of all of the bindings which pertain to this element. *Notice that the bindings are inserted in the order of execution, but the 'TView.data' allows us to traverse them in the order of priority.*

```
// Template: (ExampleComponent)
styleMap({color: '#001'});  // Binding index: 10
styleProp('color', '#002');  // Binding index: 12
// MyComponent
styleMap({color: '#003'});  // Binding index: 20
styleProp('color', '#004');  // Binding index: 22
// Style2Directive
styleMap({color: '#005'});  // Binding index: 24
styleProp('color', '#006');  // Binding index: 26
// ExampleComponent
styleMap({color: '#007'});  // Binding index: 28
styleProp('color', '#008');  // Binding index: 30
```

---

*The above data structure allows us to re-concatenate the styling no matter which data binding changes.*

---

*Note: in addition to keeping track of next/previous index the 'TView.data' also stores prev/next duplicate bit. The duplicate bit if true says there either is a binding with the same name or there is a map (which may contain the name). This information is useful in knowing if other bindings with higher priority need to be searched for overwrites. *Note: See 'should support example in 'tnode_linked_list.ts' documentation' in 'tnode_linked_list_spec.ts' for working example.*

---

*Uncommented line to remove unused const as closure does not like standalone comment blocks. */

 */

*Insert new 'TStyleValue' at 'TData' and link existing style bindings such that we maintain linked list of styles and compute the duplicate flag.*

*Note: this function is executed during 'firstUpdatePass' only to populate the 'TView.data'.

*The function works by keeping track of 'TStylingRange' which contains two pointers pointing to:

- the head/tail of the template portion of the styles.
- if 'isHost' === false (we are template) then insertion is at tail of 'TStylingRange'.
- if 'isHost' === true (we are host binding) then insertion is at head of 'TStylingRange'.

*Note: in addition to keeping track of next/previous index the 'TView.data' also stores prev/next duplicate bit. The duplicate bit if true says there either is a binding with the same name or there is a map (which may contain the name). This information is useful in knowing if other bindings with higher priority need to be searched for overwrites. *Note: See 'should support example in 'tnode_linked_list.ts' documentation' in 'tnode_linked_list_spec.ts' for working example.*

*Using unused const as closure does not like standalone comment blocks. */

*/

*Insert new 'TStyleValue' at 'TData' and link existing style bindings such that we maintain linked list of styles and compute the duplicate flag.*

*Note: this function is executed during 'firstUpdatePass' only to populate the 'TView.data'.

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- the head/tail of the template portion of the styles.
- if 'isHost' === false (we are template) then insertion is at tail of 'TStylingRange'.
- if 'isHost' === true (we are host binding) then insertion is at head of 'TStylingRange'.

*Note: in addition to keeping track of next/previous index the 'TView.data' also stores prev/next duplicate bit. The duplicate bit if true says there either is a binding with the same name or there is a map (which may contain the name). This information is useful in knowing if other bindings with higher priority need to be searched for overwrites. *Note: See 'should support example in 'tnode_linked_list.ts' documentation' in 'tnode_linked_list_spec.ts' for working example.*

*Using unused const as closure does not like standalone comment blocks. */

*/

*Insert new 'TStyleValue' at 'TData' and link existing style bindings such that we maintain linked list of styles and compute the duplicate flag.*

*Note: this function is executed during 'firstUpdatePass' only to populate the 'TView.data'.

*The function works by keeping track of 'TStylingRange' which contains two pointers pointing to:

- the head/tail of the template portion of the styles.
- if 'isHost' === false (we are template) then insertion is at tail of 'TStylingRange'.
- if 'isHost' === true (we are host binding) then insertion is at head of 'TStylingRange'.

*Note: in addition to keeping track of next/previous index the 'TView.data' also stores prev/next duplicate bit. The duplicate bit if true says there either is a binding with the same name or there is a map (which may contain the name). This information is useful in knowing if other bindings with higher priority need to be searched for overwrites. *Note: See 'should support example in 'tnode_linked_list.ts' documentation' in 'tnode_linked_list_spec.ts' for working example.*

*Using unused const as closure does not like standalone comment blocks. */

*/
well.

```javascript
var staticKeyValueArray = tStylingKeyWithStatic;

classNames = staticKeyValueArray[1]; //
unwrapped

// We need to check if our key is present in the static so that we can mark it as duplicate.
if (tStylingKey === null ||
    keyValueArrayIndexOf(staticKeyValueArray, tStylingKey) > 0) {

    // tStylingKey is present in the statics, need to mark it as duplicate.
    isKeyDuplicateOfStatic = true;
}
else {
    tStylingKey = tStylingKeyWithStatic;
}

if (isHostBinding) {
    // We are inserting host bindings
    if (!hasTemplateBindings) {
        // If we don't have template bindings then 'tail' is 0.
        var
            hasTemplateBindings = tmplTail !== 0;

        // This is important to know because that means that the 'head'
        // can't point to the first.

        // template bindings (there are none.) Instead the head points to the tail
        // of the template.

        if (hasTemplateBindings) {
            // template head's 'prev' will point to last host binding or
            to 0 if no host bindings yet.

            var previousNode = getTStylingRangePrev(tData[tmplHead + 1]);

            tData[index + 1] = tStylingRange(previousNode, tmplHead);

            // if a host binding has already been registered, we need to update the
            next of that host
            // binding to point to this one

            if (previousNode !== 0) {
                // We need to update the template-tail value to point to us.

                tData[previousNode + 1] =

                setTStylingRangeNext(tData[previousNode + 1], index);
            }
        }
        else {
            // We are inserting in template section.
            // We need to set this binding's "previous" to the current
            template tail

            tData[index + 1] = tStylingRange(tmplTail, 0);

            assertEqual(tmplHead !== 0 &
                tmplTail === 0, false, 'Adding template bindings after hostBindings is not
            allowed.');

            if (tmplHead === 0) {
                tmplHead = index;
            }

            else {
                // We need to update the previous value "next" to point to this binding

                tData[tmplTail + 1] =

                setTStylingRangeNext(tData[tmplTail + 1], index);

                tmplTail = index;
            }

        }

    }

    // Now we need to update / compute the duplicates.

    // Starting with our location search towards head (least priority)

    if (isKeyDuplicateOfStatic) {
        tData[index + 1] = setTStylingRangePrevDuplicate(tData[index + 1]);
    }

    markDuplicates(tData, tStylingKey, index, true, isClassBinding);

    markDuplicates(tData, tStylingKey, index, false, isClassBinding);

    markDuplicates(tData, tStylingKey, index, true, isClassBinding);

    markDuplicates(tData, tStylingKey, index, false, isClassBinding);

    if (isClassBinding) {
        tBindings = tStylingRange(tmplHead, tmplTail);
    }

    else {
        tBindings = tStylingRange(tmplHead, tmplTail);
    }

    if (isClassBinding) {
        tNode.classBindings = tBindings;
    }

    else {
        tNode.styleBindings = tBindings;
    }

    /*
      * Look into the residual style to see if the current 'tStylingKey' is duplicate of residual.
      *
      * @param tNode `TNode` where the residual is stored.
      * @param tStylingKey `TStylingKey` to store.
      * @param tData 'TData' associated with the current `LVView`.
      * @param index location of where 'tStylingValue' should be stored (and linked into list).
      * @param isClassBinding True if the associated 'tStylingKey' as a
      * 'class'.
      *
      * 'tNode.classBindings' should be used (or 'tNode.styleBindings' otherwise).
      *
      * function markDuplicateOfResidualStyling(tNode, tStylingKey, tData, index, isClassBinding) {
      *
      * var residual = isClassBinding ? tNode.residualClasses : tNode.residualStyles;
      * if (residual !== null /* or undefined */
      *     && typeof tStylingKey == 'string' &&
      *     keyValueArrayIndexOf(residual, tStylingKey) >= 0) {
      *
      *     We have duplicate in the residual so mark ourselves as duplicate.
      *
      *     tData[index + 1] =
      *         setTStylingRangeNextDuplicate(tData[index + 1]);
      *
      *     * Marks 'TStyleValue's as duplicates if another style binding in the list has the same
      *       'tStylingValue'.
      *       * NOTE: this function is intended to be called twice once with 'isPrevDir' set to 'true'
      *       and once with it set to 'false' to search both the previous as well as next items in the list.
      *       * No duplicate case
      *       * In the above case adding `[`style.width,px]` to the existing
      *       `[style.color]` produces no duplicates because 'width' is not found in any other part of the
      *       linked list.
      */
```
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```javascript

function isStylingMatch(tStylingKeyCursor, tStylingKey) {
    ngDevMode &&
```
/**
 * Consumes all of the characters belonging to style key and token.
 *
 * @param text Text to scan
 */
function consumeStyleValue(text, index, end) {
    return consumeSeparator(text, index, end, 59 /* SEMI_COLON */);
}

index = parserState.value = consumeWhitespace(text, index, end);
index = parserState.valueEnd = consumeStyleKey(text, index, end);
index = consumeSeparator(text, index, end, 58 /* COLON */);

/**
 * Parses the next `cssText` key/values.
 *
 * This function is intended to be used in this format:
 * ```
 * for (let i = parseStyle(text); i >= 0; i = parseStyleNext(text, i)) {
 *   const key = getLastParsedKey();
 *   const value = getLastParsedValue();
 *   ...
 * }
 * ```
 * @param text `cssText` to parse
 * @returns index where the next invocation of `parseStyleNext` should resume.
 */
function parseStyle(text) {
    resetParserState(text);
    return parseStyleNext(text, consumeWhitespace(text, 0, parserState.textEnd));
}

/**
 * Parses the next `cssText` key/values.
 *
 * This function is intended to be used in this format:
 * ```
 * for (let i = parseClassName(text); i >= 0; i = parseClassNameNext(text, i)) {
 *   const key = getLastParsedKey();
 *   ...
 * }
 * ```
 * @param text `className` to parse
 * @returns index where the next invocation of `parseClassNameNext` should resume.
 */
function parseClassName(text) {
    return parseClassNameNext(text, consumeWhitespace(text, 0, parserState.textEnd));
}

/**
 * Parses next `className` token.
 *
 * This function is intended to be used in this format:
 * ```
 * for (let i = parseClassName(text); i >= 0; i = parseClassNameNext(text, i)) {
 *   const key = getLastParsedKey();
 *   ...
 * }
 * ```
 * @param text `className` to parse
 * @returns index where the next invocation of `parseClassNameNext` should resume.
 */
function parseClassNameNext(text, startIndex) {
    var end = parserState.textEnd;
    if (end === index) {
        return -1;
    }
    index = parserState.keyEnd = consumeClassToken(text, parserState.key = index, end);
    index = consumeWhitespace(text, index, end);
    /**
     * Initializes `cssText` string for parsing and parses the first
     * key/values.
     *
     * This function is intended to be used in this format:
     * ```
     * for (let i = parseClassName(text); i >= 0; i = parseClassNameNext(text, i)) {
     *   const key = getLastParsedKey();
     *   ...
     * }
     * ```
     * @param text `className` to parse
     * @returns index where the next invocation of `parseClassNameNext` should resume.
     */
     function parseClassName(text) {
         return parseClassNameNext(text, consumeWhitespace(text, 0, parserState.textEnd));
     }
     /**
      * Parses the next `cssText` key/values.
      *
      * This function is intended to be used in this format:
      * ```
      * for (let i = parseStyle(text); i >= 0; i = parseStyleNext(text, i)) {
      *   const key = getLastParsedKey();
      *   const value = getLastParsedValue();
      *   ...
      * }
      * ```
      * @param text `cssText` to parse
      * @returns index where the next invocation of `parseStyleNext` should resume.
      */
      function parseStyle(text) {
          resetParserState(text);
          return parseStyleNext(text, consumeWhitespace(text, 0, parserState.textEnd));
      }
      /**
       * Resets the global state of the styling parser.
       *
       * @param text The styling text to parse.
       * @returns index where the next non-whitespace character.
       * @returns Index of next non-whitespace character (May be the same as `start` if no whitespace at
       * that location.)
       * @returns Index of next non-whitespace character (May be the same as `start` if no whitespace at
       * that location.)
       */
       function consumeWhitespace(text, startIndex, endIndex) {
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
               valueEnd: 0,
               parserState.key = consumeWhitespace(text, startIndex, endIndex);
               parserState.keyEnd = consumeClassToken(text, startIndex, endIndex);
           }
           if (startIndex === endIndex) {
               return -1;
           }
           var parserState = {
               textEnd: 0,
               key: 0,
               keyEnd: 0,
               value: 0,
"util/array_utils"
}

/**
 * Checks if a property is marked as 'false'
 * so that 'style' can be processed. This is done for tree
 * shaking purposes.
 * @param stringParser Parser used to parse 'value' if 'string'
 * (Passed in as 'style' and 'class'
 * have different parsers.)
 * @param value bound value from application
 * @param isClassBased true if 'class' change ('false' if 'style'
 * have different parsers.)
 */

function checkStylingMap(keyValueArraySet, stringParser, value, isClassBased) {
    var tView = getTView();
    var bindingIndex = incrementBindingIndex(2);
    if (tView.firstUpdatePass) {
        stylingFirstUpdatePass(tView, null, bindingIndex, isClassBased);
    }
    var lView = getLView();
    if (value !== NO_CHANGE &&
        bindingUpdated(lView, bindingIndex, value, isClassBased)) {
        lView[bindingIndex + 1] = toStylingKeyValueArray(keyValueArraySet, stringParser, value), isClassBased,
    }
    else {
        updateStylingMap(tView, tNode, lView, lView[RENDERER], lView[bindingIndex + 1], lView[bindingIndex + 1] = toStylingKeyValueArray(keyValueArraySet, stringParser, value, isClassBased, bindingIndex));
    }

    else {
        setDirectiveInputsWhichShadowsStyling(tView, tNode, lView, value, isClassBased);
    }

    tData[lView[bindingIndex + 1]] = toStylingKeyValueArray(keyValueArraySet, stringParser, value);
}

/**
 * Determines when the binding is in 'hostBindings' section
 * @param bindingIndex index of binding which we would like if it is
 * in 'hostBindings'
 * @param binds are used to get the 'class'
 * index of the binding which we would like if it is
 * in 'hostBindings'
 */

function isHostBindings(tView, bindingIndex) {
    // All host bindings are placed
    after the expando section.
    return bindingIndex >= tView.expandoStartIndex;
}

/**
 * Verifies if the given 'class'
 * has a directive which uses @Input('style')
 * or @Input('class')
 */

function checkStylingBinding(tView, tNode, isClassBased, tStylingKey) {
    // This takes over the 'style'
    binding. (Same
    for 'class')
    setDirectiveInputsWhichShadowsStyling(tView, tNode, lView, value, isClassBased);
}

/**
 * Collects the
 * necessary information to insert the binding into a linked list of style bindings
 * using 'insertTStylingBinding'.
 * @param tView Current 'TView'
 * @param bindingIndex index of binding which we would like if it is
 * in 'hostBindings'
 * @param tData data
 * @param tNode node
 */

function insertTStylingBinding(tView, tNode, index, tStylingKey) {
    tView.data[index] = toStylingKeyValueArray(keyValueArraySet, stringParser, value);
}

/**
 * Verifies if the given 'class'
 * has a directive which uses @Input('style')
 * or @Input('class')
 */

function checkStylingBinding(tView, tNode, isClassBased, tStylingKey) {
    // This takes over the 'style'
    binding. (Same
    for 'class')
    setDirectiveInputsWhichShadowsStyling(tView, tNode, lView, value, isClassBased);
}

/**
 * Determines when the binding is in 'hostBindings' section
 * @param bindingIndex index of binding which we would like if it is
 * in 'hostBindings'
 * @param binds are used to get the 'class'
 * index of the binding which we would like if it is
 * in 'hostBindings'
 */

function isHostBindings(tView, bindingIndex) {
    // All host bindings are placed
    after the expando section.
    return bindingIndex >= tView.expandoStartIndex;
}

/**
 * Verifies if the given 'class'
 * has a directive which uses @Input('style')
 * or @Input('class')
 */

function checkStylingBinding(tView, tNode, isClassBased, tStylingKey) {
    // This takes over the 'style'
    binding. (Same
    for 'class')
    setDirectiveInputsWhichShadowsStyling(tView, tNode, lView, value, isClassBased);
}
isClassBased);

    insertTStylingBinding(tData, tNode, tStylingKey, bindingIndex, isHostBindings, isClassBased);

    } ||

    /**
     * Adds static styling information to the binding if applicable.
     
     * The linked list of styles not only stores the list and keys, but also stores static styling information on some of the keys. This function determines if the key should contain the styling information and computes it.
     
     * See 'TStylingStatic' for more details.
     *
     * @param tNode `TNode` for which the styling is being computed.
     * @param isClassBased `true` if `class` (`false` if `style`)
     */
    function wrapInStaticStylingKey(tData, tNode, stylingKey, isClassBased) {

        var hostDirectiveDef = getCurrentDirectiveDef(tData);

        var residual = isClassBased ? tNode.residualClasses : tNode.residualStyles;

        if (hostDirectiveDef === null) {
            // We are in template node.
            // If template node already had styling instruction then it has already collected the static styling and there is no need to collect them again. We know that we are the first styling instruction because the 'TNode.*Bindings' points to 0 (nothing has been inserted yet).
            var isFirstStylingInstructionInTemplate = (isClassBased ? tNode.classBindings : tNode.styleBindings) === 0;

            if (isFirstStylingInstructionInTemplate) {
                stylingKey = collectStylingFromDirectives(null, tData, stylingKey, isClassBased);

                // We would like to be able to get the statics from 'mergeAttrs', however, at this point we do not know if we have styling binding in template node we can't have residual.
                residual = null;

                // We are in host binding node and there was no binding instruction in template node. This means that we need to compute the residual.
                residualStyles = tNode.residualStyles;

                var residual = tNode.residualStyles;

                // If residual is null than either:
                //   - There is no styling binding in template node. OR
                //   - Some other styling instruction ran and determined that there are no residuals
                //     templateStylingKey = getTemplateHeadTStylingKey(tData, tNode, isClassBased);

                if (templateStylingKey !== undefined && Array.isArray(templateStylingKey)) {
                    // Only recompute if `templateStylingKey` had static values. (If no static value found then there is nothing to do since this operation can only produce less static keys, not more.)
                    templateStylingKey = collectStylingFromDirectives(null, tData, templateStylingKey[1] /* unwrap previous statics */, isClassBased);
                } else {
                    // We only need to recompute residual if it is not null.
                    // If existing residual implies there was no template styling). This means that some of the statics may have moved from the residual to the 'TStylingKey' and so we have to compute
                    // recompute.
                    // If 'undefined' this is the first time we are running
                    residual = collectResidual(tData, tNode, isClassBased);

                    // If residual is undefined
                    if (residual !== undefined) {
                        isClassBased ? (tNode.residualClasses = residual) : (tNode.residualStyles = residual);

                        return stylingKey;
                    }
                }
            }

            insertTStylingBinding(tData, tNode, tStylingKey, bindingIndex, isHostBindings, isClassBased);

            return stylingKey;
        }

        if (residual !== undefined) {
            isClassBased ? (tNode.residualClasses = residual) : (tNode.residualStyles = residual);

            return stylingKey;
        }

        /**
         * This is needed since 'hostBinding' styling instructions are inserted after the template instruction. While the template instruction needs to update the residual in 'TNode' the hostBinding instructions need to update the 'TStylingKey' of the template instruction because we need the hostBinding instructions to downstream the 'hostBindings' instructions.
         * @param tData 'TData' where the linked list is stored.
         * @param isClassBased 'true' if 'class' ('false' if 'style')
         * @return 'TStylingKey' if found or 'undefined' if not found.
         */
    }
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```javascript
ngDevMode && assertDefined(currentDirective, 'expected to be defined');
            stylingKey =
            while (directiveStylingLast < directiveEnd) {
                currentDirective = tData[directiveStylingLast];

                directiveStylingLast = tNode.directiveStart;
            } else {
                directiveStylingLast++;
            }

            directiveStylingLast = tNode.directiveStylingLast;
            if (directiveStylingLast === -1) {
                to the current directive..
            }

            currentDirective = null;
            directiveEnd = tNode.directiveEnd;

            ngDevMode &&
```

...
collectStylingFromTAttrs(stylingKey, currentDirective.hostAttrs, isClassBased); if (currentDirective === hostDirectiveDef) break; directiveStylingLast++;
    } if (hostDirectiveDef !== null) {
        // we only advance the styling cursor if we are collecting data from host bindings.
        // Template executes before host bindings and so if we would update the index
        // host bindings would not get their
        tNode.directiveStylingLast = directiveStylingLast;
    } return stylingKey;
    } /*
    * Convert `TAttrs` into `TStylingStatic`. *
    * @param isClassBased `true` if `class` (`false` if `style`).
    */
    function collectStylingFromTAttrs(stylingKey, attrs, isClassBased) {
        var desiredMarker = isClassBased ? 1 /* Classes */ : 2 /* Styles */;
        var currentMarker = -1 /* ImplicitAttributes */
        if (attrs !== null) {
            for (var i = 0; i < attrs.length; i++) {
                var item = attrs[i];
                if ((typeof item === 'number') || (item === 'string'))
                    keyValueArraySet(stylingKey, item, isClassBased ? true : attrs[+i]);
            }
        }
        else if (typeof attrs === 'object') {
            for (var i = 0; i < attrs.length; i++) {
                keyValueArraySet(stylingKey, attrs[+i], true);
            }
        }
        else if (typeof wrappedValue === 'object') {
            for (var key in wrappedValue) {
                if (wrappedValue.hasOwnProperty(key)) {
                    keyValueArraySet(stylingKey, key, wrappedValue[key]);
                }
            }
        } else if (typeof wrappedValue === 'string') {
            var wrappedValue = unwrapSafeValue(wrappedValue);
            if (Array.isArray(wrappedValue)) {
                for (var i = 0; i < wrappedValue.length; i++) {
                    keyValueArraySet(stylingKey, wrappedValue[i], true);
                }
            } else if (typeof wrappedValue === 'object') {
                for (var key in wrappedValue) {
                    if (wrappedValue.hasOwnProperty(key)) {
                        keyValueArraySet(stylingKey, key, wrappedValue[key]);
                    }
                }
            }
        }
    }
    /**
     * Get `TAttributes` and convert it into `TStylingStatic` data.
     *
     * @param attrs `TAttributes` to process.
     * @param isClassBased `true` if `class` (`false` if `style`).
     */
    function toStylingKey(stylingKeyArray, stringParser, value) {
        if (value == null /* || value === undefined */)
            return EMPTY_ARRAY$3;
        var styleKeyValueArray = [];
        var currentMarker = -1 /* ImplicitAttributes */
        if (attrs !== null) {
            for (var i = 0; i < attrs.length; i++) {
                var item = attrs[+i];
                if (typeof item === 'string')
                    styleKeyValueArray;
                }
            }
        else if (typeof wrappedValue === 'object') {
            for (var key in wrappedValue) {
                if (wrappedValue.hasOwnProperty(key)) {
                    keyValueArraySet(stylingKey, key, wrappedValue[key]);
                }
            }
        } else if (typeof wrappedValue === 'string') {
            var wrappedValue = unwrapSafeValue(wrappedValue);
            if (Array.isArray(wrappedValue)) {
                for (var i = 0; i < wrappedValue.length; i++) {
                    keyValueArraySet(stylingKey, wrappedValue[i], true);
                }
            } else if (typeof wrappedValue === 'object') {
                for (var key in wrappedValue) {
                    if (wrappedValue.hasOwnProperty(key)) {
                        keyValueArraySet(stylingKey, key, wrappedValue[key]);
                    }
                }
            }
        }
    }
    /**
     * Convert `TAttributes` into `TStylingStatic`. *
     * @param isClassBased `true` if `class` (`false` if `style`).
     */
    function collectStylingFromTAttrs(stylingKey, attrs, isClassBased) {
        var desiredMarker = isClassBased ? 1 /* Classes */ : 2 /* Styles */;
        var currentMarker = -1 /* ImplicitAttributes */
        if (attrs !== null) {
            for (var i = 0; i < attrs.length; i++) {
                var item = attrs[+i];
                if (typeof item === 'string')
                    styleKeyValueArray;
                }
            }
        else if (typeof wrappedValue === 'object') {
            for (var key in wrappedValue) {
                if (wrappedValue.hasOwnProperty(key)) {
                    keyValueArraySet(stylingKey, key, wrappedValue[key]);
                }
            }
        } else if (typeof wrappedValue === 'string') {
            var wrappedValue = unwrapSafeValue(wrappedValue);
            if (Array.isArray(wrappedValue)) {
                for (var i = 0; i < wrappedValue.length; i++) {
                    keyValueArraySet(stylingKey, wrappedValue[i], true);
                }
            } else if (typeof wrappedValue === 'object') {
                for (var key in wrappedValue) {
                    if (wrappedValue.hasOwnProperty(key)) {
                        keyValueArraySet(stylingKey, key, wrappedValue[key]);
                    }
                }
            }
        }
    }
    /**
     * Convert user input to `KeyValueArray`. *
     * @param value The value to parse/convert to `KeyValueArray`.
     */
    function stringParser(stylingKey, value)
        throwError('Unsupported styling type ' + typeof unwrappedValue + ': ' + unwrappedValue);
        }
        else {
            ngDevMode &&
            if (unwrappedValue.hasOwnProperty(key)) {
                    keyValueArraySet(styleKeyValueArray, key, unwrapSafeValue(value));
                }
            }
        }
        else if (typeof unwrappedValue === 'object') {
            for (var key in unwrappedValue) {
                keyValueArraySet(styleKeyValueArray, key, unwrappedValue[key]);
            }
        }
    }
    /**
     * Update map based styling.
     *
     * @param value The value to set.
     */
    function styleKeyValueArraySet(keyValueArray, key, value) {
        if (unwrappedValue.hasOwnProperty(key)) {
            keyValueArraySet(styleKeyValueArray, key, value);
        }
        else if (typeof unwrappedValue === 'object') {
            for (var key in wrappedValue) {
                if (wrappedValue.hasOwnProperty(key)) {
                    keyValueArraySet(styleKeyValueArray, key, wrappedValue[key]);
                }
            }
        }
    }
    /**
     * Convert user input to `KeyValueArray`. *
     * @param value The value to parse/convert to `KeyValueArray`.
     */
    function stringParser(stylingKey, value)
        throwError('Unsupported styling type ' + typeof unwrappedValue + ': ' + unwrappedValue);
        }
        else {
            ngDevMode &&
            if (unwrappedValue.hasOwnProperty(key)) {
                    keyValueArraySet(styleKeyValueArray, key, unwrapSafeValue(value));
                }
            }
        }
        else if (typeof unwrappedValue === 'object') {
            for (var key in wrappedValue) {
                keyValueArraySet(styleKeyValueArray, key, unwrappedValue[key]);
            }
        }
    }
    /**
     * Update map based styling.
     *
     * @param value The value to set.
     */
    function styleKeyValueArraySet(keyValueArray, key, value) {
        if (unwrappedValue.hasOwnProperty(key)) {
            keyValueArraySet(styleKeyValueArray, key, value);
        }
        else if (typeof unwrappedValue === 'object') {
            for (var key in wrappedValue) {
                keyValueArraySet(styleKeyValueArray, key, unwrappedValue[key]);
            }
        }
    }
    /**
     * Convert user input to `KeyValueArray`. *
     * @param value The value to parse/convert to `KeyValueArray`.
     */
    function stringParser(stylingKey, value)
should fall back if the value is `undefined`. When value is being applied at a location, related values need to be consulted. If there is a higher priority binding, we should be using that one instead. For example `<div [style]='{color:exp1}' [style.color]='exp2'>` change to `exp1` requires that we check `exp2` to see if it is set to value other than `undefined`. If there is a lower priority binding and we are changing to `undefined` For example `<div [style]='{color:exp1}' [style.color]='exp2'>` change to `exp1` requires that we check `exp1` (and static values) and use that as new value. *NOTE: The styling stores two values. 1. The raw value which came from the application is stored at `index + 1` location. (This value is used for dirty checking). 2. The normalized value is stored at `index + 1` location. *param tData 'TData' used for traversing the priority. *param tNode 'TNode' to use for resolving static styling. Also controls search direction. *param tNode 'TNode' search next and quit as soon as `isStylingValuePresent(value)` is true. If no value found consult `tNode.residualStyle`/`tNode.residualClass` for default value. *param lView 'LView' used for retrieving the actual values. *param prop Property which we are interested in. *param index Starting index in the linked list of styling bindings where the search should start. *param isClassBased true if `class` is `false` if `style`). function findStylingValue(tData, tNode, lView, prop, index, isClassBased) { // 'TNode' to use for resolving static styling. Also controls search direction. // 'TNode' search next and quit as soon as `isStylingValuePresent(value)` is true. // If no value found consult `tNode.residualStyle`/`tNode.residualClass` for default value. // 'null` search prev and go all the way to end. Return last value where `isStylingValuePresent(value)` is true. *param lView 'LView' used for retrieving the actual values. *param prop Property which we are interested in. *param index Starting index in the linked list of styling bindings where the search should start. *param isClassBased true if `class` is `false` if `style`). function findStylingValue(tData, tNode, lView, prop, index, isClassBased) { // 'TNode' to use for resolving static styling. Also controls search direction. // 'TNode' search next and quit as soon as `isStylingValuePresent(value)` is true. // If no value found consult `tNode.residualStyle`/`tNode.residualClass` for default value. // 'null` search prev and go all the way to end. Return last value where `isStylingValuePresent(value)` is true. var isPrevDirection = tNode !== null; var key = containsStatics ? rawKey[1] : rawKey; var varAtLViewIndex = VIEW[view + 1]; var if (valueAtLViewIndex === NO_CHANGE) { // In firstUpdatePass the styling instructions create a linked list of styling. // On subsequent passes it is possible for a styling instruction to try to read a binding! // which\\n // has not yet executed. In that case we will find NO_CHANGE and we should assume that\\n // we have `undefined` (or empty array in case of styling-map instruction) instead. This\\n // allows the resolution to apply the value (which may later be overwritten when the\\n // binding actually executes.)\\n var currentValue = isStylingMap ? keyValueArrayGet(valueAtLViewIndex, prop) :\\n if (containsStatics & & !isStylingValuePresent(currentValue)) {\\n currentValue = keyValueArrayGet(rawKey, prop);\\n if (isStylingValuePresent(currentValue)) {\\n value = currentValue;\\n if (isPrevDirection) {\\n return value;\\n var tRange = tData[index + 1];\\n index = isPrevDirection ? getTStylingRangePrev(tRange) :\\n getTStylingRangeNext(tRange);\\n if (tNode !== null) {\\n // in case where we are going in next direction AND we did not find anything, we need to\\n // consult residual styling\\n var residual = isClassBased ? tNode.residualClasses : tNode.residualStyles;\\n if (residual != null) {\\n **/\n * Determines if the binding value should be used (or if the value is `undefined` and hence priority\\n * resolution should be used.)\\n * @param value Binding style value.\\n * @param isStylingValuePresent(value) {\\n // Currently only `undefined` value is considered non-binding. That is `undefined` says I don't\\n // have an opinion as to what this binding should be and you should consult other bindings by\\n // priority to determine the valid value.\\n // This is extracted into a single function so that we have a single place to control this.\\n return value === undefined;\\n }\\n **/\n * Normalizes and/or adds a suffix to the value.\\n * If value is `null`/`undefined` no suffix is added.\\n * @param value\\n * @param suffix\\n * \n * function normalizeSuffix(value, suffix) {\\n if (value === NO_CHANGE || value === undefined) \n // do nothing\n } else if (typeof suffix === 'string') {\\n value = value + suffix;\n }\n
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```javascript
/**
 * @license
 * Copyright Google LLC All Rights Reserved.
 *
 * Use of this source code is
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
function textInterpolateV(values) {
    var lView = getLView();
    var interpolated = interpolationV(lView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
    if (interpolated !== NO_CHANGE) {
        textBindingInternal(lView, getSelectedIndex(), interpolated);
    }
    return textInterpolateV;
}
```

```javascript
chained.
 * @codeGenApi
 */
function textInterpolateV(values) {
    var lView = getLView();
    var interpolated = interpolationV(lView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
    if (interpolated !== NO_CHANGE) {
        textBindingInternal(lView, getSelectedIndex(), interpolated);
    }
    return textInterpolateV;
}
```

```javascript
/**
 * Update text content with 5 bound values surrounded by other text.
 * Used when a text node has 5 interpolated values in it:
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
function textInterpolate5(prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix) {
    var lView = getLView();
    var interpolated = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);
    if (interpolated !== NO_CHANGE) {
        textBindingInternal(lView, getSelectedIndex(), interpolated);
    }
    return textInterpolate5;
}
```

```javascript
/**
 * Update text content with 6 bound values surrounded by other text.
 * Used when a text node has 6 interpolated values in it:
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
function textInterpolate6(prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {
    var lView = getLView();
    var interpolated = interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    if (interpolated !== NO_CHANGE) {
        textBindingInternal(lView, getSelectedIndex(), interpolated);
    }
    return textInterpolate6;
}
```

```javascript
/**
 * Update text content with 7 bound values surrounded by other text.
 * Used when a text node has 7 interpolated values in it:
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
function textInterpolate7(prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {
    var lView = getLView();
    var interpolated = interpolation7(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    if (interpolated !== NO_CHANGE) {
        textBindingInternal(lView, getSelectedIndex(), interpolated);
    }
    return textInterpolate7;
}
```

```javascript
/**
 * Update text content with 8 bound values surrounded by other text.
 * Used when a text node has 8 interpolated values in it:
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */
function textInterpolate8(prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {
    var lView = getLView();
    var interpolated = interpolation8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    if (interpolated !== NO_CHANGE) {
        textBindingInternal(lView, getSelectedIndex(), interpolated);
    }
    return textInterpolate8;
}
```
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```html
* @param i0 Static value used for concatenation only.
  * @param v1 Value checked for change.
  * @param suffix Static value used for concatenation only.
  * @codgenapi
  * function classMapInterpolate1(prefix, v0, suffix) { var lView = getLView();
    * var interpolatedValue = interpolation1(lView, prefix, v0, suffix);
    * checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
    * }
    * /
    * @param prefix Static value used for concatenation only.
    * @param v0 Value checked for change.
    * @param suffix Static value used for concatenation only.
    * @codgenapi
    * function classMapInterpolate2(prefix, v0, i0, v1, suffix) { var lView = getLView();
        var interpolatedValue = interpolation2(lView, prefix, v0, i0, v1, suffix);
        checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
    * }
    * /
    * @param prefix Static value used for concatenation only.
    * @param i0 Static value used for concatenation only.
    * @param v1 Value checked for change.
    * @param i1 Static value used for concatenation only.
    * @param v2 Value checked for change.
    * @param suffix Static value used for concatenation only.
    * @codgenapi
    * function classMapInterpolate3(prefix, v0, i0, v1, i1, v2, suffix) { var lView = getLView();
        var interpolatedValue = interpolation3(lView, prefix, v0, i0, v1, i1, v2, suffix);
        checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
    * }
    * /
    * @param prefix Static value used for concatenation only.
    * @param i0 Static value used for concatenation only.
    * @param v1 Value checked for change.
    * @param i1 Static value used for concatenation only.
    * @param i2 Static value used for concatenation only.
    * @param v3 Value checked for change.
    * @param suffix Static value used for concatenation only.
    * @codgenapi
    * function classMapInterpolate4(prefix, v0, i0, v1, i1, v2, suffix) { var lView = getLView();
        var interpolatedValue = interpolation4(lView, prefix, v0, i0, v1, i1, v2, suffix);
        checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
    * }
    * /
    * @param prefix Static value used for concatenation only.
    * @param i0 Static value used for concatenation only.
    * @param v1 Value checked for change.
    * @param i1 Static value used for concatenation only.
    * @param i2 Static value used for concatenation only.
    * @param i3 Static value used for concatenation only.
    * @param v4 Value checked for change.
    * @param suffix Static value used for concatenation only.
    * @codgenapi
    * function classMapInterpolate5(prefix, v0, i0, v1, i1, v2, i2, v3, suffix) { var lView = getLView();
        var interpolatedValue = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
        checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
    * }
    * /
```
```javascript
var IView = getLView();
var interpolatedValue = interpolation5(IView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix);

checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);

/* */
/* Update an interpolated value against six bound values surrounded by text. */
/* Used when the value passed to a property has six interpolated values in it:
<div class="prefix{v0} {{v1}} {{v2}} {{v3}} {{v4}} suffix"></div>

Its compiled representation is:

```html
* prefix, v0, '1', v1, '2', v2, '3', v3, '4', v4, v5, 'suffix
```
style on an element with 5 bound values surrounded by text.

```ts
* @param v0 Value checked for change.
  * @param i0 Static value used for concatenation only.
  * @param v1 Value checked for change.
  * @param v2 Value checked for change.
  * @param v3 Value checked for change.
  * @param v4 Value checked for change.
  * @param v5 Value checked for change.
  * @param v6 Value checked for change.
  * @param v7 Value checked for change.
  * ```

```html
* ```

* It's compiled representation is:

```ts
* ```

* Updated when the value passed to a property has 5 interpolated values in it:

```
```
v1 Value checked for change.
* @param i1 Static value used for concatenation only.
* @param v2 Value checked for change.
* @param i2 Static value used for concatenation only.
* @param v3 Value checked for change.
* @param i3 Static value used for concatenation only.
* @param v4 Value checked for change.
* @param i4 Static value used for concatenation only.
* @param v5 Value checked for change.
* @param i5 Static value used for concatenation only.
* @param v6 Value checked for change.
* @param i6 Static value used for concatenation only.
* @param v7 Value checked for change.
* @param suffix Static value used for concatenation only.
* @codeGenApi

function styleMapInterpolate8(prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix) {
    var lView = getLView();
    var interpolatedValue = interpolation8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix);
    styleMap(interpolatedValue);
}

/**
 * Update an interpolated style on an element with 9 or more bound values surrounded by text.

* @param v0 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param suffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @param styleIndex Index of style to update. This index value refers to the
index of the style in the style bindings array that was passed into
'styling'.
* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param suffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @param styleIndex Index of style to update. This index value refers to the
index of the style in the style bindings array that was passed into
'styling'.
* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param i0 Static value used for concatenation only.
* @param v1 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param suffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @param styleIndex Index of style to update. This index value refers to the
index of the style in the style bindings array that was passed into
'styling'.
* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param i0 Static value used for concatenation only.
* @param i1 Static value used for concatenation only.
* @param v2 Value checked for change.
* @param i2 Static value used for concatenation only.
* @param v3 Value checked for change.
* @param i3 Static value used for concatenation only.
* @param v4 Value checked for change.
* @param i4 Static value used for concatenation only.
* @param v5 Value checked for change.
* @param i5 Static value used for concatenation only.
* @param v6 Value checked for change.
* @param i6 Static value used for concatenation only.
* @param suffix Static value used for concatenation only.
* @codeGenApi

function styleMapInterpolateV(values) {
    var lView = getLView();
    var interpolatedValue = interpolationV(lView, values);
    styleMap(interpolatedValue);
}

/**
 * Update an interpolated style on an element with 9 or more bound values surrounded by text.

* @param v0 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param suffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @param styleIndex Index of style to update. This index value refers to the
index of the style in the style bindings array that was passed into
'styling'.
* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param suffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @param styleIndex Index of style to update. This index value refers to the
index of the style in the style bindings array that was passed into
'styling'.
* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param i0 Static value used for concatenation only.
* @param i1 Static value used for concatenation only.
* @param v2 Value checked for change.
* @param i2 Static value used for concatenation only.
* @param v3 Value checked for change.
* @param i3 Static value used for concatenation only.
* @param v4 Value checked for change.
* @param i4 Static value used for concatenation only.
* @param v5 Value checked for change.
* @param i5 Static value used for concatenation only.
* @param v6 Value checked for change.
* @param i6 Static value used for concatenation only.
* @param suffix Static value used for concatenation only.
* @codeGenApi

function styleMapInterpolate1(prefix, v0, i0, suffix) {
    var lView = getLView();
    var interpolatedValue = interpolation1(lView, prefix, v0, i0, suffix);
    styleMap(interpolatedValue);
}

/**
 * Update an interpolated style on an element with single bound value surrounded by text.

* @param v0 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param suffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @param styleIndex Index of style to update. This index value refers to the
index of the style in the style bindings array that was passed into
'styling'.
* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param suffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @param styleIndex Index of style to update. This index value refers to the
index of the style in the style bindings array that was passed into
'styling'.
* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param suffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @param styleIndex Index of style to update. This index value refers to the
index of the style in the style bindings array that was passed into
'styling'.
* @param prefix Static value used for concatenation only.
```ts
    function stylePropInterpolate4(prop, prefix, v0, i0, v1, i1, v2, i2, v3, suffix, valueSuffix) {
        var lView = getLView();
        var interpolatedValue = interpolation4(lView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
        checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
        return stylePropInterpolate4;
    }
    /**
     *
     * Update an interpolated style property on an element with 4 bound values surrounded by text.
     *
     * Used when the value passed to a property has 4 interpolated values in it:
     *
     * ```
     * @returns itself, so that it may be chained.
     * @codeGenApi
     */
    function stylePropInterpolate5(prop, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix, valueSuffix) {
        var lView = getLView();
        var interpolatedValue = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix);
        checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
        return stylePropInterpolate5;
    }
    /**
     *
     * Update an interpolated style property on an element with 5 bound values surrounded by text.
     *
     * Used when the value passed to a property has 5 interpolated values in it:
     *
     * ```
     * @returns itself, so that it may be chained.
     * @codeGenApi
     */
    function stylePropInterpolate6(prop, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix) {
        var lView = getLView();
        var interpolatedValue = interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);
        checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
        return stylePropInterpolate6;
    }
    /**
     *
     * Update an interpolated style property on an element with 6 bound values surrounded by text.
     *
     * Used when the value passed to a property has 6 interpolated values in it:
     *
     * ```
     * @returns itself, so that it may be chained.
     * @codeGenApi
     */
    function stylePropInterpolate7(prop, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {
        var lView = getLView();
        var interpolatedValue = interpolation7(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
        checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
        return stylePropInterpolate7;
    }
    ```
```
for concatenation only.
* @param v2 Value checked for change.
* @param i2 Static value used for concatenation only.
* @param v3 Value checked for change.
* @param i3 Static value used for concatenation only.
* @param v4 Value checked for change.
* @param i4 Static value used for concatenation only.
* @param v5 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param valueSuffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @codeGenApi
*/

function stylePropInterpolate6(prop, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {
    var lView = getLView();
    var interpolatedValue = interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
    return stylePropInterpolate6;
}

/**
 * Update an interpolated style property on an element with 5 bound values surrounded by text.
 * @param valueSuffix Optional suffix. Used with scalar values to add unit such as `px`.
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */

function stylePropInterpolate5(prop, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {
    var lView = getLView();
    var interpolatedValue = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
    return stylePropInterpolate5;
}

/**
 * Update an interpolated style property on an element with 4 bound values surrounded by text.
 * @param valueSuffix Optional suffix. Used with scalar values to add unit such as `px`.
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */

function stylePropInterpolate4(prop, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {
    var lView = getLView();
    var interpolatedValue = interpolation4(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
    return stylePropInterpolate4;
}

/**
 * Update an interpolated style property on an element with 3 bound values surrounded by text.
 * @param valueSuffix Optional suffix. Used with scalar values to add unit such as `px`.
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */

function stylePropInterpolate3(prop, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {
    var lView = getLView();
    var interpolatedValue = interpolation3(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
    return stylePropInterpolate3;
}

/**
 * Update an interpolated style property on an element with 2 bound values surrounded by text.
 * @param valueSuffix Optional suffix. Used with scalar values to add unit such as `px`.
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */

function stylePropInterpolate2(prop, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix) {
    var lView = getLView();
    var interpolatedValue = interpolation2(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
    checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
    return stylePropInterpolate2;
}

/**
 * Update an interpolated style property on an element with 1 bound value surrounded by text.
 * @param valueSuffix Optional suffix. Used with scalar values to add unit such as `px`.
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */

function stylePropInterpolate1(prop, prefix, v0, i0, v1, i1, v2, i2) {
    var lView = getLView();
    var interpolatedValue = interpolation1(lView, prefix, v0, i0, v1, i1, v2, i2);
    checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
    return stylePropInterpolate1;
}
@publicApi
* @globalApi ng

function getComponent(element) {
  var context = loadLContext(element, false);
  if (context.component == undefined)
    return null;
  return context.component;
}

/**
 * If inside an embedded view (e.g. `*ngIf` or `*ngFor`), retrieves the context of the embedded
 * view that the element is part of. Otherwise retrieves the instance of the component whose view
 * owns the element (in this case, the result is the same as calling `getOwningComponent`).
 * @param element Element for which to get the surrounding component instance.
 * @returns Instance of the component that is around the element or null if the element isn't
 * inside any component.
 * @publicApi
 * @globalApi ng

function getContext(element) {
  assertDomElement(element);
  var context = loadLContext(element, false);
  return context === null ? null : context.lView[CONTEXT];
}

/**
 * Retrieves the component instance whose view contains the DOM element.
 * For example, if `<child-comp>` is used in the template of `<app-comp>` (i.e. a `ViewChild` of `<app-comp>`), calling
 * `getOwningComponent` on `<child-comp>` would return `<app-comp>`. @param elementOrDir
 * @returns Component instance whose view owns the DOM element or null if the element is not
 * part of a component view.
 * @publicApi
 * @globalApi ng

function getOwningComponent(elementOrDir) {
  var context = loadLContext(elementOrDir, false);
  if (context === null)
    return null;
  var lView = context.lView;
  var parent;
  ngDevMode && assertLView(lView);
  while (lView[HOST] === null && (parent = getLViewParent(lView))) {
    // As long as lView[HOST] is null we know we are part of sub-template such as `*ngIf`
    lView = parent;
  }
  return lView[FLAGS] & 512 /* IsRoot */ ? null : lView[CONTEXT];
}

/**
 * Retrieves an `Injector` associated with
 * a DOM element, component or directive instance.
 * @param elementOrDir DOM element, component or
 * directive instance for which to
 * retrieve the injector.
 * @returns Injector associated with the element,
 * component or directive instance.
 * @publicApi
 * @globalApi ng

function getInjector(elementOrDir) {
  var context = loadLContext(elementOrDir, false);
  if (context === null)
    return Injector.NULL;
  var tNode = context.lView[TVIEW].data[context.nodeIndex];
  return new NodeInjector(tNode, context.lView);
}

/**
 * Retrieves directive instances associated with a given DOM element.
 * Does not include
 * component instances.
 * @usageNotes
 * Given the following DOM
 * structure:
 * ```
 * <my-app>
 *   <button my-button></button>
 *   <my-comp></my-comp>
 * </my-app>
 * ```
 * Calling `getDirectives` on `<button>` will return an array with an instance of the
 * `MyButton` directive that is associated with the DOM element.
 * @returns Array of directive instances associated with the DOM element.
 * @publicApi
 * @globalApi ng

function getDirectives(element) {
  var context = loadLContext(element, false);
  if (context.component == undefined)
    return null;
  var tView = context.lView[TVIEW];
  var tNode = tView.data[context.nodeIndex];
  var providerTokens = [];
  var startIndex = tNode.providerIndexes & 1048575 /* ProvidersStartIndexMask */;
  for (var i = startIndex; i < endIndex; i++) {
    var value = tView.data[i];
    if (isDirectiveDefHack(value)) {
      // The fact
      // that we sometimes store Type and sometimes DirectiveDef in this location is a
      // design flaw. We should always store same type so that we can be monomorphic.
      // The issue
      // is that for Components/Directives we store the def instead the type. The correct behavior
      // is that we should always be storing injectable type in this location.
      value = value.type;
    }
    providerTokens.push(value);
  }
  return providerTokens;
}

/**
 * Retrieves directive instances associated with a given DOM element.
 * Does not include
 * component instances.
 * @usageNotes
 * Given the following DOM
 * structure:
 * ```
 * ```
 * Calling `getDirectives` on `<button>` will return an array with an instance of the
 * `MyButton` directive that is associated with the DOM element.
 * @returns Array of directive instances associated with the DOM element.
 * @publicApi
 * @globalApi ng

function getDirectives(element) {
  var context = loadLContext(element, false);
  if (context.component == undefined)
    return null;
  var tView = context.lView[TVIEW];
  var tNode = tView.data[context.nodeIndex];
  var providerTokens = [];
  var startIndex = tNode.providerIndexes & 1048575 /* ProvidersStartIndexMask */;
  for (var i = startIndex; i < endIndex; i++) {
    var value = tView.data[i];
    if (isDirectiveDefHack(value)) {
      // The fact
      // that we sometimes store Type and sometimes DirectiveDef in this location is a
      // design flaw. We should always store same type so that we can be monomorphic.
      // The issue
      // is that for Components/Directives we store the def instead the type. The correct behavior
      // is that we should always be storing injectable type in this location.
      value = value.type;
    }
    providerTokens.push(value);
  }
  return providerTokens;
}
comp>` will return an empty array.
 * @returns Array of directives associated with the element.
 * @publicApi
 * @globalApi
 * @param element DOM element for which to get the directives.
 * @returns Array of directives associated with the element.
 * @publicApi
 * @globalApi
 * @param element DOM element for which to get the directives.
 * @returns Array of directives associated with the element.
 * @publicApi
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 * @param element DOM element for which to get the directives.
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 * @param element DOM element for which to get the directives.
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 * @param element DOM element for which to get the directives.
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 * @returns Array of directives associated with the element.
 * @publicApi
 * @globalApi
 * @param element DOM element for which to get the directives.
 * @returns Array of directives associated with the element.
 * @publicApi
 * @globalApi
 * @param element DOM element for which to get the directives.
 * @returns Array of directives associated with the element.
 * @publicApi
 * @globalApi
 * @param element DOM element for which to get the directives.
 * @returns Array of directives associated with the element.
 * @publicApi
 * @globalApi
 * @param element DOM element for which to get the directives.
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 * @globalApi
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 * @returns Array of directives associated with the element.
 * @publicApi
 * @globalApi
 * @param element DOM element for which to get the directives.
 addToViewTree(rootView, componentView); // Store component view at node index, with node as the HOST
 return rootView[HEADER_OFFSET] = componentView; /* Creates a root component and sets it up with features and host bindings. Shared by renderComponent() and ViewContainerRef.createComponent(). */
 function createRootComponent(componentView, componentDef, rootLView, rootContext, hostFeatures) { var tView = rootLView[TVIEW]; // Create directive instance with factory() and store at next index in viewData var component = instantiateRootComponent(tView, rootLView, componentDef); rootLView.components.push(component); component[CONTEXT] = component.hostFeatures && hostFeatures.forEach(function (feature) { return feature(component, componentDef); }); /* We want to generate an empty QueryList for root content queries for backwards compatibility with ViewEngine. */
 if (componentDef.contentQueries) { componentDef.contentQueries(1 /* Create */, component, rootLView.length - 1); var rootTNode = getPreviousOrParentTNode(); if (tView.firstCreatePass && (!componentDef.hostBindings || componentDef.hostAttrs !== null || componentDef.hostAttrs !== null)) { var elementIndex = rootTNode.index - HEADER_OFFSET; rootTNode = getPreviousOrParentTNode(); if (tView.firstCreatePass && (componentDef.hostBindings !== null || componentDef.hostAttrs !== null)) { var elementIndex = rootTNode.index - HEADER_OFFSET; setSelectedIndex(elementIndex); var rootTView = rootLView[TVIEW]; addHostBindingsToExpandoInstructions(rootTView, componentDef); } } } } return component; }

 function createRootContext(scheduler, playerHandler) { return { components: [], scheduler: scheduler || defaultScheduler, clean: CLEAN_PROMISE, playerHandler: playerHandler || null, flags: 0 /* Empty */ }; /* Used to enable lifecycle hooks on the root component. */
 function createRootContext(scheduler, playerHandler) { return { components: [], scheduler: scheduler || defaultScheduler, clean: CLEAN_PROMISE, playerHandler: playerHandler || null, flags: 0 /* Empty */ }; /* Used to enable lifecycle hooks on the root component. */

 function LifecycleHooksFeature(component, def) { var rootTView = readPatchedLView(component)[TVIEW]; var dirIndex = rootTView.data.length - 1; // TODO(misko): replace `as TNode` with createTNode call. (needs refactoring to lose dep on LNode). registerPostOrderHooks(rootTView, { directiveStart: dirIndex, directiveEnd: dirIndex + 1 }); } /* Wait on component until it is rendered. */
 function whenRendered(component) { return getRootContext(component).clean; } /* Function getSuperType() { return Object.getPrototypeOf(type.prototype).constructor; } */
 function getInheritDefinitionFeature(definition) { var superType = getSuperType(type.prototype).constructor; var shouldInheritFields = true; var inheritanceChain = [definition]; while (superType) { var superDef = undefined; if (isComponentDef(definition)) { } } } Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Don't use getComponentDef/getDirectiveDef. This logic relies on inheritance. superDef = superType.dir; // Some fields in the definition may be empty, if there were no values to put in them that would've justified object creation. Unwrap them if necessary. var writeableDef = definition; var writeableDef.inputs = maybeUnwrapEmpty(definition.inputs); var writeableDef.declaredInputs =
maybeUnwrapEmpty(definition.declaredInputs);\n    writeableDef.outputs = 
    maybeUnwrapEmpty(definition.outputs);\n    // Merge hostBindings
    var superHostBindings = superDef.hostBindings;\n    superHostBindings && inheritHostBindings(definition, 
    superHostBindings);\n    // Merge queries\n    var superViewQuery = superDef.viewQuery;\n    var superContentQueries = superDef.contentQueries;\n    superViewQuery && 
    inheritViewQuery(definition, superViewQuery);\n    superContentQueries && 
    inheritContentQueries(definition, superContentQueries);\n    // Merge inputs and outputs
    fillProperties(definition.inputs, superDef.inputs);\n    fillProperties(definition.outputs, superDef.outputs);\n    // Merge animations metadata
    if (superDef is a Component, the `data` field is present (defaults to an empty object).\n    if (isComponentDef(superDef) &
    & superDef.data.animation) \n        if super def is a Component, the `definition` is also a Component, since Directives can\n        // not inherit Components
        (we throw an error above and cannot reach this code).\n    var defData = definition.data;\n    defData.animation = (defData.animation || []).concat(superDef.data.animation);\n
    // Run parent features\n    var features = superDef.features;\n    if (features) \n        for (var i = 0; i < features.length; i++) {\n            var feature = features[i];\n            if (feature &
            feature.ngInherit) \n                feature(definition);\n        } \n        // If `InheritDefinitionFeature` is a part of the current `superDef`, it means that this\n        // def already has all the necessary information inherited from its super class(es), so we\n        // can stop merging fields from super classes. However we need to iterate through the\n        // prototype chain to look for classes that might contain other `features` (like\n        // NgOnChanges), which we should invoke for the original
        // `definition`. We set the\n        // `shouldInheritFields` flag to indicate that, essentially skipping fields
        \n        // logic and only invoking functions from the `\features\` list.\n        if (feature === InheritDefinitionFeature) {\n            shouldInheritFields = false;\n        } \n    superType = Object.getPrototypeOf(superType);\n
mergeHostAttrsAcrossInheritance(inheritanceChain);\n
**\n* @param inheritanceChain A list of WritableDefs starting at the top\n* most type and listing\n* * sub-types in order. For each type take the `hostAttr`s and `hostVars` and merge it\n* with the child\n* type.\n* function mergeHostAttrsAcrossInheritance(inheritanceChain) {\n    var hostVars = 0;\n    var hostAttr = null;\n    \n    // We process the inheritance order from the base to the leaves\n    \n    for (var i = inheritanceChain.length - 1; i >= 0; i--) {\n        var def = inheritanceChain[i];\n        \n        For each `hostVars`, we need to add the superclass amount.\n        \n        // for each `hostAttr` we need to merge with superclass\n        def.hostAttrs = \n        mergeHostAttrs(def.hostAttrs, hostAttrs = mergeHostAttrs(hostAttrs, \n        superDef.hostAttr));\n
    } \n}

function maybeUnwrapEmpty(value) {\n    if (value === EMPTY_OBJ) {\n        return [];\n    } else if (value === EMPTY_ARRAY) {\n        return []\n    } else { return value; }\n}

function inheritViewQuery(definition, superViewQuery) {\n    var prevViewQuery = definition.viewQuery;\n    if (prevViewQuery) {\n        definition.viewQuery = function (rf, ctx) {\n            superViewQuery(rf, ctx);\n            prevViewQuery(rf, ctx);\n        }\n    } else {\n        definition.viewQuery = superViewQuery;\n    }\n}

function inheritContentQueries(definition, superContentQueries) {\n    var prevContentQueries = definition.contentQueries;\n    if (prevContentQueries) {\n        definition.contentQueries = function (rf, ctx, directiveIndex) {\n            superContentQueries(rf, ctx, directiveIndex);\n        }\n    } else {\n        definition.contentQueries = superContentQueries;\n    }\n}

function inheritHostBindings(definition, superHostBindings) {\n    var prevHostBindings = definition.hostBindings;\n    if (prevHostBindings) {\n        definition.hostBindings = function (rf, ctx) {\n            superHostBindings(rf, ctx);\n            prevHostBindings(rf, ctx);\n        }\n    } else {\n        definition.hostBindings = superHostBindings;\n    }\n}

* * * Fields which exist on either directive or\ncomponent definitions, and need to be copied from\n* parent to child classes by the `CopyDefinitionFeature` \n
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```javascript
/*
 * The child class should use the providers of its parent.
 */

/*
 * Fields which exist only on component definitions, and need to be copied
 * classes by the `CopyDefinitionFeature`.
 */

/*
 * The type here allows any field of `ComponentDef` which is not also a property of `DirectiveDef`.
 */

/*
 * * The `CopyDefinitionFeature` then copies any needed fields from the parent class' definition,
 * including things like the component template function.
 */

/*
 * @param definition The definition of a child class which inherits from a parent class with its
 * own definition.
 */

/*
 * @codeGenApi
 */

/*
 * Resolves the providers which are defined in the DirectiveDef.
 */

/*
 * When inserting the tokens and the factories in their respective arrays, we
 * can assume that this method is called first for the component (if any), and then for other directives on the
 * same.
 */

/*
 * A consequence, the providers are always processed in that order:
 */

/*
 * 1) The view
 * 2) The providers of the component
 * 3) The providers of the other directives
 */

/*
 * This matches the structure of the injectables arrays of a view (for each node).
 */

/*
 * So the tokens and the factories can be pushed at the end of the arrays, except
 * in one case for multi-providers:
 */

/*
 * @param def the directive definition
 */

/*
 * @param providers: Array of `providers`.
 * @param viewProviders: Array of `viewProviders`.
 */
```
getTView();
if (tView.firstCreatePass) {
    var isComponent = isComponentDef(def);
    // The list of view providers is processed first, and the flags are updated first, and then the list of providers is processed, and the flags are updated
    resolveProvider$1(providers, tView.data, tView.blueprint, isComponent, true);
    // Then, the list of providers is processed, and the flags are updated
    resolveProvider$1(providers, tView.data, tView.blueprint, isComponent, false);
}
/*
 * Resolves a provider and publishes it to the DI system.
 */
function resolveProvider$1(provider, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider) {
    provider = resolveForwardRef(provider, provider, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider);
    if (Array.isArray(provider)) {
        resolveProvider$1(provider, tView, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider);
    } else {
        var providerFactory = providerToFactory(provider);
        var factory = new NodeInjectorFactory(providerFactory, isViewProvider, directiveInject);
        var existingFactoryIndex = indexOf(token, tInjectables, beginIndex + cptViewProvidersCount);
        if (existingFactoryIndex !== -1) {
            tInjectables.push(factory);
            tView.push(factory);
        } else {
            var doesProvidersFactoryExist = existingProvidersFactoryIndex >= 0;
            var doesViewProvidersFactoryExist = existingViewProvidersFactoryIndex >= 0;
            if (doesProvidersFactoryExist || doesViewProvidersFactoryExist) {
                factory = new NodeInjectorFactory(providerFactory, isViewProvider, directiveInject);
                var existingProvidersFactoryIndex = indexOf(token, tInjectables, beginIndex + cptViewProvidersCount);
                if (existingProvidersFactoryIndex !== -1) {
                    tInjectables.push(factory);
                    tView.push(factory);
                }
            }
            tNode.directiveStart++;
            tNode.directiveEnd++;
            if (isViewProvider) {
                registerDestroyHooksIfSupported(tView, provider, tView.blueprint.length);
                // Since the output of such a factory depends on content or view
                // injection, we create two of them, which are linked together.
                // The first one (for view providers) is always in the first block of the injectables array,
                // and the second one (for providers) is always in the second block.
                // This is important because view providers have higher priority.
                When a multi token
                // is being looked up, the view providers should be found first.
                // Note that it is not possible to have a multi factory in the third block (directive block).
                // The algorithm to process multi providers is as follows:
                // 1) If the multi provider comes from the `'viewProviders` of the component
                // a) If the special view providers factory doesn't exist, it is created and pushed.
                // b) Else, the multi provider is added to the existing multi factory.
                // 2) If the multi provider comes from the `providers` of the component or of another
                //    directive
                // a) If the multi factory doesn't exist, it is created and provider pushed into it.
                //    It is also linked to the multi factory for view providers, if it exists.
                // b) Else, the multi provider is added to the existing multi factory.
                var existingProvidersFactoryIndex = indexOf(token, tInjectables, beginIndex + cptViewProvidersCount, endIndex);
                var existingViewProvidersFactoryIndex = indexOf(token, tInjectables, beginIndex + cptViewProvidersCount);
                if (doesProvidersFactoryExist || doesViewProvidersFactoryExist) {
                    tInjectables.push(existingProvidersFactoryIndex);
                    tView.push(existingViewProvidersFactoryIndex);
                    if (isViewProvider && doesProvidersFactoryExist) {
                        var factory = multiFactory(isViewProvider, multiViewProvidersFactoryResolver, tView, token);
                        diPublicInInjector(getOrCreateNodeInjectorForNode(tNode, lView), tView, token);
                    }
                }
        }
    }
}

/*
 * Recursively call `resolveProvider`
 */

ResolverStartIndexMask */
var endIndex = tNode.directiveStart;
var cptViewProvidersCount = tNode.providerIndexes >> 20 /* CptViewProvidersCountShifter */
if (isTypeProvider(provider) ||
    factory = new NodeInjectorFactory(providerFactory, isViewProvider, directiveInject);
    var existingFactoryIndex = indexOf(token, tInjectables, beginIndex +
    +幫 exists.
    for (var i = 0; i < provider.length; i++) {
        resolveProvider$1(provider[i], tView, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider);
    }
    }
    }
}

/*
 * Checks if a provider is supported.
 */
function isSupportable(provider, tView, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider) {
    return true;
}

/*
 * Resolves a provider and publishes it to the DI system.
 */
function resolveProvider$1(provider, tView, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider) {
    provider = resolveForwardRef(provider, provider, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider);
    if (Array.isArray(provider)) {
        resolveProvider$1(provider, tView, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider);
    } else {
        var providerFactory = providerToFactory(provider);
        var factory = new NodeInjectorFactory(providerFactory, isViewProvider, directiveInject);
        var existingFactoryIndex = indexOf(token, tInjectables, beginIndex +
        +幫 exists.
        for (var i = 0; i < provider.length; i++) {
            resolveProvider$1(provider[i], tView, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider);
        }
    }
    }
}

/*
 * Recursively call `resolveProvider`
 */

ResolverStartIndexMask */
var endIndex = tNode.directiveStart;
var cptViewProvidersCount = tNode.providerIndexes >> 20 /* CptViewProvidersCountShifter */
if (isTypeProvider(provider) ||
    factory = new NodeInjectorFactory(providerFactory, isViewProvider, directiveInject);
    var existingFactoryIndex = indexOf(token, tInjectables, beginIndex +
    +幫 exists.
    for (var i = 0; i < provider.length; i++) {
        resolveProvider$1(provider[i], tView, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider);
    }
    }
    }
    }
}

/*
 * Checks if a provider is supported.
 */
function isSupportable(provider, tView, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider) {
    return true;
}

/*
 * Resolves a provider and publishes it to the DI system.
 */
function resolveProvider$1(provider, tView, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider) {
    provider = resolveForwardRef(provider, provider, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider);
    if (Array.isArray(provider)) {
        resolveProvider$1(provider, tView, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider);
    } else {
        var providerFactory = providerToFactory(provider);
        var factory = new NodeInjectorFactory(providerFactory, isViewProvider, directiveInject);
        var existingFactoryIndex = indexOf(token, tInjectables, beginIndex +
        +幫 exists.
        for (var i = 0; i < provider.length; i++) {
            resolveProvider$1(provider[i], tView, tInjectables, IsInjectablesBlueprint, isComponent, isViewProvider);
    }
    }
}
if (!isViewProvider && doesViewProvidersFactoryExist) {
    InjectableBlueprint[existingViewProvidersFactoryIndex].providerFactory = factory;
}
registerDestroyHooksIfSupported(tView, provider, tInjectables.length, 0);
    tInjectables.push(token);
    tNode.directiveStart++;
    tNode.directiveEnd++;
    if (isViewProvider) {
        tNode.providerIndexes += 1048576 /* CptViewProvidersCountShifter */;
    }
    lInjectablesBlueprint.push(factory);
    lView.push(factory);
}
else {
// Cases 1.b and 2.b
    var indexInFactory = multiFactoryAdd(lInjectablesBlueprint[isViewProvider ?
        existingViewProvidersFactoryIndex : existingProvidersFactoryIndex],
        isViewProvider & & isComponent);
    registerDestroyHooksIfSupported(tView, provider, 
        existingProvidersFactoryIndex > -1 ? existingViewProvidersFactoryIndex : 
        existingViewProvidersFactoryIndex && 
        if (!isViewProvider && isComponent & & doesViewProvidersFactoryExist) {
            lInjectablesBlueprint.push(factory);
            lView.push(factory);
        } else {
            // **/* * Registers the `ngOnDestroy` hook of a provider, if the provider supports destroy hooks.
            @param tView `TView` in which to register the hook.
            * @param contextIndex Index under which to find the context for the hook when it’s being invoked.
            * @param indexInFactory Only required for `multi` providers. Index of the provider in the multi * 
            provider.factory.
            * @return Returns the index at which the factory was inserted.
            * @returns Index at which the factory was inserted.
            * @returns Returns the index of item in the array, but only in the begin to end range.
            * @function multiFactoryAdd(multiFactory, factory, isComponentProvider) {
            * @return multiFactory.multi.push(factory) - 1;
            * @returns Use this with `multi` `providers`.
            * @returns Use this with `multi` `viewProviders`.
            * @returns Maps an array of factories into an array of values.
            * @returns Creates a multi factory.
            * @returns Return result;
            * @returns Return result;
            * @returns Return result;
            * @returns Return result;
        }
    }
}
/**
 * Registers the `ngOnDestroy` hook of a provider, if the provider supports destroy hooks.
 * @param tView `TView` in which to register the hook.
 * @param contextIndex Index under which to find the context for the hook when it’s being invoked.
 * @param indexInFactory Only required for `multi` providers. Index of the provider in the multi * 
 * provider.factory.
 * @return Returns the index at which the factory was inserted.
 * @returns Index at which the factory was inserted.
 * @returns Returns the index of item in the array, but only in the begin to end range.
 * @function multiFactoryAdd(multiFactory, factory, isComponentProvider) {
 * @return multiFactory.multi.push(factory) - 1;
 * @returns Use this with `multi` `providers`.
 * @returns Use this with `multi` `viewProviders`.
 * @returns Maps an array of factories into an array of values.
 * @returns Creates a multi factory.
 */
directiveInject);\n     factory.multi = []\n    factory.index = index;\n factory.componentProviders = 0;\n
 mult FactoriesAdd(factory, f, isComponent && !isViewProvider);\n return factory;\n }\n */\n */ This feature resolves the providers of a directive (or component), and publish them into the DI system, making it visible to others for injection.\n */\n */ For example:\n */ \n */ class ComponentWithProviders {\n */ constructor(private greeter: GreeterDE) {\n }\n */ static cmp = defineComponent({\n */ type: ComponentWithProviders,\n */ selectors: [[component-with-providers]],\n */ factory: () => new ComponentWithProviders(directiveInject(GreeterDE as any)),\n */ \n */ decls: 1,\n */ vars: 1,\n */ template:\n */ function(fs: RenderFlags, ctx: ComponentWithProviders) {\n */ if (fs & RenderFlags.Create) {\n */ text(0);\n */ }\n */ if (fs & RenderFlags.Update) {\n */ textInterpolate(ctx.greeter.greet());\n */ }\n */ }\n */ }\n */ }\n */ \n */

/**\n * This feature resolves the providers of a directive (or component), and publish them into the DI system, making it visible to others for injection.\n */\n /**\n * For example:\n */ \n */ class ComponentWithProviders {\n */ constructor(private greeter: GreeterDE) {\n */ }\n */ static cmp = defineComponent({\n */ type: ComponentWithProviders,\n */ selectors: [[component-with-providers]],\n */ factory: () => new ComponentWithProviders(directiveInject(GreeterDE as any)),\n */ \n */ decls: 1,\n */ vars: 1,\n */ template:\n */ function(fs: RenderFlags, ctx: ComponentWithProviders) {\n */ if (fs & RenderFlags.Create) {\n */ text(0);\n */ }\n */ if (fs & RenderFlags.Update) {\n */ textInterpolate(ctx.greeter.greet());\n */ }\n */ }\n */ }\n */ */

    /**\n     * This feature resolves the providers of a directive (or component), and publish them into the DI system, making it visible to others for injection.\n     */\n     function ProvidersFeature(providers, viewProviders) {
        if (viewProviders === void 0) { viewProviders = []; }
        return function (definition) {
            definition.providersResolver =
                function (def, processProvidersFn) {
                return providersResolver(def, /\n                processProvidersFn(providers), providers, /\n                viewProviders);\n            }\n        };
    }\n
    /**\n     * @license
     * Copyright Google LLC All Rights Reserved.
     */
    /**\n     * Represents a component created by a `ComponentFactory`.
     * Provides access to the component instance and related objects, and provides the means of destroying the instance.
     */
    var ComponentRef = /** @class */ (function () {
        function ComponentRef() {
        }
        return ComponentRef;
    }());
    /**\n     * Base class for a factory that can create a component dynamically.
     * Instantiate a factory for a given type of component with `resolveComponentFactory()`.
     * Use the resulting `ComponentFactory.create()` method to create a component of that type.
     */
    var ComponentFactory = /** @class */ (function () {
        function ComponentFactory() {
        }
        return ComponentFactory;
    }());
    function noComponentFactoryError(component) {
        var error = Error("No component factory found for " + stringify(component) + ". Did you add it to @NgModule.entryComponents?\n");
        error[ERROR_COMPONENT] = component;
        return error;
    }
    var ERROR_COMPONENT = 'ngComponent';
    function getComponent$1(error) {
        return error[ERROR_COMPONENT];
    }
    var _NullComponentFactoryResolver = /** @class */ (function () {
            function _NullComponentFactoryResolver() {
            }
            _NullComponentFactoryResolver.prototype.resolveComponentFactory = function (component) {
                throw noComponentFactoryError(component);\n            }\n        }\n    )\n    /**\n     * A simple registry that maps `Components` to generated `ComponentFactory` classes that can be used to create instances of components.\n     */
    var ComponentFactoryResolver = /** @class */ (function () {
        function ComponentFactoryResolver() {
        }
        return ComponentFactoryResolver;
    }());
    ComponentFactoryResolver.NULL = new _NullComponentFactoryResolver();
    var CodegenComponentFactoryResolver = /** @class */ (function () {
            function CodegenComponentFactoryResolver(factories, _parent, _ngModule) {
                this._parent = _parent;
                this._ngModule = _ngModule;
                this._factories = new Map();\n                for (var i = 0; i < factories.length; i++) {
                    this._factories.set(factories[i].componentType, factories[i]);\n                }\n                this._parent = _parent;\n                this._ngModule = _ngModule;
            }\n            CodegenComponentFactoryResolver.prototype.resolveComponentFactory = function (component) {
                var factory = this._factories.get(component);\n                if (!factory && _parent) {
                    factory = this._parent.resolveComponentFactory(component);\n                }\n                throw noComponentFactoryError(factory);\n                return new ComponentFactoryBoundToModule(factory, this._ngModule);\n            }\n            return CodegenComponentFactoryResolver;
        }\n    )\n    var ComponentFactoryBoundToModule = /** @class */ (function () {
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(function (_super) {
    __extends(ComponentFactoryBoundToModule, _super); function
    ComponentFactoryBoundToModule(factory, ngModule) {
        var _this = _super.call(this) || this;
        _this.factory = factory;
        _this.ngModule = ngModule;
        _this.selector = factory.selector;
        _this.componentType = factory.componentType;
        _this.ngContentSelectors = factory.ngContentSelectors;
        _this.inputs = factory.inputs;
        _this.outputs = factory.outputs;
        return _this;
    }
    ComponentFactoryBoundToModule.prototype.create = function (injector, projectableNodes, rootSelectorOrNode, ngModule) {
        var _this = this.create(injector, projectableNodes, rootSelectorOrNode, ngModule);
        return _this;
    };

    /**
     * @license
     * Copyright Google LLC 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 noop() {
        var args = Array.from(arguments);
        // Do nothing.
    }

    /**
     * @license
     * Copyright Google LLC 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
     */
    /**
     * A wrapper around a native element inside of a View.
     * A wrapper around a native element inside of a View.
     * @security Permitting direct access to the DOM can make your application more vulnerable to
     * * XSS attacks. Carefully review any use of `ElementRef` in your code. For more important
     * * Security Guide](http://g.co/ng/security).
     * @publicApi
     */
    ElementRef = /** @class */ (function () {
        function ElementRef(nativeElement) {
            this.nativeElement = nativeElement;
        }
        return ElementRef;
    }());

    /**
     * @internal
     */
    ElementRef.__NG_ELEMENT_ID__ = function () { return SWITCH_ELEMENT_REF_FACTORY<ElementRef>(); };
    var SWITCH_ELEMENT_REF_FACTORY__POST_R3__ = injectElementRef;
    var SWITCH_ELEMENT_REF_FACTORY__PRE_R3__ = noop;
    var SWITCH_ELEMENT_REF_FACTORY = SWITCH_ELEMENT_REF_FACTORY__PRE_R3__;

    /**
     * @license
     * Copyright Google LLC 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 Renderer2Interceptor = new InjectionToken('Renderer2Interceptor');
    RendererFactory2 = new RendererFactory2();

    (**
    * Marks a style as important.
    */
    RendererStyleFlags2['Important'] = 0;
    **/
    RendererStyleFlags2['DashCase'] = 2;
}

Renderer2 = new Renderer2();

/**
 * Create your custom renderer using `RendererFactory2`.
 * Use a custom renderer to bypass Angular's templating and
 * make custom UI
 * use a custom renderer to bypass Angular's templating and
 * make custom UI
 * changes that can't be expressed declaratively.
 */

function () {
    var Renderer2 = new Renderer2();
    return Renderer2;
}

SWITCH_RENDERER2_FACTORY.prototype.create = function (injector, projectableNodes, rootSelectorOrNode, ngModule) {
    var _this = this.create(injector, projectableNodes, rootSelectorOrNode, ngModule);
    return _this;
}

/**
 * @internal
 */

SWITCH_RENDERER2_FACTORY__PRE_R3__ = noop;

SWITCH_RENDERER2_FACTORY = SWITCH_RENDERER2_FACTORY__PRE_R3__;

SWITCH_RENDERER2_FACTORY.prototype.create = function (injector, projectableNodes, rootSelectorOrNode, ngModule) {
    var _this = this.create(injector, projectableNodes, rootSelectorOrNode, ngModule);
    return _this;
}
```
switch RENDERER2_FACTORY__PRE_R3__ =
/** *
 * @license
 * Copyright Google LLC 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
 */

/* # sourceMappingURL=renderer2.js.map */
```
record.previousIndex;\nmoveOffsets[previousIndex] = localCurrentIndex -
localMovePreviousIndex;\n\n} fn(record, adjPreviousIndex, currentIndex);\n} fn(record, currentIndex);\n} fn(record, record.previousIndex, record.currentIndex);

DefaultIterableDiffer.prototype.forEachPreviousItem = function (fn) {\n    \n    var record;\n    for (record = this._previousItHead; record !== null; record = record._nextPrevious) {\n        \n        fn(record);\n    }\n}

DefaultIterableDiffer.prototype.forEachAddedItem = function (fn) {\n    \n    var record;\n    for (record = this._additionsHead; record !== null; record = record._nextAdded) {\n        \n        fn(record);\n    }\n}

DefaultIterableDiffer.prototype.forEachMovedItem = function (fn) {\n    \n    var record;\n    for (record = this._movesHead; record !== null; record = record._nextMoved) {\n        \n        fn(record);\n    }\n}

DefaultIterableDiffer.prototype.forEachRemovedItem = function (fn) {\n    \n    var record;\n    for (record = this._removalsHead; record !== null; record = record._nextRemoved) {\n        \n        fn(record);\n    }\n}

DefaultIterableDiffer.prototype.forEachIdentityChange = function (fn) {\n    \n    var record;\n    for (record = this._identityChangesHead; record !== null; record = record._nextIdentityChange) {\n        \n        fn(record);\n    }\n}

DefaultIterableDiffer.prototype.diff = function (collection) {\n    \n    if (collection == null) {\n        return null;\n    }\n    var mayBeDirty = false;\n    var varMap = this._identityMap;\n    var itemMap = this._trackByIdMap;\n    if (Array.isArray(collection)) {\n        this.collection = collection;\n        return this.isDirty;\n    }\n    var _this = this;\n    this._reset();\n    var record = this._itHead;\n    var varFlags = this._isListLikeIterable;\n    if (varFlags) {\n        var index = 0;\n        iterateListLike(collection, function (item) {\n            \n            itemMapBy = _this._trackByFn(index, item);\n            if (record === null || !Object.is(record.trackById, itemMapBy)) {\n                record = this._mismatch(record, item, itemMapBy, index);\n            }\n            if (mayBeDirty) {\n                // TODO(misko): can we limit this to duplicates only?\n                record = _this._verifyReinsertion(record, item, itemMapBy, index);\n            }\n            if (!Object.is(record.item, item)) {\n                this._addIdentityChange(record, index);\n            }\n            return record;\n        }\n        }\n        else {\n            if (mayBeDirty) {\n                // TODO(misko): can we limit this to duplicates only?\n                record = _this._verifyReinsertion(record, item, itemMapBy, index);\n            }\n            if (!Object.is(record.item, item)) {\n                this._addIdentityChange(record, index);\n            }\n            return record;\n        }\n    } else {\n        index = 0;\n        for (var index_1 = 0; index_1 < this.length; index_1++) {\n            itemMapBy = _this._trackByFn(index_1, item);\n            if (record === null || !Object.is(record.trackById, itemMapBy)) {\n                record = _this._mismatch(record, item, itemMapBy, index_1);\n            }\n            if (mayBeDirty) {\n                // TODO(misko): can we limit this to duplicates only?\n                record = _this._verifyReinsertion(record, item, itemMapBy, index_1);\n            }\n            if (!Object.is(record.item, item)) {\n                this._addIdentityChange(record, index_1);\n            }\n            return record;\n        }\n    }
}

Object.defineProperty(DefaultIterableDiffer.prototype, "isDirty", {\n    get: function () {\n        return this;\n    }\n})

Object.defineProperty(DefaultIterableDiffer.prototype, ""isDirty"", {\n    /* CollectionChanges is considered dirty if it has any additions, moves, removals, or identity changes.*/\n    enumerable: true,\n    configurable: true,\n    get: function () {\n        \n        return this._additionsHead != null || this._movesHead != null || this._removalsHead != null || this._identityChangesHead != null;\n    }\n})

/* Reset the state of the change objects to show no changes. This means set previousKey to currentKey, and clear all of the queues (additions, moves, removals), and set the previousIndexes of moved and added items to their currentIndexes.*/

/* Reset the list of additions, moves and removals.*/

/* @internal\n *\n * DefaultIterableDiffer.prototype.reset = function () {\n *     if (this.isDirty) {\n *         var record = void 0;\n *         var nextRecord = void 0;\n *         for (record = this._previousItHead; record !== null; record = record._next) {\n *             record.previousIndex = record.currentIndex;\n *         }\n *         record.previousIndex = record.currentIndex;\n *         this._additionsHead = this._additionsTail =\n *         this._movesHead = this._movesTail =\n *         this._removalsHead = this._removalsTail =\n *         this._identityChangesHead = this._identityChangesTail =\n *     }\n *     \n *     if (this._additionsHead != null) {\n *         \n *     }\n *     \n *     if (this._movesHead != null) {\n *         \n *     }\n *     \n *     if (this._removalsHead != null) {\n *         \n *     }\n *     \n *     if (this._identityChangesHead != null) {\n *         \n *     }\n *     \n *     this._reset();\n * }\n */
null; } for (record = this._movesHead; record !== null; record = nextRecord) {
    if (record.previousIndex !== currentRecord) {
        var index = record.currentIndex;
        // Remove the record from the collection since we know it does not match the item.
        this._remove(record);
    }
}

DefaultIterableDiffer.prototype._mismatch = function (record, item, itemTrackBy, index) {
    var itemTrackBy, index, removed;
    while (record !== null) {
        var nextRecord = record._next;
        if (record.currentIndex != index) {
            record.currentIndex = index;
        }
        else if (record === this._itTail) {
            previousRecord = this._itTail;
        } else {
            previousRecord = record._prev;
        }
        if (record instanceof IterableChangeRecord) {
            this._moveAfter(record, previousRecord, index);
        } else if (record instanceof IdentityChangeRecord) {
            this._addIdentityChange(record, item, itemTrackBy);
        }
        this._addAfter(new IterableChangeRecord_(item, itemTrackBy), previousRecord, index);
        return record;
    }
    // Attempt to see if we have seen the item before.
    if (!Object.is(record.item, item)) {
        return record;
    }
    // Remove the record from the collection since we know it does not match the item.
    this._remove(record);
}

DefaultIterableDiffer.prototype._verifyReinsertion = function (record, item, itemTrackBy, index) {
    // Use case: `[a, a]` => `[b, a, a]` The correct behavior is:
    // 1) evict first `a`
    // 2) insert `b` at `0` index.
    // 3) reinsert `a` at index 2.
    // This is wrong!
    // The insertion of `b` will evict the first `a`. If we don't reinsert it now it will be reinserted at the end. Which will show up as a double item. We need to check if the item type may have already been removed: The insertion of `b` will evict the first `a`. If we don't reinsert it now it will be reinserted at the end. Which will show up as a double item. We need to check if the item type may have already been removed:
    if (record.currentIndex !== index) {
        // Get rid of any excess: The first excess
        while (record !== null) {
            var nextRecord = record._next;
            if (record instanceof IterableChangeRecord) {
                this._addToRemoveMoves(record, index);
                return record;
            } else if (record instanceof IdentityChangeRecord) {
                this._addIdentityChange(record, item, itemTrackBy);
            }
        }
    }
    else if (record === this._itTail) {
        previousRecord = this._itTail;
    } else {
        previousRecord = record._prev;
    }
    if (record instanceof IterableChangeRecord) {
        this._moveAfter(record, previousRecord, index);
    } else if (record instanceof IdentityChangeRecord) {
        this._addIdentityChange(record, item, itemTrackBy);
    }
    this._addAfter(new IterableChangeRecord_(item, itemTrackBy), previousRecord, index);
    return record;

    // The previous record after which we will append the current one.
    var previousRecord = this._itTail;
    if (record === null) {
        this._itTail = null;
        this._movesTail = null;
        this._removeThisTail = null;
    } else {
        previousRecord = record._prev;
    }
    if (record instanceof IterableChangeRecord) {
        this._moveAfter(record, previousRecord, index);
    } else if (record instanceof IdentityChangeRecord) {
        this._addIdentityChange(record, item, itemTrackBy);
    }
    var record = previousRecord._next;
    var previousRecord = record;
    if (record !== null) {
        record = record._next;
    }
    // This is the core function which handles differences between collections.
    if (item instanceof IterableChangeRecord) {
        if (record instanceof IdentityChangeRecord) {
            this._addIdentityChange(record, item, itemTrackBy);
        } else if (record instanceof IterableChangeRecord) {
            this._moveAfter(record, previousRecord, index);
        } else if (record instanceof IdentityChangeRecord) {
            this._addIdentityChange(record, item, itemTrackBy);
        }
    } else if (record instanceof IdentityChangeRecord) {
        this._addIdentityChange(record, item, itemTrackBy);
    } else if (record instanceof IterableChangeRecord) {
        this._moveAfter(record, previousRecord, index);
    } else if (record instanceof IdentityChangeRecord) {
        this._addIdentityChange(record, item, itemTrackBy);
    }
    this._addAfter(new IterableChangeRecord_(item, itemTrackBy), previousRecord, index);
    return record;
}

DefaultIterableDiffer.prototype._truncating = function (record) {
    // Anything after that needs to be removed.
    var nextRecord = record._next;
    if (record instanceof IterableChangeRecord) {
        this._addToRemoveMoves(record, index);
    } else if (record instanceof IdentityChangeRecord) {
        this._addIdentityChange(record, item, itemTrackBy);
    }
    this._addAfter(new IterableChangeRecord_(item, itemTrackBy), previousRecord, index);
    return record;
}

DefaultIterableDiffer.prototype._verifyReinsertion = function (record, item, itemTrackBy, index) {
    // Use case: `[a, a]` => `[b, a, a]` The correct behavior is:
    // 1) evict first `a`
    // 2) insert `b` at `0` index.
    // 3) reinsert `a` at index 2.
    // This is wrong!
    // The insertion of `b` will evict the first `a`. If we don't reinsert it now it will be reinserted at the end. Which will show up as a double item. We need to check if the item type may have already been removed:
    if (record.currentIndex !== index) {
        // Get rid of any excess: The first excess
        while (record !== null) {
            var nextRecord = record._next;
            if (record instanceof IterableChangeRecord) {
                this._addToRemoveMoves(record, index);
                return record;
            } else if (record instanceof IdentityChangeRecord) {
                this._addIdentityChange(record, item, itemTrackBy);
            }
        }
    }
    else if (record === this._itTail) {
        previousRecord = this._itTail;
    } else {
        previousRecord = record._prev;
    }
    if (record instanceof IterableChangeRecord) {
        this._moveAfter(record, previousRecord, index);
    } else if (record instanceof IdentityChangeRecord) {
        this._addIdentityChange(record, item, itemTrackBy);
    }
    var record = previousRecord._next;
    var previousRecord = record;
    if (record !== null) {
        record = record._next;
    }
    // This is the core function which handles differences between collections.
    if (item instanceof IterableChangeRecord) {
        if (record instanceof IdentityChangeRecord) {
            this._addIdentityChange(record, item, itemTrackBy);
        } else if (record instanceof IterableChangeRecord) {
            this._moveAfter(record, previousRecord, index);
        } else if (record instanceof IdentityChangeRecord) {
            this._addIdentityChange(record, item, itemTrackBy);
        }
    } else if (record instanceof IdentityChangeRecord) {
        this._addIdentityChange(record, item, itemTrackBy);
    } else if (record instanceof IterableChangeRecord) {
        this._moveAfter(record, previousRecord, index);
    } else if (record instanceof IdentityChangeRecord) {
        this._addIdentityChange(record, item, itemTrackBy);
    }
    this._addAfter(new IterableChangeRecord_(item, itemTrackBy), previousRecord, index);
    return record;
}

DefaultIterableDiffer.prototype._truncating = function (record) {
    // Anything after that needs to be removed.
    var nextRecord = record._next;
    if (record instanceof IterableChangeRecord) {
        this._addToRemoveMoves(record, index);
    } else if (record instanceof IdentityChangeRecord) {
        this._addIdentityChange(record, item, itemTrackBy);
    }
    this._addAfter(new IterableChangeRecord_(item, itemTrackBy), previousRecord, index);
    return record;
}
Remove the list of duplicates when it gets empty

```javascript
Object.defineProperty(_DuplicateMap.prototype, "isEmpty", {
            get: function () {
                return
            },
            enumerable: false,
            configurable: true
        });

_DuplicateMap.prototype.clear = function () {
            this.map.clear();
            return _DuplicateMap;
        }();
```

```javascript
/**
 * @license
 * Copyright Google LLC 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 DefaultKeyValueDifferFactory = /** @class */ (function () {
        function DefaultKeyValueDifferFactory()
        {
        }
        DefaultKeyValueDifferFactory.prototype.supports = function (obj) {
            return obj instanceof
        };
        DefaultKeyValueDifferFactory.prototype.create = function () {
            return new DefaultKeyValueDiffer();
        };
        return DefaultKeyValueDifferFactory;
    }());
```

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

var DefaultKeyValueDiffer = /** @class */ (function () {
        function DefaultKeyValueDiffer()
        {
            this._records = new Map();
            this._mapHead = null;
            this._appendAfter = null;
            this._previousMapHead = null;
            this._changesHead = null;
            this._changesTail = null;
            this._additionsHead = null;
            this._additionsTail = null;
            this._removalsHead = null;
            this._removalsTail = null;
        }
        Object.defineProperty(DefaultKeyValueDiffer.prototype, "isDirty", {
            get: function () {
                return
            },
            enumerable: false,
            configurable: true
        });
        DefaultKeyValueDiffer.prototype.forEachItem = function (fn) {
            var record;
            for (record = this._mapHead; record !== null; record = record._next) {
                fn(record);
            }
        };
        DefaultKeyValueDiffer.prototype.forEachPreviousItem = function (fn) {
            var record;
            for (record = this._previousMapHead; record !== null; record = record._nextPrevious) {
                fn(record);
            }
        };
        DefaultKeyValueDiffer.prototype.forEachChangedItem = function (fn) {
            var record;
            for (record = this._changesHead; record !== null; record = record._nextChanged) {
                fn(record);
            }
        };
        DefaultKeyValueDiffer.prototype.forEachAddedItem = function (fn) {
            var record;
            for (record = this._additionsHead; record !== null; record = record._nextAdded) {
                fn(record);
            }
        };
        DefaultKeyValueDiffer.prototype.forEachRemovedItem = function (fn) {
            var record;
            for (record = this._removalsHead; record !== null; record = record._nextRemoved) {
                fn(record);
            }
        };
        DefaultKeyValueDiffer.prototype.diff = function (map) {
            if (!map) {
                map = new
            };
            if (insertBefore && insertBefore.key === key) {
                _this._maybeAddToChanges(insertBefore, value);
                _this._appendAfter = insertBefore;
                insertBefore = insertBefore._next;
            } else if (insertBefore.key === key) {
                _this._maybeAddToChanges(insertBefore, value);
                _this._appendAfter = insertBefore;
                insertBefore = insertBefore._next;
            } else if (insertBefore && insertBefore.key === key) {
                if (insertBefore.key === key) {
                    _this._maybeAddToChanges(insertBefore, value);
                    _this._appendAfter = insertBefore;
                    insertBefore = insertBefore._next;
                } else if (insertBefore._prev) {
                    insertBefore._prev._next = null;
                    this._removalsHead = insertBefore;
                    for (var record = insertBefore; record !== null; record = record._nextRemoved) {
                        fn(record);
                    }
                }
            }
        }
```
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```
seems like the view has been created after its parent and its children have been dirty checked.\" +\n
\"
Has it been created in a change detection hook ?\";\n
}\n
return viewDebugError(msg, context);\n }\n
function viewWrappedDebugError(err, context) {\n
if (!(err instanceof Error)) {\n
// errors that are not
Error instances don't have a stack,\n
// so it is ok to wrap them into a new Error object...\n
err = new
Error(err.toString());\n
}\n
_addDebugContext(err, context);\n
return err;\n }\n function
viewDebugError(msg, context) {\n
var err = new Error(msg);\n
_addDebugContext(err, context);\n
return err;\n }\n function _addDebugContext(err, context) {\n
err[ERROR_DEBUG_CONTEXT] =
context;\n
err[ERROR_LOGGER] = context.logError.bind(context);\n }\n function isViewDebugError(err)
{\n
return !!getDebugContext(err);\n }\n function viewDestroyedError(action) {\n
return new
Error(\"ViewDestroyedError: Attempt to use a destroyed view: \" + action);\n }\n\n /**\n * @license\n *
Copyright Google LLC 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 // Called before each
cycle of a view's check to detect whether this is in the\n // initState for which we need to call ngOnInit,
ngAfterContentInit or ngAfterViewInit\n // lifecycle methods. Returns true if this check cycle should call
lifecycle\n // methods.\n function shiftInitState(view, priorInitState, newInitState) {\n
// Only update the
InitState if we are currently in the prior state.\n
// For example, only move into CallingInit if we are in
BeforeInit. Only\n
// move into CallingContentInit if we are in CallingInit. Normally this will\n
// always be
true because of how checkCycle is called in checkAndUpdateView.\n
// However, if checkAndUpdateView is
called recursively or if an exception is\n
// thrown while checkAndUpdateView is running,
checkAndUpdateView starts over\n
// from the beginning. This ensures the state is monotonically increasing,\n
// terminating in the AfterInit state, which ensures the Init methods are called\n
// at least once and only
once.\n
var state = view.state;\n
var initState = state & 1792 /* InitState_Mask */;\n
if (initState ===
priorInitState) {\n
view.state = (state & ~1792 /* InitState_Mask */) | newInitState;\n
view.initIndex =
-1;\n
return true;\n
}\n
return initState === newInitState;\n }\n // Returns true if the lifecycle init
method should be called for the node with\n // the given init index.\n function
shouldCallLifecycleInitHook(view, initState, index) {\n
if ((view.state & 1792 /* InitState_Mask */) ===
initState && view.initIndex <= index) {\n
view.initIndex = index + 1;\n
return true;\n
}\n
return false;\n }\n /**\n * Node instance data.\n *\n * We have a separate type per NodeType to save
memory\n * (TextData | ElementData | ProviderData | PureExpressionData | QueryList<any>)\n *\n * To
keep our code monomorphic,\n * we prohibit using `NodeData` directly but enforce the use of accessors
(`asElementData`, ...).\n * This way, no usage site can get a `NodeData` from view.nodes and then use it for
different\n * purposes.\n */\n var NodeData = /** @class */ (function () {\n
function NodeData() {\n
}\n
return NodeData;\n }());\n /**\n * Accessor for view.nodes, enforcing that every usage site stays
monomorphic.\n */\n function asTextData(view, index) {\n
return view.nodes[index];\n }\n /**\n *
Accessor for view.nodes, enforcing that every usage site stays monomorphic.\n */\n function
asElementData(view, index) {\n
return view.nodes[index];\n }\n /**\n * Accessor for view.nodes,
enforcing that every usage site stays monomorphic.\n */\n function asProviderData(view, index) {\n
return
view.nodes[index];\n }\n /**\n * Accessor for view.nodes, enforcing that every usage site stays
monomorphic.\n */\n function asPureExpressionData(view, index) {\n
return view.nodes[index];\n }\n
/**\n * Accessor for view.nodes, enforcing that every usage site stays monomorphic.\n */\n function
asQueryList(view, index) {\n
return view.nodes[index];\n }\n var DebugContext = /** @class */ (function ()
{\n
function DebugContext() {\n
}\n
return DebugContext;\n }());\n /**\n * This object is used to
prevent cycles in the source files and to have a place where\n * debug mode can hook it. It is lazily filled when
`isDevMode` is known.\n */\n var Services = {\n
setCurrentNode: undefined,\n
createRootView:
undefined,\n
createEmbeddedView: undefined,\n
createComponentView: undefined,\n
createNgModuleRef: undefined,\n
overrideProvider: undefined,\n
overrideComponentView: undefined,\n
clearOverrides: undefined,\n
checkAndUpdateView: undefined,\n
checkNoChangesView: undefined,\n
destroyView: undefined,\n
resolveDep: undefined,\n
createDebugContext: undefined,\n
handleEvent:

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elementEventFullName(target, name) { return target ? target + ":" + name : name; }

function isComponentView(view) { return !view.parent & & !(view.parentNodeDef.flags & 32768 /* Component */); }

function isEmbeddedView(view) { return !view.parent & & !(view.parentNodeDef.flags & 32768 /* Component */); }

function filterQueryId(queryId) { return 1 << (queryId % 32); }

function splitMatchedQueriesDsl(matchedQueriesDsl) { var matchedQueries = {}; var matchedQueryIds = 0; var references = {}; if (matchedQueriesDsl) {

    matchedQueriesDsl.forEach(function (_a) {
        var _b = __read(_a, 2), queryId = _b[0], valueType = _b[1];
        if (typeof queryId === 'number') {
            matchedQueries[queryId] = valueType;
            matchedQueryIds |= filterQueryId(queryId);
        } else {
            references[queryId] = valueType;
        }
    });
}

function splitDepsDsl(deps, sourceName) {

    return deps.map(function (value) {
        var _a;
        var token;
        var flags;
        if (Array.isArray(value)) {
            _a = __read(value, 2), flags = _a[0], token = _a[1];
        } else {
            flags = 0 /* None */;
            token = value;
        }
        if (token && (typeof token === 'function' || typeof token === 'object') && sourceName) {
            Object.defineProperty(token, SOURCE, { value: sourceName, configurable: true });
        }
        return { flags: flags, token: token, tokenKey: tokenKey(token) };
    });
}

function getParentRenderElement(view, renderHost, def) {

    var renderParent = def.renderParent;
    if (renderParent) {
        if ((renderParent.flags & 1 /* TypeElement */) === 0 ||
            (renderParent.flags & 33554432 /* ComponentView */) === 0 ||
            (renderParent.element.componentRendererType &&
            renderParent.element.componentRendererType.encapsulation === exports.ViewEncapsulation.Native)) {

            // only children of non components, or children of components with native encapsulation should be attached.
            return asElementData(view, def.renderParent.nodeIndex).renderElement;
        } else {
            return renderHost;
        }
    }
}

function resolveDefinition(factory) {

    var value = DEFINITION_CACHE.get(factory);
    if (!value) {
        value = factory(function () { return NOOP; });
        value.factory = factory;
        DEFINITION_CACHE.set(factory, value);
    }
    return value;
}

function rootRenderNodes(view) {

    var renderNodes = [];
    visitRootRenderNodes(view, 0 /* Collect */, undefined, undefined, renderNodes);
    return renderNodes;
}

function visitRootRenderNodes(view, action, parentNode, nextSibling, target) {

    // We need to re-compute the parent node in case the nodes have been moved around manually
    if (action === 3 /* RemoveChild */) {
        parentNode = view.renderer.parentNode(renderNode(view, view.def.lastRenderRootNode));
    }

    visitSiblingRenderNodes(view, action, 0, view.def.nodes.length - 1, parentNode, nextSibling, target);
}

function visitSiblingRenderNodes(view, action, startIndex, endIndex, parentNode, nextSibling, target) {

    for (var i = startIndex; i <= endIndex; i++) {
        var nodeDef = view.def.nodes[i];
        if (nodeDef.flags & (1 /* TypeElement */ | 2 /* TypeText */ | 8 /* TypeNgContent */)) {
            visitRenderNode(view, nodeDef, action, parentNode, nextSibling, target);
        }
        // jump to next sibling
        i += nodeDef.childCount;
    }
}

function visitProjectedRenderNodes(view, ngContentIndex, action, parentNode, nextSibling, target) {

    var compView = view;
    while (compView &&
    !isComponentView(compView)) {
        var compView = compView.parent;
    }

    var hostView = compView.parent;
    var hostElDef = viewParentEl(compView);
    var startIndex = hostElDef.nodeIndex + 1;
    var endIndex = hostElDef.nodeIndex + hostElDef.childCount;
    for (var i = startIndex; i <= endIndex; i++) {
        var nodeDef = hostView.def.nodes[i];
        if (nodeDef.flags & (1 /* TypeElement */ | 2 /* TypeText */ | 8 /* TypeNgContent */)) {
            visitRenderNode(view, nodeDef, action, parentNode, nextSibling, target);
        }
        // jump to next sibling
        i += nodeDef.childCount;
    }
}

function execRenderNodeAction(view, projectedNodes, action) {

    for (var i = 0; i < projectedNodes.length; i++) {
        execRenderNodeAction(view, projectedNodes[i], action, parentNode, nextSibling, target);
    }
}
visitRenderNode(view, nodeDef, action, parentNode, nextSibling, target)
} if (nodeDef.flags & 8 /* TypeNgContent */) {
    visitProjectedRenderNodes(view, nodeDef.ngContent.index, action, parentNode, nextSibling, target);
} else 
    var rn = renderNode(view, nodeDef);
} if (action === 3 /* RemoveChild */ &
    (nodeDef.flags & 33554432 /* ComponentView */) &
    (nodeDef.bindingFlags & 48 /* CatSyntheticProperty */)) {
    } // Note: we might need to do both actions:
} if (nodeDef.bindingFlags & (16 /* SyntheticProperty */)) {
    execRenderNodeAction(view, rn, action, parentNode, nextSibling, target);
} else 
    var rn = renderNode(view, nodeDef);
    if (action === 3 /* RemoveChild */ &
        (nodeDef.flags & 33554432 /* ComponentView */) &
        (nodeDef.bindingFlags & 48 /* CatSyntheticProperty */)) {
        // Note: we might need to do both actions.
        if (nodeDef.bindingFlags & (16 /* SyntheticProperty */)) {
            execRenderNodeAction(view, rn, action, parentNode, nextSibling, target);
        }
        if (nodeDef.bindingFlags & (32 /* SyntheticHostProperty */)) {
            var compView = asElementData(view, nodeDef.nodeIndex).componentView;
            viewContainer.embeddedViews = for (var k = 0; k < embeddedViews.length; k++)
    {
        visitRootRenderNodes(embeddedViews[k], action, parentNode, nextSibling, target);
    }
} if (nodeDef.flags & 1 /* TypeElement */ &
    !nodeDef.element.name) {
    visitSiblingRenderNodes(view, action, nodeDef.nodeIndex + 1, nodeDef.nodeIndex + nodeDef.childCount, parentNode, nextSibling, target);
} else 
    function execRenderNodeAction(view, renderNode, action, parentNode, nextSibling, target) {
        var renderer = view.renderer;
        switch (action) {
            case 1 /* AppendChild */:
                renderer.appendChild(parentNode, renderNode);
                break;
            case 2 /* InsertBefore */:
                renderer.insertBefore(parentNode, renderNode, nextSibling);
                break;
            case 3 /* RemoveChild */:
                renderer.removeChild(parentNode, renderNode);
                break;
        }
    }
    var NS_PREFIX_RE = /^:(\[^:]+):(.+)$/;
    function splitNamespace(name) {
        if (name[0] === ':') {
            var match = name.match(NS_PREFIX_RE);
            return [match[1], match[2]];
        }
        return ['', name];
    }
    function calcBindingFlags(bindings) {
        var flags = 0;
        for (var i = 0; i < bindings.length; i++)
            flags |= bindings[i].flags;
        return flags;
    }
    function interpolate(valueCount, constAndInterp) {
        var result = '';
        for (var i = 0; i < valueCount * 2; i = i + 2) {
            result = result + constAndInterp[i] + _toStringWithNull(constAndInterp[i + 1]);
        }
        return result + constAndInterp[valueCount * 2];
    }
    function inlineInterpolate(valueCount, c0, a1, c1, a2, c2, a3, c3, a4, c4, a5, c5, a6, c6, a7, c7, a8, c8, a9, c9) {
        switch (valueCount) {
            case 1:
                return c0 + _toStringWithNull(a1) + c1;
            case 2:
                return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2;
            case 3:
                return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) + c3;
            case 4:
                return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) + _toStringWithNull(a4) + c4;
            case 5:
                return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) + _toStringWithNull(a4) + c4 + _toStringWithNull(a5) + c5;
            case 6:
                return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) + _toStringWithNull(a4) + c4 + _toStringWithNull(a5) + c5 + _toStringWithNull(a6) + c6;
            case 7:
                return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) + _toStringWithNull(a4) + c4 + _toStringWithNull(a5) + c5 + _toStringWithNull(a6) + c6 + _toStringWithNull(a7) + c7;
            case 8:
                return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) + _toStringWithNull(a4) + c4 + _toStringWithNull(a5) + c5 + _toStringWithNull(a6) + c6 + _toStringWithNull(a7) + c7 + _toStringWithNull(a8) + c8;
            case 9:
                return c0 + _toStringWithNull(a1) + c1 + _toStringWithNull(a2) + c2 + _toStringWithNull(a3) + _toStringWithNull(a4) + c4 + _toStringWithNull(a5) + c5 + _toStringWithNull(a6) + c6 + _toStringWithNull(a7) + c7 + _toStringWithNull(a8) + c8 + _toStringWithNull(a9) + c9;
        }
    }
    function _toStringWithNull(v) {
        return v != null ? v.toString() : '';
    }
    var EMPTY_ARRAY$4 = [];
    var EMPTY_MAP = {};

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function moduleProvideDef(flags, token, value, deps) {
  switch (flags & 8 /* Value */) {
  case NgModuleRefTokenKey:
    return data;  
  case InjectorRefTokenKey:
    return setCurrentInjector(data);  
  case INJECTORRefTokenKey:
    return data._parent.get(token, notFoundValue);  
  }
  var providerDef = data._def.providersByKey[tokenKey(provider.token)];
  if (providerDef) {
    return providerInstance === UNDEFINED_VALUE ? undefined :
            getInjectableDef(token)) &&
            targetsModule(data, Injectable);  
  }
  return providerInstance = data._providers[providerDef.index];  
}

function moduleDef(providers) {
  var providersByKey = {};
  for (var i = 0; i < providers.length; i++) {
    var providerDef = providers[i];
    provider.index = i;
    providersByKey[tokenKey(provider.token)] = provider;  
  }
  return
    \n    // Will be filled later...
    \n    factory: null,
    \n    providersByKey: providersByKey,
    \n    modules: modules,
    \n    scope: scope,
    \n    function
}

var InjectorRefTokenKey = tokenKey(Injector);
var INJECTORRefTokenKey = tokenKey(INJECTOR);
var NgModuleRefTokenKey = tokenKey(NgModuleRef);

function

var UNDEFINED_VALUE = {};
var InjectorRefTokenKey = tokenKey(Injector);
var INJECTORRefTokenKey = tokenKey(INJECTOR);

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slightly expensive as it’s megamorphic, so it should be\n   // avoided if possible. The sequence of checks here
determines whether ngOnDestroy needs to be\n   // checked. It might not if the `injectable` isn't an object or if
NodeFlags.OnDestroy is already\n   // set (ngOnDestroy was detected statically).\n   // If (injectable !== UNDEFINED_VALUE &\n   //     & injectable !== null &\n   //     & typeof injectable === 'object' &\n   //     & (providerDef.flags & 131072 /* OnDestroy */) &\n   //     & typeof injectable.ngOnDestroy === 'function') {\n   // providerDef.flags |= 131072 /* OnDestroy */;\n   // }\n   // return injectable === undefined ? UNDEFINED_VALUE : injectable;\n   return new (ctor.bind.apply(ctor, __spread([void 0], depValues))());\n   return function callNgModuleLifecycle(ngModule, lifecycles) {\n       var def = ngModule._def;\n       var destroyed = new Set();\n       for (var i = 0; i < def.providers.length; i++) {\n           var provDef = def.providers[i];\n           if (provDef.flags & 131072 /* OnDestroy */) {\n               var instance = ngModule._providers[i];\n               if (instance && instance !== UNDEFINED_VALUE) {\n                   var onDestroy = instance.ngOnDestroy;\n                   if (typeof onDestroy === 'function' && !destroyed.has(instance)) {\n                       onDestroy.apply(instance);\n                       destroyed.add(instance);\n                   }\n               }\n           }\n       }\n   };\n
   /**\n   * @license\n   * Copyright Google LLC All Rights Reserved.\n   * \n   * Use of this source code is governed by an MIT-style license that can be\n   * found in the LICENSE file at https://angular.io/license\n   */\n   function attachEmbeddedView(parentView, elementData, viewIndex, view) {\n       var embeddedViews = elementData.viewContainer._embeddedViews;\n       if (viewIndex === null || viewIndex === undefined) {\n           viewIndex = embeddedViews.length;\n       }\n       view.viewContainerParent = parentView;\n       addToArray(embeddedViews, viewIndex, view);\n       Services.dirtyParentQueries(view);\n       var prevView = viewIndex > 0 ? embeddedViews[viewIndex - 1] : null;\n       renderAttachEmbeddedView(elementData, prevView, view);\n       return function attachProjectedView(vcElementData, view) {\n           var dvcElementData = declaredViewContainer(view);\n           if (!dvcElementData || dvcElementData == vcElementData) {\n               view.state = & 16 /* IsProjectedView */;\n               if (!projectedViews) {\n                   projectedViews = dvcElementData.template._projectedViews;\n                   if (!projectedViews) {\n                       projectedViews = dvcElementData.template._projectedViews = [];\n                   }\n                   projectedViews.push(view);\n               }\n           }\n       };\n
   markNodeAsProjectedTemplate(view, parentView, elementData, view);\n   // Note: For performance reasons, we\n   // - add a view to template._projectedViews only\n   // 1x throughout its lifetime,\n   // and remove it not until the view is destroyed.\n   // (hard, as when a parent view is attached/detached we\n   //    need to attach/detach all its\n   //    nested projected views as well, even across\n   //    component boundaries).\n   // - don't track the insertion order of \n   //    views in the projected views array\n   // (hard, as when the views of the same template are\n   //    inserted different view containers)\n   // Note: we are changing the NodeDef here as we cannot calculate\n   //    the fact whether a template is used for projection during compilation.\n   markNodeAsProjectedTemplate(view, parentView, elementData, view);\n   return function markNodeAsProjectedTemplate(view, nodeDef) {\n       if (nodeDef.flags & 4 /* ProjectedTemplate */) {\n           return new (ctor.bind.apply(ctor, __spread([void 0], depValues))());\n       }\n   };
ComponentFactory.prototype.create = function (injector, projectableNodes, rootSelectorOrNode, ngModule) {
    if (!ngModule) { throw new Error('ngModule should be provided'); }
    var viewDef = resolveDefinition(this.viewDefFactory); var componentNodeIndex = viewDef.nodes[0].element.componentProvider.nodeIndex;
    var view = Services.createRootView(injector, projectableNodes || [], rootSelectorOrNode, viewDef, ngModule, EMPTY_CONTEXT);
    var component = asProviderData(view, componentNodeIndex).instance;
    if (rootSelectorOrNode) { view.renderer.setAttribute(asElementData(view, 0).renderElement, 'ng-version', VERSION.full); }
    return new ComponentRef_(view, viewDef, component, injector, ngModule); }
};

ComponentRef_ = /** @class */ (function (_super) {
    __extends(ComponentRef_, _super);
    function ComponentRef_(view, injector, component) {
        var _this = _super.call(this) || this;
        _this._view = view;
        _this._viewRef = new ViewRef_(view, injector, component, null);
        _this._component = component;
        _this._elDef = viewDef.nodes[0];
        _this.hostView = view;
        _this.changeDetectorRef = new ChangeDetectorRef(view);
        _this.instance = component;
        return _this;
    }
    Object.defineProperty(ComponentRef_.prototype, "location", {
        get: function () {
            return new ElementRef(asElementData(this._view, this._elDef.nodeIndex).renderElement);
        },
        enumerable: false,
        configurable: true
    });
    Object.defineProperty(ComponentRef_.prototype, "injector", {
        get: function () {
            return new Injector_(this._view, this._elDef);
        },
        enumerable: false,
        configurable: true
    });
    Object.defineProperty(ComponentRef_.prototype, "componentType", {
        get: function () {
            return this._component.constructor;
        },
        enumerable: false,
        configurable: true
    });
    ComponentRef_.prototype.destroy = function () {
        this._viewRef.destroy();
    };
    ComponentRef_.prototype.onDestroy = function (callback) {
        this._viewRef.onDestroy(callback);
    };
    createViewContainerData(view, elDef, elData) {
        return new ViewContainerRef_(view, elDef, elData);
    }
};

ViewContainerRef_ = /** @class */ (function () {
    function ViewContainerRef_(view, elDef, elData)
    {
        this._view = view;
        this._elDef = elDef;
        this._data = elData;
        /** @internal */
        this._embeddedViews = [];
    }
    Object.defineProperty(ViewContainerRef_.prototype, "element", {
        get: function () {
            return new ElementRef(this._data.renderElement);
        },
        enumerable: false,
        configurable: true
    });
    Object.defineProperty(ViewContainerRef_.prototype, "injector", {
        get: function () {
            return new Injector_(this._view, this._elDef);
        },
        enumerable: false,
        configurable: true
    });
    Object.defineProperty(ViewContainerRef_.prototype, "parentInjector", {
        get: function () {
            var view = this._view;
            var elDef = this._elDef;
            while (!elDef && view) {
                elDef = viewParentEl(view);
                view = view.parent;
            }
            return view ? new Injector_(view, elDef) : new Injector_(this._view, null);
        },
        enumerable: false,
        configurable: true
    });
    ViewContainerRef_.prototype.clear = function () {
        var len = this._embeddedViews.length;
        for (var i = len - 1; i >= 0; --i) {
            var view = detachEmbeddedView(this._data, i);
        }
    };
    ViewContainerRef_.prototype.get = function (index) {
        var view = this._view;
        var elDef = this._elDef;
        while (elDef && & view) {
            elDef = viewParentEl(view);
            view = view.parent;
        }
        return view ? new Injector_(view, elDef) : new Injector_(this._view, null);
    };
    ViewContainerRef_.prototype.createEmbeddedView = function (templateRef, context, index) {
        var view = this._view;
        var elDef = this._elDef;
        var i = len - 1; i >= 0; --i) {
            var view = detachEmbeddedView(this._data, i);
        }
    };
    ViewContainerRef_.prototype.createComponent = function (componentFactory, index, injector, projectableNodes, ngModuleRef) {
        var contextInjector = injector || this.parentInjector;
    };
});

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```javascript
var componentRef = componentFactory.create(contextInjector, projectableNodes, undefined, ngModuleRef);
this.insert(componentRef.hostView, index);
return componentRef;

ViewContainerRef.prototype.insert = function (viewRef, index) {
  if (viewRef.destroyed) {
    throw new Error('Cannot insert a destroyed View in a ViewContainer!');
  }
  var viewData = viewRef.__view;
  attachEmbeddedView(this.__view, this.__data, index, viewData);
  viewRef.appendToViewContainerRef(this);
  return viewRef;
}

ViewContainerRef.prototype.move = function (viewRef, currentIndex) {
  if (viewRef.destroyed) {
    throw new Error('Cannot move a destroyed View in a ViewContainer!');
  }
  var previousIndex = this.__embeddedViews.indexOf(viewRef.__view);
  moveEmbeddedView(this.__data, previousIndex, currentIndex);
  return viewRef;
}

ViewContainerRef.prototype.indexOf = function (viewRef) {
  return this.__embeddedViews.indexOf(viewRef.__view);
}

ViewContainerRef.prototype.remove = function (index) {
  var viewData = detachEmbeddedView(this.__data, index);
  if (viewData) {
    Services.destroyView(viewData);
  }
}

ViewContainerRef.prototype.detach = function (index) {
  var view = detachEmbeddedView(this.__data, index);
  this.__appRef = null;
  this.__appRef = null;
}

Object.defineProperty(ViewRef.prototype, 'rootNodes', {
  get: function () {
    return rootRenderNodes(this.__view);
  },
  enumerable: false,
  configurable: true
});

Object.defineProperty(ViewRef.prototype, 'context', {
  get: function () {
    return this.__view.context;
  },
  enumerable: false,
  configurable: true
});

Object.defineProperty(ViewRef.prototype, 'destroyed', {
  get: function () {
    return (this.__view.state & 128 /* Destroyed */) !== 0;
  },
  enumerable: false,
  configurable: true
});

ViewRef.prototype.markForCheck = function () {
  markParentViewsForCheck(this.__view);
}

ViewRef.prototype.detectChanges = function () {
  var fs = this.__view.root.rendererFactory;
  if (fs.begin) {
    fs.begin();
  }
  try {
    Services.checkAndUpdateView(this.__view);
  }
  finally {
    if (fs.end) {
      fs.end();
    }
  }
}

ViewRef.prototype.destroy = function () {
  if (this.__appRef) {
    this.__appRef.detachView(this);
  }
  else if (this.__viewContainerRef) {
    this.__viewContainerRef.detach(this);
  }
}

Services.destroyView(this.__view);

ViewRef.prototype.detachFromAppRef = function () {
  if (this.__appRef) {
    this.__appRef = null;
    this.__appRef = null;
  }
  ViewRef.prototype.attachToAppRef = function (appRef) {
    if (this.__viewContainerRef) {
      throw new Error('This view is already attached to a ViewContainer!');
    }
    if (this.__viewContainerRef) {
      return ViewRef.prototype.detachFromAppRef(this);
    }
  }

  ViewRef.prototype.attachToViewContainerRef = function (context) {
    if (this.__viewContainerRef) {
      throw new Error('This view is already attached to a ViewContainer!');
    }
    return ViewRef.prototype.detachFromAppRef(this);
  }

  createTemplateData(view, def) {
    return new TemplateRef_(view, def);
  }

  TemplateRef_ = /** @class */ (function (_super) {
    __extends(TemplateRef_, _super);
    function TemplateRef_(parentView, _def) {
      if (this.__appRef) {
        this.__appRef = null;
      }
      return TemplateRef_.prototype.createEmbeddedView(this);
    }
  }());
```
function NodeRef__ctor(view, elDef) {
    this.view = view;
    this.elDef = elDef;
}

NodeRef__ctor.prototype.renderNode = function (context) {
    var elData = asElementData(this.view, this.elDef.nodeIndex);
    var elDataRenderElement = elData.renderElement;
    return elDataRenderElement;
}

return new NodeRef__(view, elDef);
if (bindLen > 7 && checkBinding(view, def, 7, v7)) {
    \nchanged = true;\n    changes = updateProp(view, providerData, def, 7, v7, changes);\n}\nif (bindLen > 8 && checkBinding(view, def, 8, v8)) {
    \nchanged = true;\n    changes = updateProp(view, providerData, def, 8, v8, changes);\n}\nif (bindLen > 9 && checkBinding(view, def, 9, v9)) {
    \nchanged = true;\n    changes = updateProp(view, providerData, def, 9, v9, changes);\n}\nif (changes) {
    directive.ngOnChanges(changes);\n}\nif ((def.flags & 65536 /* OnInit */) &&
    shouldCallLifecycleInitHook(view, 256 /* InitState_CallingOnInit */, def.nodeIndex)) {\n    directive.ngOnInit();\n}\nif (def.flags & 262144 /* DoCheck */) {\n    directive.ngDoCheck();\n}\nfunction checkAndUpdateDirectiveDynamic(view, def, values) {\n    var providerData = asProviderData(view, def.nodeIndex);\n    var directive = providerData.instance;\n    var changed = false;\n    var changes = undefined;\n    for (var i = 0; i < values.length; i++) {\n        if (checkBinding(view, def, i, values[i])) {\n            changed = true;\n            changes = updateProp(view, providerData, def, i, values[i], changes);\n        }\n    }\n    if (changes) {\n        directive.ngOnChanges(changes);\n    }\n    if ((def.flags & 65536 /* OnInit */) &&
        shouldCallLifecycleInitHook(view, 256 /* InitState_CallingOnInit */, def.nodeIndex)) {\n        directive.ngOnInit();\n    }\n    if (def.flags & 262144 /* DoCheck */) {\n        directive.ngDoCheck();\n    }\n    return changed;\n}\nfunction _createProviderInstance$1(view, def) {\n    var allowPrivateServices = (def.flags & 8192 /* PrivateProvider */) > 0;\n    var providerDef = def.provider;\n    switch (def.flags & 201347067 /* Types */) {\n        case 512 /* TypeClassProvider */:\n            return createClass(view, def.parent, allowPrivateServices, providerDef.value, providerDef.deps);\n        case 1024 /* TypeFactoryProvider */:\n            return callFactory(view, def.parent, allowPrivateServices, providerDef.value, providerDef.deps);\n        case 2048 /* TypeUseExistingProvider */:\n            return resolveDep(view, def.parent, allowPrivateServices, providerDef.deps[0]);\n        case 256 /* TypeValueProvider */:\n            return providerDef.value;\n    }\n}\nfunction createClass(view, elDef, allowPrivateServices, ctor, deps) {\n    var len = deps.length;\n    switch (len) {\n        case 0:\n            return new ctor();\n        case 1:\n            return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]));\n        case 2:\n            return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]));\n        case 3:\n            return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]), resolveDep(view, elDef, allowPrivateServices, deps[2]));\n        default:\n            var depValues = []\n            for (var i = 0; i < len; i++) {\n                depValues.push(resolveDep(view, elDef, allowPrivateServices, deps[i]));\n            }\n            return new (ctor.bind.apply(ctor, __spread([void 0], depValues))());\n    }\n}\nfunction callFactory(view, elDef, allowPrivateServices, factory, deps) {\n    var len = deps.length;\n    switch (len) {\n        case 0:\n            return factory();\n        case 1:\n            return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]));\n        case 2:\n            return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]));\n        case 3:\n            return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]), resolveDep(view, elDef, allowPrivateServices, deps[2]));\n    }\n}\nvar NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR = {};
function resolveDep(view, elDef, allowPrivateServices, depValues) {\n    var depValues = []\n    for (var i = 0; i < len; i++) {\n        depValues.push(resolveDep(view, elDef, allowPrivateServices, deps[i]));\n    }\n    return factory.apply(void 0, __spread(depValues));\n}\n// This default value is when checking the hierarchy for a token.\n// It means both: \n// - the token is not provided by the current injector;\n// - only the element injectors should be checked (ie do not check module injectors)\n// mod1 \n// mod2 \n// When requesting el1.injector.get(token), we should check in the following order and return the\n// first found value:\n// - el2.injector.get(token, default)\n// - el1.injector.get(token, NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) \n// - mod2.injector.get(token, default)\n// var NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR = {}\nfunction resolveDep(view, elDef, allowPrivateServices, depDef, notFoundValue) {\n    if (notFoundValue === undefined) {\n        return undefined;\n    }\n    if (view[notFoundValue] === null) {\n        return null;\n    }\n    if (typeof view[notFoundValue] === 'object') {\n        return view[notFoundValue];\n    }\n    throw new Error('Unknown value for ' + notFoundValue + ' in ' + view);\n}
void 0) { notFoundValue = Injector.THROW_IF_NOT_FOUND; }
    if (depDef.flags & 8 /* Value */) {
        return depDef.token;
    }
    var startTime = view;
    if (depDef.flags & 2 /* Optional */) {
        notFoundValue = null;
    }
    var tokenKey = depDef.tokenKey;
    if (tokenKey ===
        ChangeDetectorRefTokenKey) {
        // directives on the same element as a component should be able to control
        // the change detector
        // of that component as well.
        allowPrivateServices = !!elDef &
            elDef.element.componentView;
    }
    if (elDef &
        (depDef.flags & 1 /* SkipSelf */) ) {
        allowPrivateServices = false;
        elDef = elDef.parent;
    }
    var searchView = view;
    while (searchView) {
        if (elDef) {
            switch (tokenKey) {
                case Renderer2TokenKey: {
                    var compView = findCompView(searchView, elDef, allowPrivateServices);
                    return compView.renderer;
                }
                case ElementRefTokenKey:
                    return new ElementRef(asElementData(searchView, elDef.nodeIndex).renderElement);
                case ViewContainerRefTokenKey:
                    return asElementData(searchView, elDef.nodeIndex).viewContainer;
                case TemplateRefTokenKey: {
                    var template = findTemplateRef(searchView, elDef, allowPrivateServices);
                    var cdView = findCompView(searchView, elDef, allowPrivateServices);
                    return createChangeDetectorRef(cdView);
                }
                case InjectorRefTokenKey$1:
                    return createInjector$1(searchView, elDef);
                default:
                    var providerDef_1 = (allowPrivateServices ? elDef.element.allProviders :
                        elDef.element.publicProviders)[tokenKey];
                    if (providerDef_1) {
                        var providerData = asProviderData(searchView, providerDef_1.nodeIndex);
                        if (!providerData) {
                            providerData = { instance: _createProviderInstance$1(searchView, providerDef_1) };
                            searchView.nodes[providerDef_1.nodeIndex] = providerData;
                        }
                        return providerData.instance;
                    }
            }
        }
        allowPrivateServices = isComponentView(searchView);
        elDef = viewParentEl(searchView);
        searchView = searchView.parent;
    }
    var value = startView.root.injector.get(depDef.token, NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR);
    if (value !== NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR ||
        notFoundValue === NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {
        // Return the value from the root element
        // injector when
        // - it provides it
        //   (value !== NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR)
        // - the module injector should not be checked
        //   (notFoundValue === NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR)
        return value;
    }
    return startView.root.ngModule.injector.get(depDef.token, notFoundValue);
}

function findCompView(view, elDef, allowPrivateServices) {
    var compView;
    if (allowPrivateServices) {
        compView = asElementData(view, elDef.nodeIndex).componentView;
    }
    else {
        compView = view;
        while (compView.parent && !isComponentView(compView)) {
            compView = compView.parent;
        }
    }
    compView = asElementData(view, elDef.nodeIndex).componentView;
    if (compView) {
        compView.state |= 8 /* ChecksEnabled */;
    }
    var binding = def.bindings[bindingIdx];
    var propName = binding.name;
    // Note: This is still safe with Closure Compiler as
    // the user passed in the property name as an object has to `providerDef`.
    // So Closure Compiler will have renamed the property correctly already.
    var propData = providerData.data[propName] = value;
    if (def.flags & 524288 /* OnChanges */) {
        changes = changes || {};
        var oldValue = WrappedValue.unwrap(view.oldValues[def.bindingIndex + bindingIdx]);
        var binding_1 = def.bindings[bindingIdx];
        var propName = binding.name;
        // This function calls the
        SimpleChange(oldValue, value, (view.state & 2 /* FirstCheck */) !== 0)
ngAfterContentCheck, ngAfterContentInit, ngAfterViewInit, and ngDoCheck lifecycle hooks (depending on the node) called during a pre-order traversal of the view tree (that is calling the parent hooks before the child hooks) these events are sent in using a post-order traversal of the tree (children before parents). This changes the meaning of initIndex in the view state. For ngOnDestroy, initIndex tracks the expected nodeId which a ngOnDestroy should be called. When sending stream should call ngAfterContentInit and ngAfterViewInit it is the expected count of

ngAfterContentInit or ngAfterViewInit methods that have been called. This ensures that despite being called recursively or after picking up after an exception, the ngAfterContentInit or ngAfterViewInit will be called on the node after correct hooks. For example, the following (Consider for example, the example where E is an element) and D is a directive)

Tree:  

<table>
<thead>
<tr>
<th>pre-order index</th>
<th>post-order index</th>
</tr>
</thead>
<tbody>
<tr>
<td>E1</td>
<td>0</td>
</tr>
<tr>
<td>E2</td>
<td>1</td>
</tr>
<tr>
<td>D3</td>
<td>2</td>
</tr>
<tr>
<td>E4</td>
<td>3</td>
</tr>
<tr>
<td>E5</td>
<td>4</td>
</tr>
<tr>
<td>D5</td>
<td>5</td>
</tr>
<tr>
<td>E6</td>
<td>6</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
</tr>
</tbody>
</table>

As can be seen, the post-order index has an unclear relationship to the pre-order index (postOrderIndex !== preOrderIndex - parentCount + childCount). Since number of calls to ngAfterContentInit and ngAfterViewInit is not always (will be the same for the same view regardless of exceptions or recursion) we just need to count them which will roughly correspond to the post-order index (it skips elements and directives that do not have lifecycle hooks).

For example, if an exception is raised in the E6.onAfterViewInit() the initIndex is left at 3 (by shouldCallLifecycleInitHook()) which set it to 0 on initIndex + 1. When checkAndUpdateView() is called again D3, E2 and E6 will not have their

ngAfterViewInit called but, starting with E7, the rest of the view will begin getting ngAfterViewInit called until a check and pass is complete. This algorithm also handles recursion. Consider if E4's ngAfterViewInit indirectly calls E1's ChangeDetectorRef.detectChanges(). The expected initIndex is set to 6, the recursive checkAndUpdateView() starts next again. / D3, E2, E6, E7, E5 and E4 are skipped, ngAfterViewInit is called on E1. When the recursion returns the initIndex will be 7 so E1 is skipped as it has already been called in the recursively called checkAndUpdateView().

function callLifecycleHooksChildrenFirst(view, lifecycle) {
    var nodes = view.def.nodes;
    var initIndex = 0;
    for (var i = 0; i < nodes.length; i++) {
        var nodeDef = nodes[i];
        var parent = nodeDef.parent;
        if (!parent &&
            nodeDef.flags & lifecycle) {
            // matching root node (e.g. a pipe)
            callProviderLifecycles(view, i, nodeDef.flags & lifecycle, initIndex++);
        } else {
            if ((nodeDef.childFlags & lifecycle) === 0) {
                // no child matches one of the lifecycles
                i += nodeDef.childCount;
            } else {
                // matching root node (e.g. a pipe)
                callProviderLifecycles(view, i, nodeDef.flags & lifecycle, initIndex++);
            }
        }
    }
    function callElementProvidersLifecycles(view, parent, lifecycle) {
        // last child of an element
        if (parent.directChildFlags & lifecycle) {
            initIndex = callElementProvidersLifecycles(view, parent, lifecycle, initIndex);
        } else {
            parent.parent;
        }
    }
    return initIndex;
}

function callProviderLifecycles(view, i, nodeDef) {
    if (nodeDef.flags & lifecycle) {
        if (nodeDef.childFlags & lifecycle) {
            i += nodeDef.childCount;
        } else {
            // only visit direct children
            i += nodeDef.childCount;
        }
    }
    if (parent.flags & lifecycle) {
        if (parent &&
            parent.flags & lifecycle) {
            i += parent.nodeCount + parent.childCount;
        } else {
            if (parent.directChildFlags & lifecycle) {
                initIndex = callElementProvidersLifecycles(view, parent, lifecycle, initIndex);
            } else {
                parent.parent;
            }
        }
    }
}

Services.setCurrentNode(view, index);

if (lifecycles & 1048576 /* AfterContentInit */) {
    shouldCallLifecycleInitHook(view, 512 /* InitState_CallingAfterContentInit */, initIndex);
}

if (lifecycles & 67108864 /* AfterViewInit */) {
    shouldCallLifecycleInitHook(view, 4096 /* InitState_CallingAfterViewInit */, initIndex);
}

if (lifecycles & 1048576 /* AfterContentInit */ &&
    view.def.nodeFlags) {
    var providerData = asProviderData(view, index);
    if (!providerData) {
        return;
    }
    var provider = providerData.instance;
    if (!provider) {
        return;
    }
    if (lifecycles & 2097152 /* AfterContentChecked */) {
        if (lifecycles & 4194304 /* AfterViewInit */) {
            shouldCallLifecycleInitHook(view, 768 /* InitState_CallingAfterViewInit */, initIndex);
        }
    }
    if (lifecycles & 8388608 /* AfterViewChecked */) {
        shouldCallLifecycleInitHook(view, 512 /* InitState_CallingAfterViewInit */, initIndex);
    }
}
```javascript
/**
 * @param ngModule The NgModuleRef to which all resolved factories are bound.
 */
function ComponentFactoryResolver(ngModule) {
    var this = super.call(this) || this;
    this.ngModule = ngModule;
    return this;
}

ComponentFactoryResolver.prototype.resolveComponentFactory = function (component) {
    var componentDef = getComponentDef(component);
    return new ComponentFactory$1(componentDef, this.ngModule);
}

function toRefArray(map) {
    var array = [];
    for (var nonMinified in map) {
        if (map.hasOwnProperty(nonMinified)) {
            var minified = map[nonMinified];
            array.push({ propName: minified, templateName: nonMinified });
        }
    }
    return array;
}

function getNamespace$1(elementName) {
    var name = elementName.toLowerCase();
    return name === 'svg' ? SVG_NAMESPACE : (name === 'math' ? MATH_ML_NAMESPACE : null);
}

/**
 * A change detection scheduler token for {@link RootContext}. This token is the default value used
 * for the default `RootContext` found in the {@link ROOT_CONTEXT} token.
 */
var SCHEDULER = new InjectionToken('SCHEDULER_TOKEN', {
    providedIn: 'root',
    factory: function () { return defaultScheduler; },
});

function createChainedInjector(rootViewInjector, moduleInjector) {
    return {
        get: function (token, notFoundValue, flags) {
            var value = rootViewInjector.get(token, NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR, flags);
            if (value !== NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR || notFoundValue === NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {
                // Return the value from the root element injector when
                // - it provides it
                // - the module injector should not be checked
                return value;
            }
            return moduleInjector.get(token, notFoundValue, flags);
        }
    };
}

/**
 * Render3 implementation of {@link viewEngine_ComponentFactory}.
 */
var ComponentFactory$1 = /** @class */ (function (_super) {
    __extends(ComponentFactory, _super);
    function ComponentFactory(componentDef, ngModule) {
        var this = super.call(this) || this;
        this.componentDef = componentDef;
        this.ngModule = ngModule;
        this.componentType = componentDef.type;
        this.selector = stringifyCSSSelectorList(componentDef.selectors);
        this.ngContentSelectors = componentDef.ngContentSelectors ? componentDef.ngContentSelectors : [];
        this.isBoundToModule = !!ngModule;
        return this;
    }
    Object.defineProperty(ComponentFactory.prototype, "inputs", {
        get: function () {
            return toRefArray(this.componentDef.inputs);
        },
        enumerable: false,
        configurable: true
    });
    Object.defineProperty(ComponentFactory.prototype, "outputs", {
        get: function () {
            return toRefArray(this.componentDef.outputs);
        },
        enumerable: false,
        configurable: true
    });
    ComponentFactory.prototype.create = function (injector, rootSelectorOrNode, moduleInjector) {
        var rootFlags = this.componentDef.onPush ? 64 /* Dirty */ | 512 /* IsRoot */ :
            16 /* CheckAlways */ | 512 /* IsRoot */;
        var rootContext = createRootContext();
```
// Create the root view. Uses empty TView and ContentTemplate.\n
var rootTView = createTView(0 /*
Root */, -1, null, 1, 0, null, null, null, null, null);\n
var rootLView = createLView(null, rootTView,
rootContext, rootFlags, null, null, rendererFactory, hostRenderer, sanitizer, rootViewInjector);\n
// rootView
is the parent when bootstrapping\n
// TODO(misko): it looks like we are entering view here but we don't
really need to as\n
// `renderView` does that. However as the code is written it is needed because\n
//
`createRootComponentView` and `createRootComponent` both read global state. Fixing those\n
// issues
would allow us to drop this.\n
enterView(rootLView, null);\n
var component;\n
var
tElementNode;\n
try {\n
var componentView = createRootComponentView(hostRNode,
this.componentDef, rootLView, rendererFactory, hostRenderer);\n
if (hostRNode) {\n
if
(rootSelectorOrNode) {\n
setUpAttributes(hostRenderer, hostRNode, ['ng-version',
VERSION.full]);\n
}\n
else {\n
// If host element is created as a part of this
function call (i.e. `rootSelectorOrNode`\n
// is not defined), also apply attributes and classes extracted
from component selector.\n
// Extract attributes and classes from the first selector only to match VE
behavior.\n
var _a = extractAttrsAndClassesFromSelector(this.componentDef.selectors[0]), attrs =
_a.attrs, classes = _a.classes;\n
if (attrs) {\n
setUpAttributes(hostRenderer,
hostRNode, attrs);\n
}\n
if (classes && classes.length > 0) {\n
writeDirectClass(hostRenderer, hostRNode, classes.join(' '));\n
}\n
}\n
}\n
tElementNode = getTNode(rootTView, 0);\n
if (projectableNodes !== undefined) {\n
var
projection = tElementNode.projection = [];\n
for (var i = 0; i < this.ngContentSelectors.length; i++) {\n
var nodesforSlot = projectableNodes[i];\n
// Projectable nodes can be passed as array of
arrays or an array of iterables (ngUpgrade\n
// case). Here we do normalize passed data structure to be
an array of arrays to avoid\n
// complex checks down the line.\n
// We also normalize
the length of the passed in projectable nodes (to match the number of\n
// <ng-container> slots defined
by a component).\n
projection.push(nodesforSlot != null ? Array.from(nodesforSlot) : null);\n
}\n
}\n
// TODO: should LifecycleHooksFeature and other host features be generated by the
compiler and\n
// executed here?\n
// Angular 5 reference: https://stackblitz.com/edit/lifecyclehooks-vcref\n
component = createRootComponent(componentView, this.componentDef, rootLView,
rootContext, [LifecycleHooksFeature]);\n
renderView(rootTView, rootLView, null);\n
}\n
finally {\n
leaveView();\n
}\n
var componentRef = new
ComponentRef$1(this.componentType, component, createElementRef(ElementRef, tElementNode, rootLView),
rootLView, tElementNode);\n
// The host element of the internal root view is attached to the component's
host view node.\n
ngDevMode && assertNodeOfPossibleTypes(rootTView.node, [2 /* View */]);\n
rootTView.node.child = tElementNode;\n
return componentRef;\n
};\n
return ComponentFactory;\n
}(ComponentFactory));\n var componentFactoryResolver = new ComponentFactoryResolver$1();\n /**\n *
Creates a ComponentFactoryResolver and stores it on the injector. Or, if the\n * ComponentFactoryResolver\n
* already exists, retrieves the existing ComponentFactoryResolver.\n *\n * @returns The
ComponentFactoryResolver instance to use\n */\n function injectComponentFactoryResolver() {\n
return
componentFactoryResolver;\n }\n /**\n * Represents an instance of a Component created via a {@link
ComponentFactory}.\n *\n * `ComponentRef` provides access to the Component Instance as well other objects
related to this\n * Component Instance and allows you to destroy the Component Instance via the {@link
#destroy}\n * method.\n *\n */\n var ComponentRef$1 = /** @class */ (function (_super) {\n
__extends(ComponentRef, _super);\n
function ComponentRef(componentType, instance, location, _rootLView,
_tNode) {\n
var _this = _super.call(this) || this;\n
_this.location = location;\n
_this._rootLView
= _rootLView;\n
_this._tNode = _tNode;\n
_this.destroyCbs = [];\n
_this.instance = instance;\n
_this.hostView = _this.changeDetectorRef = new RootViewRef(_rootLView);\n
assignTViewNodeToLView(_rootLView[TVIEW], null, -1, _rootLView);\n
_this.componentType =
componentType;\n
return _this;\n
}\n
Object.defineProperty(ComponentRef.prototype, \"injector\",
{\n
get: function () {\n
return new NodeInjector(this._tNode, this._rootLView);\n
},\n

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function plural(n) {
    var i = Math.floor(Math.abs(n)), v = n.toString().replace(/[^\d.]*\d+/g, '').length;
    if (i === 1 && v === 0)
        return 1;
    return 5;
}

var localeEn = [
    'en',
    'en-CA',
    'en-US',
    'en-GB',
    'en-IN',
    'en-AU',
    'en-ZA',
    'en-AU',
    'en-NZ',
    'en-ZA',
    'en-CA',
    'en-IE',
    'en-IR',
    'en-MY',
    'en-SG',
    'en-TT',
    'en-ZW',
    'en-AW',
    'en-BQ',
    'en-BO',
    'en-CR',
    'en-CU',
    'en-DO',
    'en-GT',
    'en-HN',
    'en-PA',
    'en-PY',
    'en-SV',
    'en-UY',
    'en-VN',
    'en-ZM',
    'en-US-CA',
    'et',
    'et-EE',
    'et-IT',
    'eu',
    'eu-ES',
    'eu-PT',
    'fa',
    'fa-IR',
    'fi',
    'fi-FI',
    'fi-SE',
    'fr',
    'fr-BE',
    'fr-CA',
    'fr-CH',
    'fr-FR',
    'fr-MR',
    'fr-RE',
    'he',
    'he-IL',
    'hi',
    'hi-IN',
    'hr',
    'hr-BA',
    'hu',
    'hu-HU',
    'id',
    'id-ID',
    'is',
    'is-IS',
    'it',
    'it-AT',
    'it-CH',
    'it-IT',
    'it-MT',
    'it-SI',
    'it-VA',
    'ja',
    'ja-JP',
    'ka',
    'ka-GE',
    'ko',
    'ko-KR',
    'lt',
    'lt-LT',
    'lv',
    'lv-LV',
    'ma',
    'ma-MZ',
    'mn',
    'mn-MN',
    'ms',
    'ms-MY',
    'mr',
    'mr-IN',
    'ms-ID',
    'nu',
    'nu-NU',
    'nb',
    'nb-NO',
    'nl',
    'nl-BE',
    'nl-NL',
    'nn',
    'nn-NO',
    'no',
    'no-NO',
    'pl',
    'pl-PL',
    'pt',
    'pt-BR',
    'pt-PT',
    'ro',
    'ro-RO',
    'ru',
    'ru-RU',
    'sr',
    'sr-LR',
    'th',
    'th-TH',
    'tr',
    'tr-TR',
    'uk',
    'uk-UA',
    'vi',
    'vi-VN',
    'zh',
    'zh-CN',
    'zh-TW',
    'zh-HK',
    'zh-MO',
    'zh-SG',
    'zh-TW',
    'zh-HK',
    'zh-MO',
    'zh-SG',
    'zh-CN',
    'zh-CN',
    'zh-TW',
    'zh-HK',
    'zh-MO',
    'zh-SG']

    if (match) {
        return match;
    }
    if (parentLocale === 'en') {
        return localeEn;
    }
    throw new Error("Missing locale data for the locale \"" + locale + "\".");
}
window._global.ng.common.locales[normalizedLocale];
}

function unregisterAllLocaleData() {
    LOCALE_DATA = {};
}

(function (LocaleDataIndex) {
    LocaleDataIndex[LocaleDataIndex["LocaleId"] = 0] = "LocaleId";
    LocaleDataIndex[LocaleDataIndex["DayPeriodsFormat"] = 1] = "DayPeriodsFormat";
    LocaleDataIndex[LocaleDataIndex["DaysFormat"] = 2] = "DaysFormat";
    LocaleDataIndex[LocaleDataIndex["DayPeriodsStandalone"] = 3] = "DayPeriodsStandalone";
    LocaleDataIndex[LocaleDataIndex["DaysStandalone"] = 4] = "DaysStandalone";
    LocaleDataIndex[LocaleDataIndex["MonthsFormat"] = 5] = "MonthsFormat";
    LocaleDataIndex[LocaleDataIndex["MonthsStandalone"] = 6] = "MonthsStandalone";
    LocaleDataIndex[LocaleDataIndex["Eras"] = 7] = "Eras";
    LocaleDataIndex[LocaleDataIndex["FirstDayOfWeek"] = 8] = "FirstDayOfWeek";
    LocaleDataIndex[LocaleDataIndex["WeekendRange"] = 9] = "WeekendRange";
    LocaleDataIndex[LocaleDataIndex["DateFormat"] = 10] = "DateFormat";
    LocaleDataIndex[LocaleDataIndex["TimeFormat"] = 11] = "TimeFormat";
    LocaleDataIndex[LocaleDataIndex["DateTimeFormat"] = 12] = "DateTimeFormat";
    LocaleDataIndex[LocaleDataIndex["NumberSymbols"] = 13] = "NumberSymbols";
    LocaleDataIndex[LocaleDataIndex["NumberFormats"] = 14] = "NumberFormats";
    LocaleDataIndex[LocaleDataIndex["CurrencyCodes"] = 15] = "CurrencyCodes";
    LocaleDataIndex[LocaleDataIndex["CurrencySymbol"] = 16] = "CurrencySymbol";
    LocaleDataIndex[LocaleDataIndex["CurrencyName"] = 17] = "CurrencyName";
    LocaleDataIndex[LocaleDataIndex["Currencies"] = 18] = "Currencies";
    LocaleDataIndex[LocaleDataIndex["Directionality"] = 19] = "Directionality";
    LocaleDataIndex[LocaleDataIndex["PluralCase"] = 20] = "PluralCase";
    LocaleDataIndex[LocaleDataIndex["ExtraData"] = 21] = "ExtraData";
})(exports.LocaleDataIndex || exports.LocaleDataIndex = {});

function normalizeLocale(locale) {
    return locale.toLowerCase().replace(/_/g, '-');
}

function getPluralCase(value, locale) {
    var plural = getLocalePluralCase(locale)(parseInt(value, 10));
    var result = pluralMapping[plural];
    return (result !== undefined) ? result : 'other';
}

var DEFAULT_LOCALE_ID = 'en-US';

var USD_CURRENCY_CODE = 'USD';

var DEFAULT_CURRENCY_CODE = 'USD';

var PLURAL_CASE = 'other';

var LOCALE_ID = DEFAULT_LOCALE_ID;

function setLocaleId(localeId) {
    assertDefined(localeId, "Expected localeId to be defined");
    if (typeof localeId === 'string') {
        LOCALE_ID = localeId.toLowerCase().replace(/_/g, '-');
    }
}

function getLocaleId() {
    return LOCALE_ID;
}

var pluralMapping = ['zero', 'one', 'two', 'few', 'many'];
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found in the LICENSE file at https://angular.io/license

*/

```javascript
if (typeof ngI18nClosureMode === 'undefined') {
    // These property accesses can be ignored because ngI18nClosureMode will be set to false
    // when optimizing code and the whole if statement will be dropped.
    // Make sure to refer to ngI18nClosureMode as 'ngI18nClosureMode'
    // for closure.

    // NOTE: we need to have it in IIFE so that the tree-shaker is happy.
    (function () {
        _global['ngI18nClosureMode'] =
            // TODO(FW-1250): validate that this actually, you know, works.
            // tslint:disable-next-line:no-toplevel-property-access
            typeof goog !== 'undefined' && typeof goog.getMsg === 'function';
    })();
}

function getParentFromI18nMutateOpCode(mergedCode) {
    return mergedCode >>> 17 /* SHIFT_PARENT */;
}
function getRefFromI18nMutateOpCode(mergedCode) {
    return (mergedCode & 131064 /* MASK_REF */) >>> 3 /* SHIFT_REF */;
}
function getInstructionFromI18nMutateOpCode(mergedCode) {
    return mergedCode & 7 /* MASK_INSTRUCTION */;
}

function setMaskBit(bit) {
    if (bit) {
        changeMask = changeMask | (1 << shiftsCounter);
    }
    shiftsCounter++;
}

function applyI18n(tView, lView, index) {
    if (shiftsCounter > 0) {
        ngDevMode && assertDefined(tView, "tView should be defined");
        var tI18n = tView.data[index + HEADER_OFFSET];
        var updateOpCodes = void 0;
        var tIcus = null;
        if (Array.isArray(tI18n)) {
            updateOpCodes = tI18n;
        } else {
            updateOpCodes = tI18n.update;
            tIcus = tI18n.icus;
        }
        var bindingsStartIndex = getBindingIndex() - shiftsCounter - 1;
        applyUpdateOpCodes(tView, tIcus, lView, updateOpCodes, bindingsStartIndex, changeMask);
        // Reset changeMask & maskBit to default for the next update cycle
        changeMask = 0;
        shiftsCounter = 0;
    }
}
```

```javascript
function getInstructionFromI18nMutateOpCode(mergedCode) {
    return mergedCode & 7 /* MASK_INSTRUCTION */;
}

/*
 * Marks that the next string is an element name.
 * See 'I18nMutateOpCodes' documentation.
 *
 * @param tView Current 'TView'
 * @param rootIndex Pointer to the root (parent) tNode for the i18n.
 * @param createOpCodes OpCodes to process
 * @param lView Current 'LView'
 */
function applyCreateOpCodes(tView, rootindex, createOpCodes, lView) {
    var renderer = lView[RENDERER];
    var currentTNode = null;
    var previousTNode = null;
    var visitedNodes = [];

    for (var i = 0; i < createOpCodes.length; i++) {
        var opCode = createOpCodes[i];
        if (typeof opCode === 'string') {
            var tNode = createTextNode(opCode, renderer);
            var textRNode = tNode;
            var textNodeIndex = createTextNodeIndex(tNode, iView, 0);
            ngDevMode && & rendererCreateTextNode(++textNodeIndex);
            previousTNode = currentTNode;
            currentTNode = createDynamicNodeAtIndex(tView, IView, textNodeIndex, 3 /* Element */, textRNode, null);
            visitedNodes.push(textNodeIndex);
            setIsNotParent();

            // If the destination node is 'i18nStart', we don't have an // top-level node and we should use the host node instead
            // TODO(FW-1250): validate that this actually, you know, works.
            // tslint:disable-next-line:no-toplevel-property-access
            // NOTE: changes to the "ngI18nClosureMode" name must be synced
            // with `compiler-cli/src/tooling.ts`. * 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
            // Copyright Google LLC 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 ii8nIndexStack = []; var ii8nIndexStackPointer = -1; function popII8nIndex() {
    return ii8nIndexStack[popII8nIndex() - 1];
}
```
destinationTNode = getTNode(tView, destinationNodeIndex);  

assertDefined(currentTNode, "You need to create or select a node before you can insert it into the DOM");
previousTNode = appendI18nNode(tView, currentTNode, destinationTNode, previousTNode, IView);
break;  

if (currentTNode) {  
    previousTNode = currentTNode = getTNode(tView, nodeIndex);
}

if (var elementNodeIndex = opCode >>> 3 /* SHIFT_REF */;
    var varName = createOpCodes[++i];
    var varValue = createOpCodes[++i];
    elementAttributeInternal(getTNode(tView, elementNodeIndex), lView, varName, varValue, null, null);
    break;
} else {  
    switch (opCode) {  
        case COMMENT_MARKER:
            var commentValue = createOpCodes[++i];
            var commentNodeIndex = createOpCodes[++i];
            if (ngDevMode) {  
                assertEqual(typeof commentValue, 'string', "Expected \"" + commentValue + "\" to be a comment node value");
                var commentRNode = renderer.createComment(commentValue);
                ngDevMode && ngDeveMode.rendererCreateComment++;
                previousTNode = currentTNode = createDynamicNodeAtIndex(tView, lView, commentNodeIndex, 5 /* IcuContainer */, commentRNode, null);
                visitedNodes.push(commentNodeIndex);
            }  
            break;
        case ELEMENT_MARKER:
            var tagNameValue = createOpCodes[++i];
            var elementNodeIndex = createOpCodes[++i];
            if (ngDevMode) {  
                assertEqual(typeof tagNameValue, 'string', "Expected \"" + tagNameValue + "\" to be an element node tag name");
                var elementRNode = renderer.createElement(tagNameValue);
                ngDevMode && ngDevMode.rendererCreateElement++;
                previousTNode = currentTNode = createDynamicNodeAtIndex(tView, IView, elementNodeIndex, 3 /* Element */, elementRNode, tagNameValue);
                visitedNodes.push(elementNodeIndex);
            }  
            break;
    }
}

// We will add the case nodes later, during the update phase
setIsNotParent();

if (null) {  
    return visitedNodes;
}  

** Generate Index of the 1s in the changeMask

function applyUpdateOpCodes(tView, IView) {
    var caseCreated = false;  
    for (var i = 0; i < updateOpCodes.length; i++) {  
        var checkBit = updateOpCodes[i];
        if (checkBit & changeMask) {  
            // The value has been updated since last checked
            var varValue = "\"";
            if (typeof opCode == 'string') {  
                var caseNode = createOrSelectCaseNode(tView, IView, updateOpCodes[i], caseNode);
                previousTNode = currentTNode = createDynamicNodeAtIndex(tView, IView, caseNode, 3 /* Element */, caseNode, null);
                visitedNodes.push(caseNode);
            }  
            if (checkBit & changeMask) {  
                setIsNotParent();
                return visitedNodes;
            }
        }
    }
}


```javascript
function applyIcuSwitchCaseRemove(tView, tIcus, tIcuIndex, lView) {
    var tIcu = tIcus[tIcuIndex];
    var activeCaseIndex = tIcu.currentCaseLViewIndex;
    var caseCreated = false;
    var caseIndex = tIcu.remove[activeCaseIndex];
    for (var k = 0; k < tIcu.remove.length; k++) {
        var removeCodes = tIcu.remove[k];
        if (caseIndex > -1) {
            // Add the nodes for the new case
            applyUpdateOpCodes(tView, lView, tIcuIndex, updateOpCodes[k], bindingsStartIndex, lView, caseCreated);
        } else {
            // Remove old case
            applyIcuSwitchCaseRemove(tView, tIcus, tIcuIndex, lView, tIcu.remove[caseIndex + k] - 1);
        }
    }
    return caseCreated;
}

function applyIcuUpdateCase(tView, tIcus, tIcuIndex, bindingsStartIndex, lView, newValue) {
    applyIcuSwitchCaseRemove(tView, tIcus, tIcuIndex, lView);
    caseCreated = false;
    var tIcu = tIcus[tIcuIndex];
    var caseIndex = tIcu.remove[activeCaseIndex];
    var newValue = ! newValue ? getCaseIndex(tIcu, -1) : newValue;
    if (caseIndex > -1) {
        applyIcuSwitchCase(tView, tIcus, tIcuIndex, newValue);
        for (var k = 0; k < tIcu.remove.length; k++) {
            var removeCodes = tIcu.remove[k];
            if (caseIndex > -1) {
                applyIcuSwitchCaseRemove(tView, tIcus, tIcuIndex, lView, tIcu.remove[caseIndex + k] - 1);
            }
        }
        return caseCreated;
    } else {
        applyCreateOpCodes(tView, newValue, tIcuIndex, bindingsStartIndex, lView, caseCreated);
        return caseCreated;
    }
}

function applyIcuUpdateCaseRemove(tView, tIcus, tIcuIndex, lView) {
    var tIcu = tIcus[tIcuIndex];
    var activeCaseIndex = tIcu.remove[activeCaseIndex];
    var newValue = ! newValue ? getCaseIndex(tIcu, -1) : newValue;
    if (caseIndex > -1) {
        applyIcuSwitchCaseRemove(tView, tIcus, tIcuIndex, lView, tIcu.remove[caseIndex + k] - 1);
    }
    return caseCreated;
}
```

break;
}

function appendI18nNode(tView, tNode, parentTNode, previousTNode, IView) { ngDevMode && ngDevMode.rendererMoveNode++;
 var nextNode = tNode.next;
 if (previousTNode) {
     previousTNode = parentTNode;
 }
 // Re-organize node tree to put this node in the correct position.
 if (previousTNode !== parentTNode && tNode !== parentTNode.child) { tNode.next = parentTNode.child;
     parentTNode.child = tNode;
 } else if (previousTNode !== parentTNode && tNode !== previousTNode.next) { tNode.next = previousTNode.next;
     previousTNode.next = tNode;
 } else { tNode.next = null;
 }
 if (parentTNode !== IView[T_HOST]) { tNode.parent = parentTNode;
 }
 // If tNode was moved around, we might need to fix a broken link.
 var cursor = tNode.next;
 while (cursor) { tNode.next = cursor.next; cursor = cursor.next;
 }
 // If the placeholder to append is a projection, we need to move the projected nodes instead
 if (tNode.type !== 0 /* Container */) {
     appendChild(tView, IView, getNativeByTNode(tNode, IView), tNode);
     var slotValue = IView[tNode.index];
     if (tNode.type !== 0 /* Container */ && isLContainer(slotValue)) { Nodes that inject ViewContainerRef also have a comment node that should be moved
     appendChild(tView, IView, slotValue[NATIVE], tNode);
 }
 }

var rootIndex = popI18nIndex();
var tI18n = tView.data[rootIndex + HEADER_OFFSET];
ngDevMode & assertDefined(tI18n, "You should call i18nStart before i18nEnd");
// Find the last node that was added before `i18nEnd` var lastCreatedNode = getPreviousOrParentTNode();
 // Read the instructions to insert/move/remove DOM elements
 var visitedNodes = applyCreateOpCodes(tView, rootIndex, tI18n.create, IView);
 // Remove deleted nodes
 if (visitedNodes) {
     var index = rootIndex + 1;
     while (index <= lastCreatedNode.index - HEADER_OFFSET) {
         if (visitedNodes.indexOf(index) === -1) {
             removeNode(tView, IView, index, /* markAsDetached */ true);
         }
         // Check if an element has any local refs and skip them
         var tNode = getTNode(tView, index);
         if (tNode &&
             (tNode.type === 0 /* Container */ || tNode.type === 3 /* Element */ ||
             tNode.type === 4 /* ElementContainer */) &&
             tNode.localNames !== null) {
             // Divide by 2 to get the number of local refs,
             // that also includes directive indexes,
             // i.e. ["localRef", directiveIndex, ...]
             index += tNode.localNames.length >> 1;
         }
     }
 }
 return tNode;
}

function createDynamicNodeAtIndex(tView, IView, index, type, native, name) { ngDevMode & assertDefined(tI18n, "You should call i18nStart before i18nEnd");

    tNode = getTNode(tView, index);
 if (tNode &
     (tNode.type !== 0 /* Container */ || tNode.type !== 3 /* Element */ ||
     tNode.type !== 4 /* ElementContainer */) &
     tNode.localNames !== null) {
    index += tNode.localNames.length >> 1;
    index +=
    function removeNode(tView, IView, index, markAsDetached) { ngDevMode && ngDevMode.rendererMoveNode++;
     var removedPhTNode = getTNode(tView, index);
     var removedPhRNode = getNativeByIndex(index, IView);
     if (removedPhRNode) {
         nativeRemoveNode(IView[RENDERER], removedPhRNode);
     }
     var slotValue = load(IView, index);
     if (isLContainer(slotValue)) {
         var lContainer = slotValue;
         if (removedPhTNode.type !== 0 /* Container */) {
             nativeRemoveNode(IView[RENDERER], lContainer[NATIVE]);
         }
         if (markAsDetached) {
             // Define this node as detached to avoid projecting it later
             removedPhTNode.flags |= 64 /* isDetached */;
         }
     }
     if (markAsDetached) {
         // Define this node as detached to avoid projecting it later
         removedPhTNode.flags |= 64 /* isDetached */;
     }
     ngDevMode & & ngDevMode.rendererMoveNode++;
     return tNode;
 }
```
/** *
 * @license
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 */

var parser = new OpCodeParser(opcodes || (Array.isArray(this) ? this : []));

var lines = [];

function consumeOpCode(value) {
    var ref = value >>> 2 /* MASK_OPCODE */;
    switch (ref) {
        case 0 /* Select */: {
            index = icuExpression.cases.indexOf(bindingValue);
            if (index === -1) {
                switch (icuExpression.type) {
                    case 1 /* plural */: {
                        var resolvedCase = getPluralCase(bindingValue, getLocaleId());
                        index = icuExpression.cases.indexOf(resolvedCase);
                        if (index === -1 && resolvedCase !== 'other') {
                            index = icuExpression.cases.indexOf('other');
                        }
                    }
                    case 0 /* Select */: {
                        index = icuExpression.cases.indexOf('other');
                        break;
                    }
                }
                break;
            }
            return index;
        }
        return returnIndex;
    }
}

/** *
 * @license
 * Copyright Google LLC All Rights Reserved.
 */

var parser = new OpCodeParser(opcodes || (Array.isArray(this) ? this : []));

var lines = [];

function consumeOpCode(value) {
    var ref = value >>> 2 /* MASK_OPCODE */;
    switch (ref) {
        case 0 /* Select */: {
            index = icuExpression.cases.indexOf(bindingValue);
            if (index === -1) {
                switch (icuExpression.type) {
                    case 1 /* plural */: {
                        var resolvedCase = getPluralCase(bindingValue, getLocaleId());
                        index = icuExpression.cases.indexOf(resolvedCase);
                        if (index === -1 && resolvedCase !== 'other') {
                            index = icuExpression.cases.indexOf('other');
                        }
                    }
                    case 0 /* Select */: {
                        index = icuExpression.cases.indexOf('other');
                        break;
                    }
                }
                break;
            }
            return index;
        }
        return returnIndex;
    }
}
```

parser.consumeString();
    lastRef = parser.consumeNumber();
    lines.push('lView[' + lastRef + '] = document.createComment("' + text + '");
}
else if (typeof value === 'number') {
    lastRef = parser.consumeNumber();
    lines.push('lView[' + lastRef + '] = document.createTextNode("' + value + '");
}
else if (value === ELEMENT_MARKER) {
    var text = parser.consumeString();
    lastRef = parser.consumeNumber();
    lines.push('lView[' + lastRef + '] = document.createElement("' + text + '");
}
else if (value === COMMENT_MARKER) {
    var text = parser.consumeString();
    lastRef = parser.consumeNumber();
    lines.push('lView[' + lastRef + '] = document.createComment("' + text + '");
}
else if (typeof value === 'string') {
    lastRef = parser.consumeNumber();
    lines.push('lView[' + lastRef + '] = document.createTextNode("' + value + '");
}
else if (typeof value === 'number') {
    var line = consumeOpCode(value);
    line &&
    lines.push(line);
}
else {
    throw new Error('Unexpected value');
}
return lines;
}

var OpCodeParser = /** @class */ (function () {
    function OpCodeParser(codes) {
        this.i = 0;
        this.codes = codes;
    }
    OpCodeParser.prototype.hasMore = function () {
        return this.i < this.codes.length;
    }
    OpCodeParser.prototype.consumeNumber = function () {
        var value = this.codes[this.i++];
        assertNumber(value, 'expecting number in OpCode');
        return value;
    }
    OpCodeParser.prototype.consumeString = function () {
        var value = this.codes[this.i++];
        assertString(value, 'expecting string in OpCode');
        return value;
    }
    OpCodeParser.prototype.consumeFunction = function () {
        var value = this.codes[this.i++];
        if (value === null || typeof value === 'function') {
            return value;
        }
        throw new Error('expecting function in OpCode');
    }
    OpCodeParser.prototype.consumeNumberOrString = function () {
        var value = this.codes[this.i++];
        if (typeof value === 'string') {
            return value;
        }
        assertNumber(value, 'expecting number or string in OpCode');
        return value;
    }
    OpCodeParser.prototype.consumeNumberStringOrMarker = function () {
        var value = this.codes[this.i++];
        if (typeof value === 'string' || typeof value === 'number' || value == COMMENT_MARKER ||
            value == ELEMENT_MARKER) {
            return value;
        }
        assertNumber(value, 'expecting number, string, COMMENT_MARKER or ELEMENT_MARKER in OpCode');
        return value;
    }
    return OpCodeParser;
}());

var BINDING_REGEXP = /(\d+:?\d*)/gi;
var ICU_REGEXP = /({\s*\d+:?\d*\s*,\s*\S{6}\s*,[\s\S]*})/gi;
var NESTED_ICU = /(\d+)/;
var ICU_BLOCK_REGEXP = /^\s*(\d+:?\d*)\s*,\s*(select|plural)\s*,/;
// Count for the number of vars that will be allocated for each i18n block.
// It is global because this is used in multiple functions that include loops and recursive calls.
// This is reset to 0 when 'i18nStartFirstPass' is called.
var i18nVarsCount;
var parentIndexStack = [];
var MARKER = '\uFFFD';
var SUBTEMPLATE_REGEXP = '/\/?\*(\d+:\d+)/gi;
var PH_REGEXP = /(\#/[*!]\d+:?\d+)/gi;
/**
 * Angular Dart introduced &ngsp; as a placeholder for non-removable space, see:
 * https://github.com/dart-lang/angular/blob/0bb611387d29d65b5a7f79f2d515ab571fd3fbee4/_tests/test/compiler/preserve_whitespace_test.dart
 * #L25-L32
 * In Angular Dart &ngsp; is converted to the 0xE500 PUA (Private Use Areas) unicode character
 * and later on replaced by a space. We are re-implementing the same idea here, since translations
 * might contain this special character.
 * \n * function replaceNgs(value) { return value.replace(NGSP_UNICODE_REGEXP, ' '); }
 * /**
 * See 'i18nStart' above.
 * */
 * function i18nStartFirstPass(tView, tView, index, message, subTemplateIndex) {
 * var startIndex = tView.blueprint.length - HEADER_OFFSET;
 * i18nVarsCount = 0;
 * var
 * previousOrParentTextNode = getPreviousOrParentTextNode();
 * var parentTextNode = getIsParent() ?
 * previousOrParentTextNode : previousOrParentTextNode &
 * previousOrParentTextNode.parent;
 * var parentIndex =
 * parentTextNode &&
 * parentTextNode !== tView[T_HOST] ? parentTextNode.index - HEADER_OFFSET : index;
 * var
 * parentIndexStack[parentIndexPointer] = parentIndex;
 * var createOpCodes = [];
 * if (ngDevMode) {
 * var attachDebugGetter(createOpCodes, i18nMutateOpCodesToString);
 * }
 * if (previousNode wasn't the direct parent then we have a translation without top level
 * element and we need to keep a reference of the previous element if there is one. We should also
 * keep track whether an element was a parent node or not, so that the logic that consumes
 * the generated 'i18nMutateOpCode's can
 * leverage this information to properly set TNode state
 * (whether it's a parent or sibling);
 * if (index > 0 && previousOrParentTextNode) {
 * parentTextNode = parentTextNode;
 * }
 * // If the previous node wasn't the direct parent then we have a translation without top level
 * // element and we need to keep a reference of the previous element if there is one. We should also
 * // keep track whether an element was a parent node or not, so that the logic that consumes

previousOrParentTNode.index - HEADER_OFFSET; // If current TNode is a sibling node, encode it using
a negative index. This information is
required when the ‘Select’ action is processed (see the
`readCreateOpCodes` function).

if (!getIsParent()) {
    previousTNodeIndex = ~previousTNodeIndex;
}

// Create an OpCode to select the previous TNode
createOpCodes.push(previousTNodeIndex << 3 /* SHIFT_REF */ | 0 /* Select */);

var updateOpCodes = [];
if (ngDevMode) {
    attachDebugGetter(updateOpCodes, i18nUpdateOpCodesToString);
}

var icuExpressions = [];
if (message === '' && isRootTemplateMessage(subTemplateIndex)) {
    createOpCodes.push(message, allocNodeIndex(startIndex), parentIndex << 17 /* SHIFT_PARENT */ | 1 /* AppendChild */);
}
else {
    var templateTranslation = getTranslationForTemplate(message, subTemplateIndex);
    var msgParts = replaceNgsp(templateTranslation).split(PH_REGEXP);
    for (var i = 0; i < msgParts.length; i++) {
        var value = msgParts[i];
        if (i & 1) {
            // Odd indexes are placeholders (elements and sub-templates)
            if (value.charAt(0) === '/') {
                // It is a closing tag
                if (value.charAt(1) === "#" /* ELEMENT */) {
                    var phIndex = parseInt(value.substr(2), 10);
                    parentIndex = parentIndexStack[--parentIndexPointer];
                    createOpCodes.push(phIndex << 3 /* SHIFT_REF */ | 5 /* ElementEnd */);
                }
            }
            else {
                var phIndex = parseInt(value.substr(1), 10);
                var isElement = value.charAt(0) === "#" /* ELEMENT */;
                // The value represents a placeholder that
                // we move to the designated index.
                // Note: positive indicies indicate that a TNode with a given index
                // should also be marked
                // as parent while executing ‘Select’ instruction.
                createOpCodes.push((isElement ? phIndex : ~phIndex) << 3 /* SHIFT_REF */ | 0 /* Select */, parentIndex << 17 /* SHIFT_PARENT */ | 1 /* AppendChild */);
                if (isElement) {
                    parentIndexStack[++parentIndexPointer] = parentIndex = phIndex;
                }
            }
        }
        else {
            // Even indexes are text (including bindings & ICU expressions)
            var parts = extractParts(value);
            for (var j = 0; j < parts.length; j++) {
                if (j & 1) {
                    // Odd indexes are ICU expressions
                    var icuExpression = parts[j];
                    // Verify that ICU expression has the right shape. Translations might contain invalid
                    // constructions (while original messages were correct), so ICU parsing at runtime may
                    // not succeed (thus
                    // `icuExpression` remains a string).
                    if (typeof icuExpression !== 'object') {
                        throw new Error("Unable to parse ICU expression in \"" + templateTranslation + "\" message.");
                    }
                    // Create the comment node that will anchor the ICU expression
                    var icuNodeIndex = allocNodeIndex(startIndex);
                    createOpCodes.push(COMMENT_MARKER,
                        ngDevMode ? "ICU " + icuNodeIndex : '', icuNodeIndex, parentIndex << 17 /* SHIFT_PARENT */ | 1 /* AppendChild */);
                    // Update codes for the ICU expression
                    var mask = getBindingMask(icuExpression);
                    icuStart(icuExpressions, icuExpression, icuNodeIndex, icuNodeIndex);
                    // Since this is recursive, the last TIcu that was pushed is the one we want
                    var tIcuIndex = icuExpressions.length - 1;
                    updateOpCodes.push(toMaskBit(icuExpression.mainBinding), // mask of the main binding
                        3, // skip 3 opCodes if not changed
                        -1 - icuExpression.mainBinding, icuNodeIndex << 2 /* SHIFT_REF */ | 2 /* IcuSwitch */, tIcuIndex, mask, // mask of all the bindings of this ICU expression
                        2, // skip 2 opCodes if not changed
                        icuNodeIndex << 2 /* SHIFT_REF */ | 3 /* IcuUpdate */,
                        tIcuIndex);
                }
                else if (parts[j] !== '') {
                    var text = parts[j];
                    // Even indexes are text (including bindings)
                    var hasBinding = text.match(BINDING_REGEXP);
                    // Create text nodes
                    var textNodeIndex = allocNodeIndex(startIndex);
                    createOpCodes.push(text);
                    // If there is a binding, the
                    // value will be set during update
                    hasBinding ? text, textNodeIndex, parentIndex << 17 /* SHIFT_PARENT */ | 1 /* AppendChild */ : 0;
                }
            }
        }
    }
}

// If top level translation is an empty string, do not invoke
additional processing

// and just create op codes for empty text node instead.
createOpCodes.push(message, allocNodeIndex(startIndex), parentIndex << 17 /* SHIFT_PARENT */ | 1 /* AppendChild */);
```javascript
addAllToArray(generateBindingUpdateOpCodes(text, textNodeIndex), updateOpCodes);
//
if (i18nVarsCount > 0) {
    allocExpando(tView, IView, i18nVarsCount);
    // NOTE: local var needed to properly assert the type of 'tI18n'.
    var tI18n = { vars: i18nVarsCount, create: createOpCodes, update: updateOpCodes, icus: icuExpressions.length ? icuExpressions : null, tView: i18n.data[index + HEADER_OFFSET], allocateOpCodesTo[i18n.data[index + HEADER_OFFSET]] = tI18n;
    // *'i18nAttributes' above.*
    function
    i18nAttributesFirstPass(IView, tView, index, values) {
        var previousElement = getPreviousOrParentTNode();
        var previousElementIndex = previousElement.index - HEADER_OFFSET;
        var updateOpCodes = [];
        if (ngDevMode) {
            attachDebugGetter(updateOpCodes, i18nUpdateOpCodesToString);
        }
        for (var i = 0; i < values.length; i += 2) {
            var attrName = values[i];
            var message = values[i + 1];
            var parts = message.split(ICU_REGEXP);
            for (var j = 0; j < parts.length; j++) {
                var value = parts[j];
                if (j & 1) {
                    // Odd indexes are ICU expressions
                    // TODO(ocombe): support ICU expressions in attributes
                    throw new Error('ICU expressions are not yet supported in attributes');
                }
                else if (value !== '') {
                    // Even indexes are text (including bindings)
                    var hasBinding = !!value.match(BINDING_REGEXP);
                    if (hasBinding) {
                        if (tView.firstCreatePass && tView.data[index + HEADER_OFFSET] === null) {
                            addAllToArray(generateBindingUpdateOpCodes(value, previousElementIndex, attrName), updateOpCodes);
                        }
                    }
                    else {
                        var tNode = getTNode(tView, previousElementIndex);
                        // Set attributes for Elements only, for other types (like
                        ElementContainer),
                        // only set inputs below
                        if (tNode.type === 3 /* Element */) {
                            elementAttributeInternal(tNode, lView, attrName, value, null, null);
                        }
                        // Check if that attribute is a directive input
                        var dataValue = tNode.inputs !== null && tNode.inputs[attrName];
                        if (dataValue) {
                            setInputsForProperty(tView, IView, dataValue, attrName, value);
                            if (ngDevMode) {
                                var element = getNativeByIndex(previousElementIndex, lView);
                                setNgReflectProperties(lView, element, tNode.type, dataValue, attrName, value);
                            }
                        }
                    }
                }
            }
        }
        if (tView.firstCreatePass && tView.data[index + HEADER_OFFSET] === null) {
            tView.data[index + HEADER_OFFSET] = updateOpCodes;
        }
        /**
         * Generate the OpCodes to update the bindings of a string.
         *
         * @param str The string containing the bindings.
         * @param destinationNode Index of the destination node which will receive the binding.
         * @param attrName Name of the attribute, if the string belongs to an attribute.
         * @param sanitizeFn Sanitization function used to sanitize the string after update, if necessary.
         * @param function generateBindingUpdateOpCodes(str, destinationNode, attrName, sanitizeFn) {
         *   if (sanitizeFn === void 0) { sanitizeFn = null; }
         *   var updateOpCodes = [null, null];
         *   if (ngDevMode) { var varUpdateOpCodes = [null, null];
         *     attachDebugGetter(varUpdateOpCodes, i18nUpdateOpCodesToString);
         *   }
         *   var textParts = str.split(BINDING_REGEXP);
         *   var mask = 0;
         *   for (var j = 0; j < textParts.length; j++) {
         *       var textValue = textParts[j];
         *       if (j & 1) {
         *           // Odd indexes are bindings
         *           var bindingIndex = parseInt(textValue, 10);
         *           updateOpCodes.push(-1 - bindingIndex);
         *           // Even indexes are text
         *           updateOpCodes.push(updateValue(textValue));
         *       }
         *       if (attrName !== null) {
         *         if (attrName === null) { updateOpCodes.push(0); }
         *         else if (sanitizeFn !== null) {
         *             var updateOpCodes = [null, null];
         *             if (ngDevMode) { var varUpdateOpCodes = [null, null];
         *                 attachDebugGetter(varUpdateOpCodes, i18nUpdateOpCodesToString);
         *             }
         *             var textParts = str.split(BINDING_REGEXP);
         *             var mask = 0;
         *             for (var j = 0; j < textParts.length; j++) {
         *                 var textValue = textParts[j];
         *                 if (j & 1) {
         *                     // Odd indexes are bindings
         *                     var bindingIndex = parseInt(textValue, 10);
         *                     updateOpCodes.push(destinationNode << 2 /* SHIFT_REF */ |
         *                         (attrName ? 1 /* Attr */ : 0 /* Text */));
         *                     if (attrName) { updateOpCodes.push(attrName, sanitizeFn); } updateOpCodes[0] = mask;
         *                 }
         *             }
         *             return updateOpCodes;
         *         }
         *     }
         *     getBindingMask(icuExpression, mask) {
         *         if (mask === void 0) {
         *             mask = 0;
         *         }
         *         var valueArr = icuExpression.values[i];
         *         var value = valueArr[j];
         *         if (typeof value === 'string') {
         *             // Else if (match = BINDING_REGEXP.exec(value)) {
         *             mask = mask | toMaskBit(parseInt(match[1], 10));
         *         }
         *         //
         *
         *     }
         * }
         */
```
```javascript
function parseICUBlock(pattern) {
    var cases = [];
    var values = [];
    var icuType = 1 /* plural */;

    /*
     * @param pattern Text containing an ICU expression that needs to be parsed.
     *
     */
    ICU expression and produces a JSON object for it.
    * Original code from closure library, modified for
    * the 32nd bit share all masks for all bindings higher than 32. Since
    * it is extremely rare to have more than 32 bindings this will be hit very rarely. The downside of hitting this
corner case is
    * that we will execute binding code more often than necessary. (penalty of performance)
    */
    return 1 << Math.min(bindingIndex, 31);
}

function isRootTemplateMessage(subTemplateIndex) {
    return subTemplateIndex === undefined;
}

/*
    * Generates the OpCodes for ICU expressions.
    * @param message The message to crop
    * @param
    * This method is used for extracting a part of the message associated with a template. A translated message
    * can span multiple templates. A template \"MARKER + \="/\n"+tagMatched + MARKER\="/\n";
    */
    return removeInnerTemplateTranslation(message, subTemplateIndex);
}

/*
    * Extracts a part of a message and removes the rest.
    * @param message
    */
    return res += message.substring(index, match.index + match[0].length);
    var tagMatched = match[1];
}

/*
    * Generate the OpCodes for ICU expressions.
    * @param message
    * @param
    * This method is used for extracting a part of the message associated with a template. A translated message
    * can span multiple templates. A template \"MARKER + \="/\n"+tagMatched + MARKER\="/\n";
    */
    return removeInnerTemplateTranslation(message, subTemplateIndex);
}

/*
    * Extracts a part of a message and removes the rest.
    * @param message
    */
    return res += message.substring(index, match.index + match[0].length);
    var tagMatched = match[1];
}

/*
    * Generate the OpCodes for ICU expressions.
    * @param message
    * @param
    * This method is used for extracting a part of the message associated with a template. A translated message
    * can span multiple templates. A template \"MARKER + \="/\n"+tagMatched + MARKER\="/\n";
    */
    return removeInnerTemplateTranslation(message, subTemplateIndex);
}
```

---

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var mainBinding = 0;
pattern = pattern.replace(ICU_BLOCK_REGEXP, function (str, binding, type) {
if (type === 'select') {
    icuType = 0 /* select */;
} else {
    icuType = 1 /* plural */;
}
mainBinding = parseInt(binding.substr(1), 10);
return ";"; });
var parts = extractParts(pattern); // Looking for (key block)+ sequence. One of the keys has to be "other".
for (var pos = 0; pos < parts.length;) {
    var key = parts[pos++].trim();
    if (icuType === 1 /* plural */) {
        // Key can be "v=x", we just want "v=x"
        key = key.replace(/\s*(?:=)?(\w+)\s*/, "$1");}
    if (key.length) {
        cases.push(key);
    }
    var blocks = extractParts(parts[pos++]);
    if (cases.length > values.length) {
        values.push(blocks);
    }
}
// TODO(ocomb): support ICU expressions in attributes, see #21615
return {
    type: icuType,
    mainBinding: mainBinding,
    cases: cases,
    values: values
};
/**
* Transforms a string template into an HTML template and a list of instructions used to update
* attributes or nodes that contain bindings.
* @param unsafeHtml The string to parse
* @param parentIndex
* @param nestedIcus
* @param tlcs
* @param expandedStartIndex
* @param function parseIcuCase(unsafeHtml, parentIndex, nestedIcus, tlcs, expandedStartIndex) {
    var inertBodyHelper = getInertBodyHelper(getDocument());
    var inertBodyElement = inertBodyHelper.getInertBodyElement(unsafeHtml);
    if (!inertBodyElement) {
        throw new Error('Unable to generate inert body element.');
    }
    var wrapper = getTemplateContent(inertBodyElement) || inertBodyElement;
    var opCodes = wrapper.var opCodes = {
        vars: 1,
        childIcus: [],
        create: [],
        remove: [],
        update: []
    };
    if (ngDevMode) {
        attachDebugGetter(opCodes.update, i18nUpdateOpCodesToString);
        attachDebugGetter(opCodes.remove, i18nRemoveOpCodesToString);
        attachDebugGetter(opCodes.create, i18nCreateOpCodesToString);
        attachDebugGetter(opCodes.remove, i18nRemoveOpCodesToString);
        attachDebugGetter(opCodes.update, i18nUpdateOpCodesToString);
    }
    parseNodes(wrapper.firstChild, opCodes, parentIndex, nestedIcus, tlcs, expandedStartIndex);
    return opCodes;
}
/**
* Breaks pattern into strings and top level [...] blocks.
* Can be used to break a message into text and ICU expressions, or to break an ICU expression into
* keys and cases.
* Original code from closure library, modified for Angular.
* @param pattern
* @param parent
* @param nestedIcus
* @param function extractParts(pattern) {
    if (!pattern) {
        return [];
    }
    var parts = extractParts(pattern);
    var braceStack = [];
    var results = [];
    var braces = [];
    while (match = braces.exec(pattern)) {
        var pos = match.index;
        if (match[0] === '}') {
            braceStack.pop();
            if (braceStack.length == 0) {
                var block = pattern.substring(prevPos, pos);
                results.push(block);
            }
        } else {
            if (braceStack.length == 0) {
                var substring = pattern.substring(prevPos, pos);
                results.push(substring);
                return results;
            }
            var key = parts[pos++].trim();
            var blocks = extractParts(parts[pos++]);
            if (cases.length > values.length) {
                values.push(blocks);
            }
            if (key.length) {
                cases.push(key);
            }
            var blocks = extractParts(parts[pos++]);
            if (cases.length > values.length) {
                values.push(blocks);
            }
        }
    }
    return results;
}
/**
* Parses a node, its children and its siblings, and generates the mutate & update OpCodes.
* @param currentNode
* @param function parseNodes(currentNode, icuCase, parentIndex, nestedIcus, tlcs, expandedStartIndex) {
    var inertBodyHelper = getInertBodyHelper(getDocument());
    var inertBodyElement = inertBodyHelper.getInertBodyElement(unsafeHtml);
    if (!inertBodyElement) {
        throw new Error('Unable to generate inert body element.');
    }
    var wrapper = getTemplateContent(inertBodyElement) || inertBodyElement;
    var opCodes = {
        vars: 1,
        childIcus: [],
        create: [],
        remove: [],
        update: []
    };
    if (ngDevMode) {
        attachDebugGetter(opCodes.update, i18nUpdateOpCodesToString);
        attachDebugGetter(opCodes.remove, i18nRemoveOpCodesToString);
        attachDebugGetter(opCodes.create, i18nCreateOpCodesToString);
        attachDebugGetter(opCodes.remove, i18nRemoveOpCodesToString);
        attachDebugGetter(opCodes.update, i18nUpdateOpCodesToString);
    }
    parseNodes(wrapper.firstChild, opCodes, parentIndex, nestedIcus, tlcs, expandedStartIndex);
    return opCodes;
}
/**
* Transforms a string template into an HTML template and a list of instructions used to update
* attributes or nodes that contain bindings.
* Original code from closure library, modified for Angular.
* @param pattern
* @param parent
* @param nestedIcus
* @param function extractParts(pattern) {
    if (!pattern) {
        return [];
    }
    var parts = extractParts(pattern);
    var braceStack = [];
    var results = [];
    var braces = [];
    while (match = braces.exec(pattern)) {
        var pos = match.index;
        if (match[0] === '}') {
            braceStack.pop();
            if (braceStack.length == 0) {
                var block = pattern.substring(prevPos, pos);
                results.push(block);
            }
        } else {
            if (braceStack.length == 0) {
                var substring = pattern.substring(prevPos, pos);
                results.push(substring);
                return results;
            }
            var key = parts[pos++].trim();
            var blocks = extractParts(parts[pos++]);
            if (cases.length > values.length) {
                values.push(blocks);
            }
            if (key.length) {
                cases.push(key);
            }
            var blocks = extractParts(parts[pos++]);
            if (cases.length > values.length) {
                values.push(blocks);
            }
        }
    }
    return results;
}
/**
* Parses a node, its children and its siblings, and generates the mutate & update OpCodes.
* @param currentNode
* @param function parseNodes(currentNode, icuCase, parentIndex, nestedIcus, tlcs, expandedStartIndex) {
    var inertBodyHelper = getInertBodyHelper(getDocument());
    var inertBodyElement = inertBodyHelper.getInertBodyElement(unsafeHtml);
    if (!inertBodyElement) {
        throw new Error('Unable to generate inert body element.');
    }
    var wrapper = getTemplateContent(inertBodyElement) || inertBodyElement;
    var opCodes = {
        vars: 1,
        childIcus: [],
        create: [],
        remove: [],
        update: []
    };
    if (ngDevMode) {
        attachDebugGetter(opCodes.update, i18nUpdateOpCodesToString);
        attachDebugGetter(opCodes.remove, i18nRemoveOpCodesToString);
        attachDebugGetter(opCodes.create, i18nCreateOpCodesToString);
        attachDebugGetter(opCodes.remove, i18nRemoveOpCodesToString);
        attachDebugGetter(opCodes.update, i18nUpdateOpCodesToString);
    }
    parseNodes(wrapper.firstChild, opCodes, parentIndex, nestedIcus, tlcs, expandedStartIndex);
    return opCodes;
}
elAttrs.length; i++) {
                            var attr = elAttrs.item(i);
                            var lowerAttrName = attr.name.toLowerCase();
                            var hasBinding_1 = !!attr.value.match(BINDING_REGEXP);

                            // we assume the input string is safe, unless it's using a binding
                            if (hasBinding_1)
                                if (VALID_ATTRS.hasOwnProperty(lowerAttrName))
                                    if (URI_ATTRS[lowerAttrName]) {
                                        addAllToArray(generateBindingUpdateOpCodes(attr.value, newIndex, attr.name, _sanitizeUrl), icuCase.update);
                                        icuCase.create.push(hasBinding ? '' : value, newIndex, parentIndex << 17 /* SHIFT_PARENT */ | 1 /* AppendChild */);
                                        icuCase.remove.push(newIndex << 3 /* SHIFT_REF */ | 3 /* Remove */);
                                        if (hasBinding) {
                                           addAllToArray(generateBindingUpdateOpCodes(attr.value, newIndex), icuCase.update);
                                        }
                                    }
                                else {
                                    ngDevMode &&
                                    console.warn("WARNING: ignoring unsafe attribute value" + lowerAttrName + " on element" + tagName + " (see http://g.co/ng/security#xss)");
                                }
                            else {
                                icuCase.create.push(newIndex << 3 /* SHIFT_REF */ | 4 /* Attr */, attr.name, attr.value);
                            }
                        }

                        // Parse the children of this
                        // node (if any)
                        parseNodes(currentNode.firstChild, icuCase, newIndex, nestedIcus, tIcus, expandoStartIndex);
                        // Remove the parent node after the children
                        icuCase.remove.push(newIndex << 3 /* SHIFT_REF */ | 3 /* Remove */);
                    break;
                case Node.TEXT_NODE:
                    var value = currentNode.textContent || '';
                    var hasBinding = value.match(BINDING_REGEXP);
                    icuCase.create.push(hasBinding ? '' : value, newIndex, parentIndex << 17 /* SHIFT_PARENT */ | 1 /* AppendChild */);
                    icuCase.remove.push(newIndex << 3 /* SHIFT_REF */ | 3 /* Remove */);
                    if (hasBinding) {
                       addAllToArray(generateBindingUpdateOpCodes(value, newIndex), icuCase.update);
                    }
                break;
                case Node.COMMENT_NODE:
                    // Check if the comment node is a
                    // placeholder for a nested ICU
                    var newLocal = ngDevMode ? "nested ICU " + nestedIcuIndex : '';
                    // Create the comment node that
                    // will anchor the ICU expression
                    icuCase.create.push(COMMENT_MARKER, newLocal, newIndex, parentIndex << 17 /* SHIFT_PARENT */ | 1 /* AppendChild */);
                    var nestedIcu = nestedIcuses[nestedIcuIndex];
                    nestedIcusToCreate.push([nestedIcu, newIndex]);
                } else {
                    // We do not handle any other type of comment
                    icuCase.vars--;
                }
            } break;
            default:
                // We do not handle
                // any other type of element
                icuCase.vars--;
        }
    }
    
    /**
     * @license
     * Copyright Google LLC 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 ROOT_TEMPLATE_ID = 0;
var PP_MULTI_VALUE_PLACEHOLDERS_REGEXP = /\[(.+??)\]/g;
var PP_PLACEHOLDERS_REGEXP = /\[(.+??)\]|\[\d+\]|\[\d+\]|\d+:\d+\]/g;
var PP_ICU_VARS_REGEXP = /\[(\s*\*[\-A-Za-z]+|\d+:\d+)\]/g;
var PP_ICU_PLACEHOLDERS_REGEXP = /\[(\s*\*[\-A-Za-z]+|\d+:\d+)\]/g;
var PP_CLOSE_TEMPLATE_REGEXP = /\]\*/
var PP_TEMPLATE_ID_REGEXP = /\d+:\d+/g;

/**
 * Handles message string post-processing for internationalization.
 * * Handles message string post-processing by transforming it from intermediate
 * format (that might contain some markers that we need to replace) to the final
 * form, consumable by i18nStart instruction. Post processing steps include:
 * 1. Resolve all multi-value cases
 * 2. Replace all ICU vars
 * 3. Replace all placeholders
 * 4. Replace all ICU references with corresponding values
 * in case multiple ICUs have the same placeholder name
 * param message Raw translation string for post processing
 * param replacements Set of replacements that should be applied
 * @returns Transformed string that can be consumed by i18nStart instruction
 *
@codegenApi
*/
function i18nPostprocess(message, replacements) {
    if (replacements === void 0) {
        replacements = {};
    }
    var result = message;
    if (PP_MULTI_VALUE_PLACEHOLDERS_REGEXP.test(message)) {
        var matches_1 = {};
        var templateIdsStack_1 = [ROOT_TEMPLATE_ID];
        result = result.replace(PP_PLACEHOLDERS_REGEXP,
            function (m, phs, tmpl) {
                var content = phs || tmpl;
                var placeholders = matches_1[content] || [];
                if (!placeholders.length) {
                    content.split('|').forEach(function (placeholder) {
                        var match = placeholder.match(PP_TEMPLATE_ID_REGEXP);
                        var templateId = match ? parseInt(match[1], 10) : ROOT_TEMPLATE_ID;
                        var isCloseTemplateTag = PP_CLOSE_TEMPLATE_REGEXP.test(placeholder);
                        placeholders.push([templateId, isCloseTemplateTag, placeholder]);
                    });
                    matches_1[content] = placeholders;
                }
                if (!placeholders.length) {
                    throw new Error("i18n postprocess: unmatched placeholder -" + content);
                }
                var currentTemplateId = templateIdsStack_1[templateIdsStack_1.length - 1];
                var idx = 0;
                // find placeholder index that matches current template id
                for (var i = 0; i < placeholders.length; i++) {
                    if (placeholders[i][0] === currentTemplateId) {
                        idx = i;
                        break;
                    }
                }
                // update template id stack based on the current tag extracted
                var a = __read(placeholders[idx], 3);
                var _a = a[1].placeholders_1<ServiceTemplateId>
                var tempalteId = a[1].placeholders_1[currentTemplateId] < placeholders;
                placeholders.push([templateId, placeholders_1(idx, 1)],
                if (placeholders_1.length) {
                    // remove processed tag from the list
                    placeholders.splice(idx, 1);
                    return
                }
                var result = message;
                if (placeholders_1.length) {
                    return result;
                }
                */
                * Step 2: replace all ICU vars
                */
                * result = result.replace(PP_ICU_VARS_REGEXP, function (match, start, key, _type, _idx, end) {
                    var return replacements.hasOwnProperty(key) ? "" + start + replacements[key] + end : match;
                });
                */
                * Step 3: replace all placeholders used inside ICUs in a form of
                */
                * var result = result.replace(PP_ICU_PLACEHOLDERS_REGEXP, function (match, key) {
                    var return replacements.hasOwnProperty(key) ? replacements[key] : replacements_1[match];
                });
                */
                * Step 4: replace all ICU references with corresponding values (like ICU_EXP_ICU_1) in case
                */
                * multiple ICUs have the same placeholder name
                * result = result.replace(PP_ICUS_REGEXP, function

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(match, key) { 
    if (replacements.hasOwnProperty(key)) { 
        var list = replacements[key];
        if (list.length) { 
            var match = replacements[key].shift(); 
        } 
        return match; 
    } 
    return result; 
} 

if (match, key) { 
    if (replacements.hasOwnProperty(key)) { 
        var list = replacements[key];
        if (!list.length) { 
            throw new Error("i18n postprocess: unmatched ICU - " + match + " with key: " + key);
        }
        return list.shift(); 
    } 
    return match; 
} 

/**
 * @license
 * Copyright Google LLC 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
 */

/**
 * Marks a location where an expression will be interpolated into. The placeholder `index` points to the expression binding index. An optional `block` that matches the sub-template in which it was declared.
 * The translation `message` placeholders are:
 * - `{index}(:{block})`: *Binding Placeholder*: Marks the beginning and end of DOM element that were embedded in the original translation block. The placeholder `index` points to the element index in the template instructions set. An optional `block` that matches the sub-template in which it was declared.
 * - `#{index}(:{block})`/`/#{index}(:{block})`: *Element Placeholder*: Marks the beginning and end of DOM element that were embedded in the original translation block. The placeholder `index` points to the element index in the template instructions set. An optional `block` that matches the sub-template in which it was declared.
 * - `*{index}:{block}`/`/*{index}:{block}`: *Sub-template Placeholder*: Sub-templates must be split up and translated separately in each angular template function. The `index` points to the element index in the template instructions set. A `block` that matches the sub-template in which it was declared.
 */

/**
 * Marks the beginning of `<ng-content>` that was embedded in the original translation block.
 */

/**
 * Translates a translation block marked by `i18nStart` and `i18nEnd`. It inserts the text/ICU nodes into the render tree, moves the placeholder nodes and removes the deleted nodes.
 */

/**
 * Marks a list of attributes as translatable.
 */

block
* @param values\n  * @codeGenApi\n  */
  
  function i18nAttributes(index, values) {\n    var IView = getLView();\n    var tView = getTView();\n    ngDevMode & asertDefined(view, '{View should be defined'});\n    i18nAttributesFirstPass(IView, tView, index, values); }\n  }\n  /**\n   * Stores the values of the bindings during each update cycle in order to determine if we need to\n   * update the translated nodes.\n   * @param index Index of either [{link i18nStart} (translation block) or [{link\n   */
  function i18nExp(value) {\n    var IView = getLView();\n    setMaskBit(bindingUpdated(IView, nextBindingIndex(), value));\n    return i18nExp(); }\n  }\n  /**\n   * Adds a translation block or an i18n attribute when the bindings have changed.\n   * @param index Index of either [{link i18nStart} (translation block) or [{link\n   */
  function setClassMetadata(type, decorators, ctorParameters, propDecorators) {\n    return noSideEffects(function () {\n      var a;\n      var clazz = type;\n      // We determine whether a class has its own metadata by taking the metadata from the\n      // parent constructor and checking whether it's the same as the subclass metadata below.\n      // We can't use 'hasOwnProperty' here because it doesn't work correctly in IE10 for\n      // static fields that are defined by TS. See\n      // https://github.com/angular/angular/pull/28439#issuecomment-459349218.\n      var parentPrototype = clazz.prototype ? Object.getPrototypeOf(clazz.prototype) : null;\n      var parentConstructor = parentPrototype && parentPrototype.constructor;\n      if (decorators !== null) {\n        if (clazz.decorators === undefined &&\n          (!parentConstructor || parentConstructor.decorators !== clazz.decorators)) {\n          (_a =\n            clazz.decorators = decorators;\n          }\n        }\n      }\n      else {\n        var lView = getLView();\n        var tView = getTView();\n        ngDevMode && assertDefined(tView, "tView\n        function i18nExp() {\n          return i18nExp();\n        }\n        function i18nAttributesFirstPass(IView, tView, index, values) {\n          // The property decorator objects are merged as it is possible different fields have\n          // different decorator types. Decorators on individual fields are not merged, as it's\n          // also incredibly unlikely that a field will be decorated both with an Angular\n          // decorator and a non-Angular decorator that's also been\n          // downlevelled.\n          if (clazz.propDecorators === undefined &&\n            parentConstructor.propDecorators !== clamp.propDecorators) {\n            Object.assign(Object.assign({}, clazz.propDecorators), propDecorators);\n          }\n        }\n        function setMaskBit(bindingUpdated(IView, nextBindingIndex(), value)) {\n          return setMaskBit(bindingUpdated(IView, nextBindingIndex(), value));\n        }\n        function bindingUpdated(IView, nextBindingIndex(), value) {\n          return bindingUpdated(IView, nextBindingIndex(), value);\n        }\n        function assertDefined(view, message) {\n          if (typeof view !== 'undefined') {\n            throw new Error(message);\n          }\n        }\n        function assertDefined(view, message) {\n          if (typeof view !== 'undefined') {\n            throw new Error(message);\n          }\n        }\n        function i18nAttributesFirstPass(IView, tView, index, values) {\n          // The property decorator objects are merged as it is possible different fields have\n          // different decorator types. Decorators on individual fields are not merged, as it's\n          // also incredibly unlikely that a field will be decorated both with an Angular\n          // decorator and a non-Angular decorator that's also been\n          // downlevelled.\n          if (clazz.propDecorators === undefined &&\n            parentConstructor.propDecorators !== clazz.propDecorators) {\n            Object.assign(Object.assign({}, clazz.propDecorators), propDecorators);\n          }\n        }\n        function bindingUpdated(IView, nextBindingIndex(), value) {\n          return bindingUpdated(IView, nextBindingIndex(), value);\n        }\n        function assertDefined(view, message) {\n          if (typeof view !== 'undefined') {\n            throw new Error(message);\n          }\n        }\n        function i18nAttributesFirstPass(IView, tView, index, values) {\n          // The property decorator objects are merged as it is possible different fields have\n          // different decorator types. Decorators on individual fields are not merged, as it's\n          // also incredibly unlikely that a field will be decorated both with an Angular\n          // decorator and a non-Angular decorator that's also been\n          // downlevelled.\n          if (clazz.propDecorators === undefined &&\n            parentConstructor.propDecorators !== clazz.propDecorators) {\n            Object.assign(Object.assign({}, clazz.propDecorators), propDecorators);\n          }\n        }\n        function bindingUpdated(IView, nextBindingIndex(), value) {\n          return bindingUpdated(IView, nextBindingIndex(), value);\n        }\n        function assertDefined(view, message) {\n          if (typeof view !== 'undefined') {\n            throw new Error(message);\n          }\n        }\n        function i18nAttributesFirstPass(IView, tView, index, values) {\n          // The property decorator objects are merged as it is possible different fields have\n          // different decorator types. Decorators on individual fields are not merged, as it's\n          // also incredibly unlikely that a field will be decorated both with an Angular\n          // decorator and a non-Angular decorator that's also been\n          // downlevelled.\n          if (clazz.propDecorators === undefined &&\n            parentConstructor.propDecorators !== clazz.propDecorators) {\n            Object.assign(Object.assign({}, clazz.propDecorators), propDecorators);\n          }\n        }\n        function bindingUpdated(IView, nextBindingIndex(), value) {\n          return bindingUpdated(IView, nextBindingIndex(), value);\n        }\n        function assertDefined(view, message) {\n          if (typeof view !== 'undefined') {\n            throw new Error(message);\n          }\n        }\n        function i18nAttributesFirstPass(IView, tView, index, values) {\n          // The property decorator objects are merged as it is possible different fields have\n          // different decorator types. Decorators on individual fields are not merged, as it's\n          // also incredibly unlikely that a field will be decorated both with an Angular\n          // decorator and a non-Angular decorator that's also been\n          // downlevelled.\n          if (clazz.propDecorators === undefined &&\n            parentConstructor.propDecorators !== clazz.propDecorators) {\n            Object.assign(Object.assign({}, clazz.propDecorators), propDecorators);\n          }\n        }\n        function bindingUpdated(IView, nextBindingIndex(), value) {\n          return bindingUpdated(IView, nextBindingIndex(), value);\n        }\n        function assertDefined(view, message) {\n          if (typeof view !== 'undefined') {\n            throw new Error(message);\n          }\n        }\n        function i18nAttributesFirstPass(IView, tView, index, values) {\n          // The property decorator objects are merged as it is possible different fields have\n          // different decorator types. Decorators on individual fields are not merged, as it's\n          // also incredibly unlikely that a field will be decorated both with an Angular\n          // decorator and a non-Angular decorator that's also been\n          // downlevelled.\n          if (clazz.propDecorators === undefined &&\n            parentConstructor.propDecorators !== clazz.propDecorators) {\n            Object.assign(Object.assign({}, clazz.propDecorators), propDecorators);\n          }\n        }\n        function bindingUpdated(IView, nextBindingIndex(), value) {\n          return bindingUpdated(IView, nextBindingIndex(), value);\n        }\n        function assertDefined(view, message) {\n          if (typeof view !== 'undefined') {\n            throw new Error(message);\n          }\n        }\n      }\n    }\n  };\n}
track the NgModuleType

```javascript
function registerNgModuleType(ngModuleType) {
    if (ngModuleType.mod.id !== null) {
        var id = ngModuleType.mod.id;
        var existing = modules.get(id);
        assertSameOrNotExisting(id, existing, ngModuleType);
        modules.set(id, ngModuleType);
        var imports = ngModuleType.mod.imports;
        if (imports) {
            imports.forEach(function (i) {
                return registerNgModuleType(i);
            });
        }
    }
    var NgModuleRef$1 = /** @class */ (function (_super)
        {
            __extends(NgModuleRef$1, _super);
            function NgModuleRef$1(ngModuleType, _parent) {
                var _this = _super.call(this) || this;
                _this._parent = _parent;
                // tslint:disable-next-line:require-
                _this._bootstrapComponents = [];
                _this.injector = _this;
                _this.destroyCbs = [];
                // When bootstrapping a module we have a dependency graph that looks like this:
                // ApplicationRef -> ComponentFactoryResolver -> NgModuleRef. The problem is that if the
                // module being resolved tries to inject the ComponentFactoryResolver, it'll create a
                // circular dependency which will result in a runtime error, because the injector doesn't
                // exist yet. We work around the issue by creating the ComponentFactoryResolver ourselves
                // and providing it, rather than letting the injector resolve it:
                _this.componentFactoryResolver = new ComponentFactoryResolver$1(_this);
                var ngModuleDef = getNgModuleDef(ngModuleType);
                if (ngModuleDef) {
                    // Register the NgModule with
                    // Angular's module registry. The location (and hence timing) of
                    // this call is critical to ensure this works
                    // correctly (modules get registered when expected)
                    // without bloating bundles (modules are registered
                    ngModuleRef$1.prototype = new NgModuleFactory$1(ngModuleRef$1.prototype);
                }
            }
            NgModuleRef$1.prototype.get = function (token, notFoundValue, injectFlags) {
                if (notFoundValue === void 0) { notFoundValue = Injector.THROW_IF_NOT_FOUND; }
                if (injectFlags === void 0) { injectFlags = exports.InjectFlags.Default; }
                if (token === Injector || token === NgModuleRef || token === INJECTOR) {
                    return this;
                } else {
                    return this._r3Injector.get(token, notFoundValue, injectFlags);
                }
            }
            NgModuleRef$1.prototype.destroy = function () {
                ngDevMode && assertDefined(this.destroyCbs,
                    'NgModule already destroyed');
                var injector = this._r3Injector;
                injector.destroyed &
                injector.destroy();
                this._destroyCbs = null;
            }
```
```
exp3
  * @param thisArg Optional calling context of pureFn
  * @returns Updated or cached value

  * @codeGenApi
  */
  function pureFunction3(slotOffset, pureFn, exp1, exp2, exp3, thisArg) {
      return pureFunction3Internal(getLView(), getBindingRoot(), slotOffset, pureFn, exp1, exp2, exp3, thisArg);
  }

  /**
   * If the value of any provided exp has changed, calls the pure function to return an updated value. Or if no values have changed, returns cached value.
   * @param slotOffset the offset from binding root to the reserved slot
   * @param pureFn
   * @param exp1
   * @param exp2
   * @param exp3
   * @param exp4
   * @param thisArg Optional calling context of pureFn
   * @returns Updated or cached value
   * @codeGenApi
   */
  function pureFunction4(slotOffset, pureFn, exp1, exp2, exp3, exp4, thisArg) {
      return pureFunction4Internal(getLView(), getBindingRoot(), slotOffset, pureFn, exp1, exp2, exp3, exp4, thisArg);
  }

  /**
   * If the value of any provided exp has changed, calls the pure function to return an updated value. Or if no values have changed, returns cached value.
   * @param slotOffset the offset from binding root to the reserved slot
   * @param pureFn
   * @param exp1
   * @param exp2
   * @param exp3
   * @param exp4
   * @param exp5
   * @param exp6
   * @param thisArg Optional calling context of pureFn
   * @returns Updated or cached value
   * @codeGenApi
   */
  function pureFunction5(slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, thisArg) {
      var bindingIndex = getBindingRoot() + slotOffset;
      var lView = getLView();
      var different = bindingUpdated4(lView, bindingIndex, exp1, exp2, exp3, exp4); return bindingUpdated4(lView, bindingIndex + 4, exp5) || different ? updateBinding(lView, bindingIndex + 5, pureFn.call(thisArg, exp1, exp2, exp3, exp4, exp5)) : getBinding(lView, bindingIndex + 5);
  }

  /**
   * If the value of any provided exp has changed, calls the pure function to return an updated value. Or if no values have changed, returns cached value.
   * @param slotOffset the offset from binding root to the reserved slot
   * @param pureFn
   * @param exp1
   * @param exp2
   * @param exp3
   * @param exp4
   * @param exp5
   * @param exp6
   * @param exp7
   * @param exp8
   * @param thisArg Optional calling context of pureFn
   * @returns Updated or cached value
   * @codeGenApi
   */
  function pureFunction6(slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, exp7, thisArg) {
      var bindingIndex = getBindingRoot() + slotOffset;
      var lView = getLView();
      var different = bindingUpdated4(lView, bindingIndex, exp1, exp2, exp3, exp4);
      return bindingUpdated4(lView, bindingIndex + 4, exp5, exp6) || different ? updateBinding(lView, bindingIndex + 6, thisArg) : getBinding(lView, bindingIndex + 6);
  }

  /**
   * If the value of any provided exp has changed, calls the pure function to return an updated value. Or if no values have changed, returns cached value.
   * @param slotOffset the offset from binding root to the reserved slot
   * @param pureFn
   * @param exp1
   * @param exp2
   * @param exp3
   * @param exp4
   * @param exp5
   * @param exp6
   * @param exp7
   * @param exp8
   * @param exp9
   * @param thisArg Optional calling context of pureFn
   * @returns Updated or cached value
   * @codeGenApi
   */
  function pureFunction7(slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, exp7, exp8, thisArg) {
      var bindingIndex = getBindingRoot() + slotOffset;
      var lView = getLView();
      var different = bindingUpdated4(lView, bindingIndex, exp1, exp2, exp3, exp4);
      return bindingUpdated4(lView, bindingIndex + 4, exp5, exp6, exp7) || different ? updateBinding(lView, bindingIndex + 7, thisArg) : getBinding(lView, bindingIndex + 7);
  }

  /**
   * If the value of any provided exp has changed, calls the pure function to return an updated value. Or if no values have changed, returns cached value.
   * @param slotOffset the offset from binding root to the reserved slot
   * @param pureFn
   * @param exp1
   * @param exp2
   * @param exp3
   * @param exp4
   * @param exp5
   * @param exp6
   * @param exp7
   * @param exp8
   * @param exp9
   * @param exp10
   * @param thisArg Optional calling context of pureFn
   * @returns Updated or cached value
   * @codeGenApi
   */
  function pureFunction8(slotOffset, pureFn, exp1, exp2, exp3, exp4, exp5, exp6, exp7, exp8, exp9, exp10, thisArg) {
      var bindingIndex = getBindingRoot() + slotOffset;
      var lView = getLView();
      var different = bindingUpdated4(lView, bindingIndex, exp1, exp2, exp3, exp4);
      return bindingUpdated4(lView, bindingIndex + 4, exp5, exp6, exp7, exp8) || different ? updateBinding(lView, bindingIndex + 8, thisArg) : pureFn.call(thisArg, exp1, exp2, exp3, exp4, exp5, exp6, exp7, exp8, exp9, exp10);
exp8) :n  
  pureFn(exp1, exp2, exp3, exp4, exp5, exp6, exp7, exp8)) :n  
  getBinding(lView, bindingIndex + 8); \n  */\n  * pureFunction instruction that can support any number of bindings.\n  */\n  * If the value of any provided exp has changed, calls the pure function to return \n  * an updated value. Or if no values have changed, returns cached value.\n  */\n  * @param slotOffset the offset from binding root to the reserved slot\n  * @param pureFn A pure function that takes binding values and builds an object or array\n  * containing those values.\n  * @param exps An array of binding values\n  * @param thisArg Optional calling context of pureFn\n  */
  pureFunctionV(slotOffset, pureFn, exps, thisArg) \n  return pureFunctionVInternal(getLView(), getBindingRoot(), slotOffset, pureFn, exps, thisArg); \n  */\n  * Results of a pure function invocation are stored in LView in a dedicated slot that is initialized\n  * to NO_CHANGE. In rare situations a pure pipe might throw an exception on the very first \n  * initialization and not produce any valid results. In this case LView would keep holding the \n  * NO_CHANGE\n  * value. The NO_CHANGE is not something that we can use in expressions /\n  * bindings thus we convert\n  * it to `undefined`.\n  */
  function getPureFunctionReturnValue(lView, returnValueIndex) \n  return lastReturnValue === NO_CHANGE ? undefined :\n  lastReturnValue; \n  */\n  */
  * If the value of the provided exp has changed, calls the pure function to return \n  * an updated value. Or if the value has not changed, returns cached value.\n  */
  * @returns Updated or cached value\n  */
  function pureFunction1Internal(lView, bindingRoot, slotOffset, pureFn, exp, thisArg) \n  return bindingUpdated(lView, bindingIndex, exp) ? \n  updateBinding(lView, bindingIndex + 1, thisArg ? pureFn.call(thisArg, exp) : pureFn(exp)) : \n  getPureFunctionReturnValue(lView, bindingIndex + 1); \n  */\n  * If the value of any provided exp has changed, calls the pure function to return \n  * an updated value. Or if no values have changed, returns cached value.\n  */
  * @returns Updated or cached value\n  */
  function pureFunction2Internal(lView, bindingRoot, slotOffset, pureFn, exp1, exp2, thisArg) \n  return bindingUpdated2(lView, bindingIndex, exp1, exp2) ? \n  updateBinding(lView, bindingIndex + 2, thisArg ? pureFn.call(thisArg, exp1, exp2) : pureFn(exp1, exp2)) : \n  getPureFunctionReturnValue(lView, bindingIndex + 2); \n  */\n  * If the value of any provided exp has changed, calls the pure function to return \n  * an updated value. Or if no values have changed, returns cached value.\n  */
  * @returns Updated or cached value\n  */
  function pureFunction3Internal(lView, bindingRoot, slotOffset, pureFn, exp1, exp2, exp3, thisArg) \n  return bindingUpdated3(lView, bindingIndex, exp1, exp2, exp3) ? \n  updateBinding(lView, bindingIndex + 3, thisArg ? pureFn.call(thisArg, exp1, exp2, exp3) : pureFn(exp1, exp2, exp3)) : \n  getPureFunctionReturnValue(lView, bindingIndex + 3); \n  */\n  * If the value of any provided exp has changed, calls the pure function to return \n  * an updated value. Or if no values have changed, returns cached value.\n  */
  * @returns Updated or cached value\n  */
  function pureFunction4Internal(lView, bindingRoot, slotOffset, pureFn, exp1, exp2, exp3, thisArg) \n  return bindingUpdated4(lView, bindingIndex, exp1, exp2, exp3,
exp4)
        updateBinding(lView, bindingIndex + 4, thisArg ? pureFn.call(thisArg, exp1, exp2, exp3, exp4) : pureFn(exp1, exp2, exp3, exp4))
    }
    getPureFunctionReturnValue(lView, bindingIndex + 4) /* pureFunction instruction that can support any number of bindings. */
    @param IView LView in which the function is being executed.
    @param bindingRoot Binding root index.
    @param slotOffset the offset from binding root to the reserved slot
    @param pureFn A pure function that takes binding values and builds an object or array containing everything.
    @param exps An array of binding values
    @param thisArg Optional calling context of pureFn
    @returns Updated or cached value
    function pureFunctionVInternal(lView, bindingRoot, slotOffset, pureFn, exps, thisArg)
    {
        var bindingIndex = bindingRoot + slotOffset;
        var different = false;
        for (var i = 0; i < exps.length; i++) {
            bindingUpdated(lView, bindingIndex++, exps[i]) && (different = true);
        }
        return different ? updateBinding(lView, bindingIndex, pureFn.apply(thisArg, exps)) : getPureFunctionReturnValue(lView, bindingIndex);
    }
    /**
     * Create a pipe.
     *
     * @param index Pipe index where the pipe will be stored.
     * @param pipeName The name of the pipe
     * @returns T the instance of the pipe.
     *
     * @codeGenApi
     */
    function pipe(index, pipeName) {
        var tView = getTView();
        var pipeDef;
        var adjustedIndex = index + HEADER_OFFSET;
        if (tView.firstCreatePass) {
            pipeDef = getPipeDef$1(pipeName, tView.pipeRegistry);
            tView.data[adjustedIndex] = pipeDef;
            if (pipeDef.onDestroy) {
                (tView.destroyHooks || (tView.destroyHooks = [])).push(adjustedIndex, pipeDef.onDestroy);
            }
        }
        else {
            pipeDef = tView.data[adjustedIndex];
        }
        var pipeFactory = pipeDef.factory || (pipeDef.factory = getFactoryDef(pipeDef.type, true));
        var previousInjectImplementation = setInjectImplementation(directiveInject);
        // DI for pipes is supposed to behave like directives when placed on a component
        // host node, which means that we have to disable access to `viewProviders`.
        var previousIncludeViewProviders = setIncludeViewProviders(false);
        var pipeInstance = pipeFactory();
        setIncludeViewProviders(previousIncludeViewProviders);
        store(tView, getLView(), index, pipeInstance);
        return pipeInstance;
    }
    /**
     * Searches the pipe registry for a pipe with the given name. If one is found, returns the pipe.
     * Otherwise, an error is thrown because the pipe cannot be resolved.
     * @param name Name of pipe to resolve
     * @param registry Full list of available pipes
     * @returns Matching PipeDef
     */
    function getPipeDef$1(name, registry) {
        if (registry) {
            for (var i = registry.length - 1; i >= 0; i--) {
                var pipeDef = registry[i];
                if (name === pipeDef.name) {
                    return pipeDef;
                }
            }
        }
        throw new Error("The pipe '" + name + "' could not be found!");
    }
    /**
     * Invokes a pipe with 1 arguments.
     * This instruction acts as a guard to [@link PipeTransform#transform] invoking.
     * * @param index Pipe index where the pipe was stored on creation.
     * * @param slotOffset the offset in the reserved slot space.
     * @param v1 1st argument to [@link PipeTransform#transform].
     * * @param codeGenApi
     * * @returns unwrapValueS1
     */
    function pipeBind1(index, slotOffset, v1) {
        var lView = getLView();
        var pipeInstance = load(lView, index);
        return unwrapValue$1(lView, isPure(lView, index) ?
            pureFunction1Internal(lView, getBindingRoot(), slotOffset, pureFn, exps, thisArg) :
            pipeInstance.transform(v1));
    }
    /**
     * Invokes a pipe with 2 arguments.
     * This instruction acts as a guard to [@link PipeTransform#transform] invoking.
     * * @param index Pipe index where the pipe was stored on creation.
     * * @param slotOffset the offset in the reserved slot space.
     * @param v1 1st argument to [@link PipeTransform#transform].
     * @param v2 2nd argument to [@link PipeTransform#transform].
     * * @param codeGenApi
     * * @returns unwrapValueS1
     */
    function pipeBind2(index, slotOffset, v1, v2) {
        var lView = getLView();
        var pipeInstance = load(lView, index);
        return unwrapValueS1(lView, isPure(lView, index) ?
            pureFunction2Internal(lView, getBindingRoot(), slotOffset, pureFn, exps, thisArg) :
            pipeInstance.transform(v1));
    }
pipeInstance.transform(v1, v2, pipeInstance) \n * pipeInstance.transform(v1, v2));\n */\n */ * Invokes a pipe with 3 arguments.\n */ * This instruction acts as a guard to \{ @link PipeTransform#transform \} invoking\n */ the pipe only when an input to the pipe changes.\n */ * @param index Pipe index where the pipe was stored on creation.\n */ * @param slotOffset the offset in the reserved slot space\n */ * @param v1 1st argument to \{ @link PipeTransform#transform \} \n * @param v2 2nd argument to \{ @link PipeTransform#transform \}.\n */ * @param v3 3rd argument to \{ @link PipeTransform#transform \}.\n */ * @codeGenApi\n */ \n function pipeBind3(index, slotOffset, v1, v2, v3) {\n var lView = getLView();\n var pipeInstance = load(lView, index);\n return unwrapValue$1(lView, isPure(lView, index) ?\n pureFunction3Internal(lView, getBindingRoot(), slotOffset, pipeInstance.transform, v1, v2, v3, pipeInstance) \n pipeInstance.transform(v1, v2, v3));\n }\n */ * * Invokes a pipe with 4 arguments.\n */ * This instruction acts as a guard to \{ @link PipeTransform#transform \} invoking\n */ the pipe only when an input to the pipe changes.\n */ * @param index Pipe index where the pipe was stored on creation.\n */ * @param slotOffset the offset in the reserved slot space\n */ * @param v1 1st argument to \{ @link PipeTransform#transform \}.\n */ * @param v2 2nd argument to \{ @link PipeTransform#transform \}.\n */ * @param v3 3rd argument to \{ @link PipeTransform#transform \}.\n */ * @param v4 4th argument to \{ @link PipeTransform#transform \}.\n */ * @codeGenApi\n */ \n function pipeBind4(index, slotOffset, v1, v2, v3, v4) {\n var lView = getLView();\n var pipeInstance = load(lView, index);\n return unwrapValue$1(lView, isPure(lView, index) ?\n pureFunction4Internal(lView, getBindingRoot(), slotOffset, pipeInstance.transform, v1, v2, v3, v4, pipeInstance) \n pipeInstance.transform(v1, v2, v3, v4));\n }\n */ * Invokes a pipe with variable number of arguments.\n */ * This instruction acts as a guard to \{ @link PipeTransform#transform \} invoking\n */ the pipe only when an input to the pipe changes.\n */ * @param index Pipe index where the pipe was stored on creation.\n */ * @param slotOffset the offset in the reserved slot space\n */ * @param values Array of arguments to pass to \{ @link PipeTransform#transform \} method.\n */ * @codeGenApi\n */ \n function pipeBindV(index, slotOffset, values) {\n var lView = getLView();\n var pipeInstance = load(lView, index);\n return unwrapValue$1(lView, isPure(lView, index) ?\n pureFunctionVInternal(lView, getBindingRoot(), slotOffset, pipeInstance.transform, values, pipeInstance) \n pipeInstance.transform.apply(pipeInstance, values));\n }\n */ * Unwrap the output of a pipe transformation.\n */ * In order to trick change detection into considering that the new value is always different\n */ * the old one, the old value is overwritten by NO_CHANGE.\n */ * @param newValue the pipe transformation output.\n */ * @param slotOffset the offset in the reserved slot space\n }\n "use strict";\n var EventEmitter_ = /** @class */ (function (_super) {
 __extends(EventEmitter_, _super);
 function EventEmitter_(isAsync) {
 if (isAsync === void 0) {
 isAsync = false; }\n return _this;
 }\n EventEmitter_.prototype.emit = function (value) {
 _super.prototype.next.call(this, value);
 }\n EventEmitter_.prototype.subscribe = function (generatorOrNext, error, complete) {
 var schedulerFn;
 var errorFn = function (err) { return null; };
 var completeFn = function () { return null; };
 if (generatorOrNext && typeof generatorOrNext === 'object') {
 schedulerFn = this._isAsync ? function (value) {\n setTimeout(function () { return generatorOrNext.next(value); });\n } : function (value) {\n generatorOrNext.next(value);\n }\n }\n if (generatorOrNext.error) {\n errorFn = this._isAsync ? function (err) {\n setTimeout(function () { return generatorOrNext.error(err); });\n } : function (err) {\n generatorOrNext.error(err);\n }\n }\n if (generatorOrNext.complete) {\n completeFn = this._isAsync ? function () {\n setTimeout(function () { return generatorOrNext.complete(); });\n } : function () {\n generatorOrNext.complete();\n }\n }\n })


```javascript
};


function () {
    setTimeout(function () { return generatorOrNext(value); });
}

else {
    schedulerFn = this.__isAsync ? function (value) {
        setTimeout(function () { return generatorOrNext(value); });
    } : function (value) {
        generatorOrNext(value);
    };
    if (error) {
        errorFn = this.__isAsync ? function (err) {
            setTimeout(function () { return error(err); });
        } : function (err) {
            error(err);
        };
    }
    if (complete) {
        completeFn = this.__isAsync ? function () {
            setTimeout(function () { return complete(); });
        } : function () {
            complete();
        };
    }
}

var sink = _super.prototype.subscribe.call(this,
    schedulerFn, errorFn, completeFn);

if (generatorOrNext instanceof rxjs.Subscription) {
    generatorOrNext.add(sink);
}

return sink;
}


/**
 * @publicApi
 */

var EventEmitter = EventEmitter_;

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

function symbolIterator() {
    return this._results[getSymbolIterator()];
}

var symbol = getSymbolIterator();
var proto = QueryList.prototype;
if (!proto[symbol])
    proto[symbol] = symbolIterator;


```

---

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---

```javascript
};


function () {
    setTimeout(function () { return generatorOrNext(value); });
}

else {
    schedulerFn = this.__isAsync ? function (value) {
        setTimeout(function () { return generatorOrNext(value); });
    } : function (value) {
        generatorOrNext(value);
    };
    if (error) {
        errorFn = this.__isAsync ? function (err) {
            setTimeout(function () { return error(err); });
        } : function (err) {
            error(err);
        };
    }
    if (complete) {
        completeFn = this.__isAsync ? function () {
            setTimeout(function () { return complete(); });
        } : function () {
            complete();
        };
    }
}

var sink = _super.prototype.subscribe.call(this,
    schedulerFn, errorFn, completeFn);

if (generatorOrNext instanceof rxjs.Subscription) {
    generatorOrNext.add(sink);
}

return sink;
}


/**
 * See
 * 


* See
* 

[Array.find](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array/find)

* See
* 


* See
* 


* See
* 


* Returns a copy of the internal results list as an Array.

* @param resultsTree The query results to store

QueryList.prototype.reset = function (resultsTree) {
    this._results = flatten(resultsTree);
    this.dirty = true;
}
```

---

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---

```javascript
};


function () {
    setTimeout(function () { return generatorOrNext(value); });
}

else {
    schedulerFn = this.__isAsync ? function (value) {
        setTimeout(function () { return generatorOrNext(value); });
    } : function (value) {
        generatorOrNext(value);
    };
    if (error) {
        errorFn = this.__isAsync ? function (err) {
            setTimeout(function () { return error(err); });
        } : function (err) {
            error(err);
        };
    }
    if (complete) {
        completeFn = this.__isAsync ? function () {
            setTimeout(function () { return complete(); });
        } : function () {
            complete();
        };
    }
}

var sink = _super.prototype.subscribe.call(this,
    schedulerFn, errorFn, completeFn);

if (generatorOrNext instanceof rxjs.Subscription) {
    generatorOrNext.add(sink);
}

return sink;
}


/**
 * @publicApi
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var EventEmitter = EventEmitter_;

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 */

function symbolIterator() {
    return this._results[getSymbolIterator()];
}

var symbol = getSymbolIterator();
var proto = QueryList.prototype;
if (!proto[symbol])
    proto[symbol] = symbolIterator;


```
tqueryClone.indexInDeclarationView = i;
if (queriesForTemplateRef !== null) {
  queriesForTemplateRef.push(tqueryClone);
} else {
  queriesForTemplateRef = [tqueryClone];
}
return queriesForTemplateRef !== null ? new TQueries_(queriesForTemplateRef) : null;

TQueries_.prototype.template = function (tView, tNode) {
  ngDevMode &&
  assertFirstCreatePass(tView, 'Queries should collect results on the first template pass only');
  for (var i = 0; i < this.queries.length; i++) {
    this.queries[i].template(tView, tNode);
  }
}

TQueries_.prototype.getByIndex = function (index) {
  ngDevMode && assertIndexInRange(this.queries, index);
  return this.queries[index];
}

TQueries_.prototype.track = function (tquery) {
  this.queries.push(tquery);
}
return TQueries_;

}());

var TQuery_ = /** @class */ (function () {
  function TQuery_(metadata, nodeIndex) {
    if (nodeIndex === void 0) { nodeIndex = -1; }
    this.metadata = metadata;
    this.matches = null;
    this.indexInDeclarationView = -1;
    this.crossesNgTemplate = false;

    /**
     * A flag indicating if a given query still applies to nodes it is crossing. We use this flag
     * (alongside with _declarationNodeIndex) to know when to stop applying content
     * queries to a node's elements in a template.
     */
    this._appliesToNextNode = true;
    this._declarationNodeIndex = nodeIndex;
  }

  TQuery_.prototype.elementStart = function (tView, tNode) {
    if (this.isApplyingToNode(tNode)) {
      this.matchTNode(tView, tNode);
    }
  }

  TQuery_.prototype.elementEnd = function (tNode) {
    if (this._declarationNodeIndex === tNode.index) {
      this._appliesToNextNode = false;
    }
  }

  TQuery_.prototype.template = function (tView, tNode) {
    this.elementStart(tView, tNode);
  }

  TQuery_.prototype.embeddedTView = function (tNode, childQueryIndex) {
    if (this.isApplyingToNode(tNode)) {
      this.crossesNgTemplate = true;
      // A marker indicating a `<ng-template>` element (a placeholder for query results from
      // embedded views created based on this `<ng-template>`).
      this.addMatch(-tNode.index, childQueryIndex);
      return new TQuery_(this.metadata);
    }
    return null;
  }

  TQuery_.prototype.isApplyingToNode = function (tNode) {
    if (this._appliesToNextNode &&
        this.metadata.descendants === false) {
      var declarationNodeIdx = this._declarationNodeIndex;
      var parent = tNode.parent;
      // Determine if a given TNode is a "direct" child of a node on which a
      // content query was declared (only direct children of query's host node can match with the descendants
      // of the query node itself). There are 3 main use-case / conditions to consider here:
      // - <needs-target><i #target></i></needs-target>: here <i #target> parent node is a query
      //   host node;
      // - <needs-target><ng-template [ngIf]="true"></i></ng-template></needs-target>: here
      //   we need to traverse through `ng-container` to determine <i #target> parent node (but we shouldn't
      //   traverse up past the query's host node!)
      //   while (parent !== null && parent.type === 4 /*
      //   ElementContainer */ &
      //   parent.parent) {
      //     parent = parent.parent;
      //   }
      return this._appliesToNextNode;
    }
    return TQuery_.prototype.matchTNode = function (tView, tNode) {
      var predicate = this.metadata.predicate;
      if (Array.isArray(predicate)) {
        for (var i = 0; i < predicate.length; i++) {
          if (predicate[i].indexOf(tView, tNode, getIdxOfMatchingSelector(tNode, name)) !== -1) {
            // Also try matching the name to a provider since strings can be used as DI tokens too.
            this.matchTNodeWithReadOption(tView, tNode, locatDirectiveOrProvider(tNode, tView, name, false, false));
          }
        }
      } else if (predicate === TemplateRef) {
        if (tNode.type === 0 /* Container */) {
          this.matchTNodeWithReadOption(tView, tNode, -1);
        } else {
          this.matchTNodeWithReadOption(tView, tNode, locatDirectiveOrProvider(tNode, tView, predicate, false, false));
        }
      }
    }
    return TQuery_.prototype.matchTNodeWithReadOption = function (tView, tNode, getIdxOfMatchingSelector) {
      var index = -1;
      if (tNode) {
        index = getIdxOfMatchingSelector(tNode, name);
      }
      return index;
    }
  }
});
TQuery_.prototype.matchTNodeWithReadOption = function (tView, tNode, nodeMatchIdx) {\n
if
(nodeMatchIdx !== null) {\n
var read = this.metadata.read;\n
if (read !== null) {\n
if
(read === ElementRef || read === ViewContainerRef ||\n
read === TemplateRef && tNode.type ===
0 /* Container */) {\n
this.addMatch(tNode.index, -2);\n
}\n
else {\n
var directiveOrProviderIdx = locateDirectiveOrProvider(tNode, tView, read, false, false);\n
if
(directiveOrProviderIdx !== null) {\n
this.addMatch(tNode.index, directiveOrProviderIdx);\n
}\n
}\n
}\n
else {\n
this.addMatch(tNode.index, nodeMatchIdx);\n
}\n
}\n
};\n
TQuery_.prototype.addMatch = function (tNodeIdx, matchIdx) {\n
if
(this.matches === null) {\n
this.matches = [tNodeIdx, matchIdx];\n
}\n
else {\n
this.matches.push(tNodeIdx, matchIdx);\n
}\n
};\n
return TQuery_;\n }());\n /**\n * Iterates
over local names for a given node and returns directive index\n * (or -1 if a local name points to an element).\n
*\n * @param tNode static data of a node to check\n * @param selector selector to match\n * @returns
directive index, -1 or null if a selector didn't match any of the local names\n */\n function
getIdxOfMatchingSelector(tNode, selector) {\n
var localNames = tNode.localNames;\n
if (localNames !==
null) {\n
for (var i = 0; i < localNames.length; i += 2) {\n
if (localNames[i] === selector) {\n
return localNames[i + 1];\n
}\n
}\n
}\n
return null;\n }\n function
createResultByTNodeType(tNode, currentView) {\n
if (tNode.type === 3 /* Element */ || tNode.type === 4 /*
ElementContainer */) {\n
return createElementRef(ElementRef, tNode, currentView);\n
}\n
else if
(tNode.type === 0 /* Container */) {\n
return createTemplateRef(TemplateRef, ElementRef, tNode,
currentView);\n
}\n
return null;\n }\n function createResultForNode(lView, tNode, matchingIdx, read)
{\n
if (matchingIdx === -1) {\n
// if read token and / or strategy is not specified, detect it using
appropriate tNode type\n
return createResultByTNodeType(tNode, lView);\n
}\n
else if
(matchingIdx === -2) {\n
// read a special token from a node injector\n
return
createSpecialToken(lView, tNode, read);\n
}\n
else {\n
// read a token\n
return
getNodeInjectable(lView, lView[TVIEW], matchingIdx, tNode);\n
}\n }\n function
createSpecialToken(lView, tNode, read) {\n
if (read === ElementRef) {\n
return
createElementRef(ElementRef, tNode, lView);\n
}\n
else if (read === TemplateRef) {\n
return
createTemplateRef(TemplateRef, ElementRef, tNode, lView);\n
}\n
else if (read === ViewContainerRef)
{\n
ngDevMode &&\n
assertNodeOfPossibleTypes(tNode, [3 /* Element */, 0 /* Container */, 4 /*
ElementContainer */]);\n
return createContainerRef(ViewContainerRef, ElementRef, tNode, lView);\n
}\n
else {\n
ngDevMode &&\n
throwError(\"Special token to read should be one of
ElementRef, TemplateRef or ViewContainerRef but got \" + stringify(read) + \".\");\n
}\n }\n /**\n * A
helper function that creates query results for a given view. This function is meant to do the\n * processing once
and only once for a given view instance (a set of results for a given view\n * doesn't change).\n */\n function
materializeViewResults(tView, lView, tQuery, queryIndex) {\n
var lQuery =
lView[QUERIES].queries[queryIndex];\n
if (lQuery.matches === null) {\n
var tViewData =
tView.data;\n
var tQueryMatches = tQuery.matches;\n
var result = [];\n
for (var i = 0; i <
tQueryMatches.length; i += 2) {\n
var matchedNodeIdx = tQueryMatches[i];\n
if
(matchedNodeIdx < 0) {\n
// we at the <ng-template> marker which might have results in views created
based on this\n
// <ng-template> - those results will be in separate views though, so here we just leave\n
// null as a placeholder\n
result.push(null);\n
}\n
else {\n
ngDevMode && assertIndexInRange(tViewData, matchedNodeIdx);\n
var tNode =
tViewData[matchedNodeIdx];\n
result.push(createResultForNode(lView, tNode, tQueryMatches[i + 1],
tQuery.metadata.read));\n
}\n
}\n
lQuery.matches = result;\n
}\n
return
lQuery.matches;\n }\n /**\n * A helper function that collects (already materialized) query results from a tree
of views,\n * starting with a provided LView.\n */\n function collectQueryResults(tView, lView, queryIndex,
result) {\n
var tQuery = tView.queries.getByIndex(queryIndex);\n
var tQueryMatches = tQuery.matches;\n
if (tQueryMatches !== null) {\n
var lViewResults = materializeViewResults(tView, lView, tQuery,

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queryIndex);}
 for (var i = 0; i < tQueryMatches.length; i += 2) {
 var tNodeIdx = tQueryMatches[i];
 if (tNodeIdx > 0) {
 result.push(lViewResults[i / 2]);
 } else {
 var childQueryIndex = tQueryMatches[i + 1];
 var declarationLContainer = lView[-tNodeIdx];
 ngDevMode && assertLContainer(declarationLContainer);
 // collect matches for views inserted in this container
 for (var i_1 = CONTAINER_HEADER_OFFSET; i_1 < declarationLContainer.length; i_1++) {
 var embeddedLView = declarationLContainer[i_1];
 if (embeddedLView[DECLARATION_LCONTAINER] === embeddedLView[PARENT]) {
 collectQueryResults(embeddedLView[TVIEW], embeddedLView, childQueryIndex, result);
 } else {
 var childQueryIndex = tQueryMatches[i + 1];
 var declarationLContainer = lView[-tNodeIdx];
 ngDevMode && assertLContainer(declarationLContainer);
 // collect matches for views created from this declaration container and inserted into
 // different containers
 var embeddedLViews = declarationLContainer[MOVED_VIEWS];
 for (var i_2 = 0; i_2 < embeddedLViews.length; i_2++) {
 collectQueryResults(embeddedLView[TVIEW], embeddedLView, childQueryIndex, result);
 } return result;
 }
}
/**
 * Refreshes a query by combining matches from all active views and removing matches from deleted views.
 * @returns `true` if a query got dirty during change detection or if this is a static query resolving in creation mode, `false` otherwise.
 * @codeGenApi
 */
function queryRefresh(queryList) {
 var lView = getLView();
 var tView = getTView();
 var queryIndex = getCurrentQueryIndex();
 setCurrentQueryIndex(queryIndex + 1);
 var tQuery = getTQuery(tView, queryIndex);
 if (queryList.dirty && (isCreationMode(lView) === tQuery.metadata.isStatic)) {
 if (tQuery.matches === null) {
 queryList.reset([]);
 } else {
 var result = tQuery.crossesNgTemplate ?
 collectQueryResults(tView, lView, queryIndex, []) :
 materializeViewResults(tView, lView, tQuery, queryIndex);
 queryList.reset(result);
 queryList.notifyOnChanges();
 return true;
 return false;
 } return false;
 } return false;
}
/**
 * Creates new QueryList, associated with a content query, for later refresh (part of a view refresh).
 * @param directiveIndex Current directive index
 * @param predicate The type for which the query will search
 * @param descend Whether or not to descend into children
 * @param read What to save in the query
 * @returns QueryList<T>
 * @codeGenApi
 */
function contentQuery(directiveIndex, predicate, descend, read) {
 contentQueryInternal(getTView(), getLView(), predicate, descend, read, false);
 function contentQueryInternal(tView, lView, predicate, descend, read, isStatic) {
 if ((tView.firstCreatePass) {
 createTQuery(tView, new TQueryMetadata_(predicate, descend, isStatic, read), -1);
 createLQuery(tView, lView);
 } return true;
 createLQuery(tView, lView);
 } return false;
 } return false;
}
/**
 * Creates new QueryList for a static view query.
 * @param predicate The type for which the query will search
 * @param descend Whether or not to descend into children
 * @param read What to save in the query
 * @returns QueryList<T>
 * @codeGenApi
 */
function staticViewQuery(predicate, descend, read) {
 createTQuery(tView, new TQueryMetadata_(predicate, descend, isStatic, read), -1);
 if (isStatic) {
 tView.staticViewQueries = true;
 } createLQuery(tView, lView);
 } return true;
 createLQuery(tView, lView);
 } return false;
 } return false;
}
/**
 * Creates new QueryList, stores the reference in LView and returns QueryList.
 * @param predicate The type for which the query will search
 * @param descend Whether or not to descend into children
 * @param read What to save in the query
 * @returns QueryList<T>
 * @codeGenApi
 */
function viewQuery(predicate, descend, read) {
 viewQueryInternal(getTView(), getLView(), predicate, descend, read, false);
 function viewQueryInternal(tView, lView, predicate, descend, read, isStatic) {
 if ((tView.firstCreatePass) {
 createTQuery(tView, new TQueryMetadata_(predicate, descend, isStatic, read), -1);
 createLQuery(tView, lView);
 } return true;
 createLQuery(tView, lView);
 } return false;
 } return false;
}
/**
 * Registers a QueryList, associated with a static content query, for later refresh (part of a view refresh).
 * @param directiveIndex Current directive index
 * @param predicate The type for which the query will search
 * @returns QueryList<T>
 * @codeGenApi
 */
function staticContentQuery(directiveIndex, predicate, descend, read) {
 createTQuery(tView, new TQueryMetadata_(predicate, descend, isStatic, read), -1);
 createLQuery(tView, lView);
 } return true;
 createLQuery(tView, lView);
 } return false;
 } return false;
}
/**
 * Registers a QueryList, associated with a content query, for later refresh (part of a view refresh).
 * @returns QueryList<T>
 * @codeGenApi
 */
function contentQueryInternal(tView, lView, predicate, descend, read) {
 if (isStatic) {
 tView.staticViewQueries = true;
 } createLQuery(tView, lView);
 } return true;
 createLQuery(tView, lView);
 } return false;
 } return false;
}
tNode.index); saveContentQueryAndDirectiveIndex(tView, directiveIndex); if (isStatic) {
    tView.staticContentQueries = true;
    createLQuery(tView, IView); }
}
/**
 * Loads a QueryList corresponding to the current view or content query.
 */
* @codeGenApi *
function loadQuery() {
    return loadQueryInternal(getLView(), getCurrentQueryIndex());
}

/**
 * @CodeGenApi *
 */
function createLQuery(tView, lView) {
    var queryList = new QueryList();
    storeCleanupWithContext(tView, lView, queryList, queryList.destroy);
    if (lView[QUERIES] === null)
        lView[QUERIES] = new LQueries_();
    lView[QUERIES].queries.push(new LQuery_(queryList));
}

function createTQuery(tView, metadata, nodeIndex) {
    if (tView.queries === null)
        tView.queries = new TQueries_();
    tView.queries.track(new TQuery_(metadata, nodeIndex));
}

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 */

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*/

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 */

*/

var 0$d = function () { return ({
    'attribute': attribute,
    'attributeInterpolate1': attributeInterpolate1,
    'attributeInterpolate2': attributeInterpolate2,
    'attributeInterpolate3': attributeInterpolate3,
    'attributeInterpolate4': attributeInterpolate4,
    'attributeInterpolate5': attributeInterpolate5,
    'attributeInterpolate6': attributeInterpolate6,
    'attributeInterpolate7': attributeInterpolate7,
    'attributeInterpolate8': attributeInterpolate8,
    'attributeInterpolateV': attributeInterpolateV,
    'defineComponent': defineComponent,
    'defineDirective': defineDirective,
    'defineInjectable': defineInjectable,
    'defineInjectable': defineInjectable,
    'defineInjectable': defineInjectable,
    'defineInjectable': defineInjectable,
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/* */

j18nStart = i18nStart || i18nStartEnd || i18nEnd; i18nApply = i18nApply || i18nContent; return

/* */

* A mapping of the @angular/core API surface used in generated expressions to the actual symbols.

*/

/**
 * A mapping of the @angular/core API surface used in generated expressions to the actual symbols.
 */
(options.preserveWhitespaces !== jitOptions.preserveWhitespaces) {
    ngDevMode &&
    console.error('Provided value for `preserveWhitespaces` can not be changed once it has been set.);}
} return;

jitOptions = options; } fn function getJitOptions() { return jitOptions;
} fn function resetJitOptions() { jitOptions = null; } var EMPTY_ARRAY$5 = [];
var moduleQueue = []; /*\n * Enqueues moduleDef to be checked later to see if scope can be set on its
 * component declarations. */

/*\n * Loops over queued module definitions, if a given module definition has all of its
 * declarations resolved, it dequeues that module definition and sets the scope on
 * its declarations. */

/*\n * flushModuleScopingQueueAsMuchAsPossible() {
 * if (!flushingModuleQueue) {
 * try {
 * for (var i = moduleQueue.length - 1; i >= 0; --i) {
 * var _a = moduleQueue[i], moduleType = _a.moduleType, ngModule = _a.ngModule;
 * if (ngModule.declarations &
 * ngModule.declarations.every(isResolvedDeclaration)) {
 * moduleQueue.splice(i, 1);
 * setScopeOnDeclaredComponents(moduleType, ngModule);
 * } finally {
 * flushingModuleQueue = false;
 * } 
 * } 
 * } catch (err) {
 * console.error(err);
 * } 
 * } finally {
 * flushingModuleQueue = false;
 * } 
 * return;
 * } 
 */

/*\n * Compiles a module in JIT mode. */

/*\n * This function automatically gets called when a class has a
 * `@NgModule` decorator. */

/*\n * It's possible to compile a module via this API which will allow duplicate declarations in its
 * root. */

/*\n * function compileNgModuleDefs(moduleType, ngModule) {
 * if (ngModule === void 0) { ngModule = {}; }
 * compileNgModuleDefs(moduleType, ngModule);
 * // Because we don't know if all declarations have resolved yet at the moment then
 * // NgModule decorator is executing, we're
 * // enqueuing the setting of module scope
 * // on its declarations to be run at a later time when all declarations for
 * // the module,
 * // including forward refs, have resolved.
 * // enqueueModuleForDelayedScoping(moduleType,
 * // ngModule);
 * } finally {
 * flushingModuleQueue = false;
 * } 
 * } */

/*\n * Compiles and adds the `mod` and `inj` properties to the module class.
 * It's possible to compile a module via this API which will allow duplicate declarations in its
 * root. */

/*\n * function compileNgModuleDefs(moduleType, ngModule, allowDuplicateDeclarationsInRoot) {
 * if (allowDuplicateDeclarationsInRoot === void 0) { allowDuplicateDeclarationsInRoot = false; }
 * ngDevMode && assertDefined(moduleType, 'Required value moduleType');
 * ngDevMode && assertDefined(ngModule, 'Required value ngModule');
 * var declarations = flatten(ngModule.declarations || EMPTY_ARRAY$5);
 * declare declarations.map(resolveForwardRef),
 * .map(resolveForwardRef),
 * .map(expandModuleWithProviders),
 * exports: flatten(ngModule.exports || EMPTY_ARRAY$5)
 * .map(resolveForwardRef)
 * .map(expandModuleWithProviders),
 * schemas: ngModule.schemas ?
 * flatten(ngModule.schemas) : null,
 * id: ngModule.id || null,
 * })
 * 
 * // Set
 * `schemas` on ngModuleDef to an empty array in JIT mode to indicate that runtime
 * // should verify that there are no unknown elements in a template. In AOT mode,
 * // should still happen at compile time and
 * `schemas` information is not present on Component and Module
 * //defs after compilation (so the check
```javascript

// Function definitions

function verifySemanticsOfNgModuleDef(moduleType, allowDuplicateDeclarationsInRoot) {
    var name = moduleType.name,
        type = moduleType,
        deps = reflectDependencies(moduleType),
        providers = ngModule.providers || EMPTY_ARRAY$5,
        imports = (ngModule.imports || EMPTY_ARRAY$5).map(resolveForwardRef),
        exports = (ngModule.exports || EMPTY_ARRAY$5).map(resolveForwardRef),
        ngInjectorDef = getNgModuleDef(moduleType); // Make the property
    // Make the property
    if (importingModule) {
        ngModuleDef = getNgModuleDef(moduleType); // Make the property
        if (!ngModuleDef) {
            throw new Error("Unexpected value '" + moduleType.name + "' imported by the module '" + importingModule.name + ":
            Please add an @NgModule annotation.");
        }
    } else {
        ngModuleDef = getNgModuleDef(moduleType, true);
    }
    var errors = [],
        declarations = maybeUnwrapFn(ngModuleDef.declarations),
        imports = maybeUnwrapFn(ngModuleDef.imports);
    flatten(imports).map(unwrapModuleWithProvidersImports).forEach(function (mod) {
        verifySemanticsOfNgModuleImport(mod, moduleType);
        verifySemanticsOfNgModuleDef(mod, false, moduleType);
    });
    verifyExportsAreDeclaredOrReExported(exports);
    declarations.forEach(verifyDeclarationsHaveDefinitions);
    declarations.forEach(verifyDirectivesHaveSelector);
    combinedDeclarations = __spread(declarations.map(resolveForwardRef),
    flatten(imports).map(computeCombinedExports).map(resolveForwardRef));
    exports.forEach(verifyExportsAreDeclaredOrReExported);
    declarations.forEach(function (decl) { return verifyDeclarationIsUnique(decl, allowDuplicateDeclarationsInRoot); });
    declarations.forEach(verifyComponentEntryComponentsIsPartOfNgModule);
    ngModule = getAnnotation(moduleType, 'NgModule');
    ngModule.imports &&
    flatten(ngModule.imports).map(unwrapModuleWithProvidersImports).forEach(function (mod) {
        verifySemanticsOfNgModuleImport(mod, moduleType);
        verifySemanticsOfNgModuleDef(mod, false, moduleType);
    });
    ngModule.bootstrap && deepForEach(ngModule.bootstrap,
    verifyCorrectBootstrapType);
    ngModule.bootstrap &&
    deepForEach(ngModule.bootstrap, verifyComponentIsPartOfNgModule);
    deepForEach(ngModule.entryComponents, verifyComponentIsPartOfNgModule);
    }]

function verifyDeclarationsHaveDefinitions(type) {
    type = resolveForwardRef(type);
    var def = getComponentDef(type) || getDirectiveDef(type) || getPipeDef(type);
    if (!def) {
        errors.push("Unexpected value '" + stringifyForError(type) + "' declared by the module '" + moduleType.name + ":
        Please add a @Pipe/@Directive/@Component annotation.");
    }
}
function verifyDirectivesHaveSelector(type) {
    type = resolveForwardRef(type);
    var def = getDirectiveDef(type);
    if (!def) {
        errors.push("Directive " + stringifyForError(type) + " has no selector, please add it!");
    }
}
function verifyExportsAreDeclaredOrReExported(type) {
    type = resolveForwardRef(type);
    var def = getExportDef(type);
    if (!def) {
        errors.push("Unexpected value '" + stringifyForError(type) + "+ string if (def && def.selectors.length == 0) {
        var kind = getComponentDef(type) &
```
getPipeDef(type) && 'pipe';
            if (kind) {
                // only checked if we are declared as Component,
                Directive, or Pipe

                // Modules don't need to be declared or imported.
                if (combinedDeclarations.lastIndexOf(type) === -1) {
                    // We are exporting something which we don't
                    explicitly declare or import:
                    errors.push("Can't export " + kind + " + " + stringifyForError(type) + " from " + stringifyForError(moduleType) + " as it was neither declared nor imported!");
                }
            }
        }
        function verifyDeclarationIsUnique(type, suppressErrors) {
            var existingModule = ownerNgModule.get(type);
            if (existingModule && existingModule !== moduleType) {
                if (!suppressErrors) {
                    var modules = [existingModule, moduleType].map(stringifyForError).sort();
                    errors.push("Type " + stringifyForError(type) + " is part of the declarations of 2 modules: " + modules[0] + " and " + modules[1] + "! " +
                        ("Please consider moving " + stringifyForError(type) + " to a higher module that imports " + modules[0] + " and " + modules[1] + ".") +
                        ("You can also create a new NgModule that exports and includes " + stringifyForError(type) + " then import that NgModule in " + modules[0] + " and " + modules[1] + "."));
                }
            } else {
                // Mark type as having owner.
                ownerNgModule.set(type, moduleType);
            }
        }
        function verifyComponentIsPartOfNgModule(type) {
            type = resolveForwardRef(type);
            var existingModule = ownerNgModule.get(type);
            if (!existingModule) {
                errors.push("Component " + stringifyForError(type) + " is not part of any NgModule or the module has not been imported into your module.");
            }
        }
        function verifyCorrectBootstrapType(type) {
            type = resolveForwardRef(type);
            if (!getComponentDef(type)) {
                errors.push(stringifyForError(type) + " cannot be used as an entry component.");
            }
        }
        function verifyComponentEntryComponentsIsPartOfNgModule(type) {
            type = resolveForwardRef(type);
            if (getComponentDef(type)) {
                // We know we are component
                var component = getAnnotation(type, 'Component');
                if (component && component.entryComponents) {
                    deepForEach(component.entryComponents, verifyComponentIsPartOfNgModule);
                }
            }
        }
        function verifySemanticsOfNgModuleImport(type, importingModule) {
            type = resolveForwardRef(type);
            if (getComponentDef(type) || getDirectiveDef(type)) {
                throw new Error("Unexpected directive '" + type.name + "' imported by the module '" + importingModule.name + "'. Please add an @NgModule annotation.");
            }
            if (getPipeDef(type)) {
                throw new Error("Unexpected pipe '" + type.name + "' imported by the module '" + importingModule.name + "'. Please add an @NgModule annotation.");
            }
        }
    }
    function unwrapModuleWithProvidersImports(typeOrWithProviders) {
        typeOrWithProviders = resolveForwardRef(typeOrWithProviders);
        return typeOrWithProviders.ngModule || typeOrWithProviders;
    }
    function getAnnotation(type, name) {
        var annotation = null;
        collect(type.__annotations__);
        collect(type.decorators);
        return annotation;
        function collect(annotations) {
            if (annotations) {
                annotations.forEach(readAnnotation);
            }
        }
        function readAnnotation(decorator) {
            if (!annotation) {
                var proto = Object.getPrototypeOf(decorator);
                if (proto.ngMetadataName == name) {
                    annotation = decorator;
                } else if (decorator.type) {
                    var proto_1 = Object.getPrototypeOf(decorator.type);
                    if (proto_1.ngMetadataName == name) {
                        annotation = instanceOfProxyPrototype(type, decorator.type);
                        return annotation;
                    }
                }
            }
        }
    }
    /**
     * Keeps track of compiled components. This is needed because in tests we often want to compile the
     * same component with more than one NgModule. This would cause an error unless we reset which
     * NgModule the component belongs to. We keep the list of compiled components here so that the
     * TestBed can reset it later. When
     * traversing the exports of imported modules.
     */
    var ownerNgModule = new Map();
    var verifiedNgModule = new Map();
    function resetCompiledComponents() {
        ownerNgModule = new Map();
        verifiedNgModule = new Map();
        moduleQueue.length = 0;
    }
    /**
     * Computes the combined declarations of explicit declarations, as well as declarations inherited by
     * * Keep track of compiled components. This is needed because in tests we often want to compile them
     * * Computes the combined declarations of explicit declarations, as well as declarations inherited by
     */
    function computeCombinedExports(type) {
        var NgModuleDef = getNgModuleDefDef(type, true);
        return __spread(flatten(maybeUnwrapFn(NgModuleDef.exports).map(function
var ngModuleDef = getNgModuleDef(type);

if (ngModuleDef) {
    return computeCombinedExports(type);
} else {
    return type;
}

function setScopeOnDeclaredComponents(moduleType, ngModule) {
    var declarations = flatten(ngModule.declarations || EMPTY_ARRAY$5);
    var transitiveScopes = transitiveScopesFor(moduleType);
    declarations.forEach((declaration) => { if (declaration.hasOwnProperty(NG_COMP_DEF)) {
        var component = declaration;
        var componentDef = getComponentDef(component);
        patchComponentDefWithScope(componentDef, transitiveScopes);
    } else if (!declaration.hasOwnProperty(NG_DIR_DEF) && !declaration.hasOwnProperty(NG_PIPE_DEF)) {
        declaration.ngSelectorScope = moduleType;
    }
    });

    function patchComponentDefWithScope(componentDef, transitiveScopes) {
        componentDef.directiveDefs = () => { return Array.from(transitiveScopes.compilation.directives).map((dir) => getDirectiveDef(dir)); };
        componentDef.pipeDefs = () => { return Array.from(transitiveScopes.compilation.pipes).map(getPipeDef); };
        componentDef.schemas = transitiveScopes.schemas;
    }

    function transitiveScopesFor(moduleType) {
        if (!isNgModule(moduleType)) {
            throw new Error(moduleType.name + " does not have a module def (\u0275mod property)");
        }
        var def = getNgModuleDef(moduleType);
        if (def.transitiveCompileScopes !== null) {
            return def.transitiveCompileScopes;
        }
        var scopes = {
            schemas: def.schemas || null,
            compilation: {
                directives: new Set(),
                pipes: new Set(),
            },
            exported: {
                directives: new Set(),
                pipes: new Set(),
            },
        };
        maybeUnwrapFn(def.imports).forEach((imported) => { var importedType = imported;
            if (!isNgModule(importedType)) {
                throw new Error("Importing " + importedType.name + " which does not have a \u0275mod property");
            }
            importedScope.exported.directives.forEach((entry) => { scopes.compilation.directives.add(entry); });
            importedScope.exported.pipes.forEach((entry) => { scopes.compilation.pipes.add(entry); });
        });
        maybeUnwrapFn(def.declarations).forEach((declared) => { var declaredWithDefs = declared;
            if (getPipeDef(declaredWithDefs)) {
                scopes.compilation.pipes.add(declared);
            } else if (isNgModule(declaredWithDefs)) {
                var importedType = declared;
                maybeUnwrapFn(def.imports).forEach((imported) => { var importedType = imported;
                    if (!isNgModule(importedType)) {
                        throw new Error("\Importing " + importedType.name + " which does not have a \u0275mod property");
                    }
                });
                whenModuleScopesThenImportedScope = transitiveScopesFor(declared);
            }
        });
        maybeUnwrapFn(def.exports).forEach((exported) => { var exportedType = exported;
            if (isNgModule(exportedType)) {
                var exportedScope = transitiveScopesFor(exportedType);
                exportedScope.exported.directives.forEach((entry) => { return scopes.compilation.directives.add(entry); });
                exportedScope.exported.pipes.forEach((entry) => { return scopes.compilation.pipes.add(entry); });
            }
        });
    }

    function maybeUnwrapFn(value) {
        if (value) {
            return value;
        }
        return value;
    }

    function whenModuleScopesThenImportedScope = transitiveScopesFor(declared);

    var components = new Set();
    var directives = new Set();
    var pipes = new Set();

    var exported = new Map();
    var imported = new Map();

    var passedModule = moduleType;
    while (true) {
        var passedModule = getNgModuleDef(passedModule);
        if (passedModule) {
            var passedModuleScopes = transitiveScopesFor(passedModule);
            components = new Set([...components, ...getNgModuleDef(passedModule).declarations]);
            directives = new Set([...directives, ...getNgModuleDef(passedModule).declarations]);
            pipes = new Set([...pipes, ...getNgModuleDef(passedModule).declarations]);
            passedModuleScopes.forEach((entry) => { if (entry.hasOwnProperty(NG_COMP_DEF)) {
                if (getPipeDef(entry)) {
                    pipes.add(entry);
                } else {
                    directives.add(entry);
                }
            } else {
                components.add(entry);
            });
        } else {
            break;
        }
    }

    return components;
}

function whenModuleScopesThenImportedScope = transitiveScopesFor(declared);

var components = new Set();
var directives = new Set();
var pipes = new Set();

var exported = new Map();
var imported = new Map();

var passedModule = moduleType;
while (true) {
    var passedModule = getNgModuleDef(passedModule);
    if (passedModule) {
        var passedModuleScopes = transitiveScopesFor(passedModule);
        components = new Set([...components, ...getNgModuleDef(passedModule).declarations]);
        directives = new Set([...directives, ...getNgModuleDef(passedModule).declarations]);
        pipes = new Set([...pipes, ...getNgModuleDef(passedModule).declarations]);
        passedModuleScopes.forEach((entry) => { if (entry.hasOwnProperty(NG_COMP_DEF)) {
            if (getPipeDef(entry)) {
                pipes.add(entry);
            } else {
                directives.add(entry);
            }
        } else {
            components.add(entry);
        });
    } else {
        break;
    }
}

return components;

function whenModuleScopesThenImportedScope = transitiveScopesFor(declared);

var components = new Set();
var directives = new Set();
var pipes = new Set();

var exported = new Map();
var imported = new Map();

var passedModule = moduleType;
while (true) {
    var passedModule = getNgModuleDef(passedModule);
    if (passedModule) {
        var passedModuleScopes = transitiveScopesFor(passedModule);
        components = new Set([...components, ...getNgModuleDef(passedModule).declarations]);
        directives = new Set([...directives, ...getNgModuleDef(passedModule).declarations]);
        pipes = new Set([...pipes, ...getNgModuleDef(passedModule).declarations]);
        passedModuleScopes.forEach((entry) => { if (entry.hasOwnProperty(NG_COMP_DEF)) {
            if (getPipeDef(entry)) {
                pipes.add(entry);
            } else {
                directives.add(entry);
            }
        } else {
            components.add(entry);
        });
    } else {
        break;
    }
}

return components;
if (isNgModule(exportedType)) {
    // When this module exports another, the exported module’s exported directives and pipes are
    // added to both the compilation and exported scopes of this module.
    var exportedScope = transitiveScopesFor(exportedType);
    exportedScope.exported.directives.forEach(function (entry) {
        scopes.compilation.directives.add(entry);
        scopes.exported.directives.add(entry);
    });
    exportedScope.exported.pipes.forEach(function (entry) {
        scopes.compilation.pipes.add(entry);
        scopes.exported.pipes.add(entry);
    });
    return scopes;
}

function expandModuleWithProviders(value) {
    if (isModuleWithProviders(value)) {
        return value.ngModule;
    }
    return value;
}

function isModuleWithProviders(value) {
    return value.ngModule !== undefined;
}

function isNgModule(value) {
    return !!getNgModuleDef(value);
}

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

/**
 * Keep track of the compilation depth to avoid reentrancy issues during
 * JIT compilation. This
 * matters in the following scenario: a module is still pending in the
 * queue, resulting in ‘A’ and ‘B’ to be patched with the NgModule scope. As the compilation of
 * ‘A’ is still in progress, this would introduce a circular dependency on its compilation. To avoid
 * this issue, the module scope queue is only flushed for compilations at the depth 0, to ensure
 * all compilations have finished.
 * 
 * Consider a component ‘A’ that extends component ‘B’, both declared in module ‘M’. During
 * the compilation of ‘A’ the definition of ‘B’ is requested to capture the inheritance chain,
 * potentially triggering compilation of ‘B’. If this nested compilation were to
 * trigger
 * `flushModuleScopingQueueAsMuchAsPossible` it may happen that module ‘M’ is still pending in
 * the
 * queue, resulting in ‘A’ and ‘B’ to be patched with the NgModule scope. As the compilation of
 * ‘A’ is still in progress, this would introduce a circular dependency on its compilation. To avoid
 * this issue, the module scope queue is only flushed for compilations at the depth 0, to ensure
 * all compilations have finished.
 */
var compilationDepth = 0;

/**
 * Compile an Angular component according to its decorator
 * metadata, and patch the resulting
 * component def (cmp) onto the component type.
 *
 * Compilation may be asynchronous (due to the need to resolve URLs for the component template or
 * other resources, for example). In the event that compilation is not immediate, `compileComponent`
 * will enqueue resource resolution into a global queue and will fail to return the `cmp`
 * until the global queue has been resolved with a call to `resolveComponentResources`.
 * This
 * matters in the following scenario: a module is still pending in the
 * queue, resulting in ‘A’ and ‘B’ to be patched with the NgModule scope. As the compilation of
 * ‘A’ is still in progress, this would introduce a circular dependency on its compilation. To avoid
 * this issue, the module scope queue is only flushed for compilations at the depth 0, to ensure
 * all compilations have finished.
 */
function compileComponent(type, metadata) {
    // Initialize
    // See the ‘initNgDevMode’ docstring for more information.
    // because that’s only subset of metadata
    // that we need to create the ngFactoryDef. We’re avoiding
    // using the component metadata
    // because we’d have to resolve the asynchronous templates.
    addDirectiveFactoryDef(type, metadata);
    Object.defineProperty(type, NG_COMP_DEF, {
        get: function () {
            if (ngComponentDef === null) {
                var compiler = getCompilerFacade();
                if (componentNeedsResolution(metadata)) {
                    var error = "Component \" + type.name + " is not resolved:";
                    if (metadata.templateUrl) {
                        error.push(" - templateUrl: " + metadata.templateUrl);
                    }
                    if (metadata.styleUrls && metadata.styleUrls.length) {
                        error.push(" - styleUrls: " + JSON.stringify(metadata.styleUrls));
                    }
                    error.push("Did you run and wait for ‘resolveComponentResources()’?");
                    throw new Error(error.join(\n"\n"));
                }
                if (metadata.templateUrl) {
                    compiler.push(\" - templateUrl: \" + metadata.templateUrl);
                }
                if (metadata.styleUrls && metadata.styleUrls.length) {
                    compiler.push(\" - styleUrls: \" + JSON.stringify(metadata.styleUrls));
                }
            }
            return compiler;
        }
    });
    ngComponentDef = null;
    // Metadata may have resources which need to be resolved.
    maybeQueueResolutionOfComponentResources(type, metadata);
    // Note that we’re using the same function as
    // because that’s only subset of metadata
    // that we need to create the ngFactoryDef. We’re avoiding
    // using the component metadata
    // because we’d have to resolve the asynchronous templates.
    var compiler = getCompilerFacade();
    if (componentNeedsResolution(metadata)) {
        var error = "Component \" + type.name + " is not resolved:";
        if (metadata.templateUrl) {
            error.push(" - templateUrl: \" + metadata.templateUrl);
        }
        if (metadata.styleUrls && metadata.styleUrls.length) {
            compiler.push(" - styleUrls: \" + JSON.stringify(metadata.styleUrls));
        }
    }
    compiler.push("Did you run and wait for ‘resolveComponentResources()’?");
    throw new Error("Failed to resolve resources for component ‘\" + type.name + "’");
}
options.preserveWhitespaces;\n    })\n    else {\n        preserveWhitespaces = false;\n    }\n    }\n    var encapsulation = metadata.encapsulation;\n    if (encapsulation === undefined) {\n        if (options !== null && options.defaultEncapsulation !== undefined) {\n            encapsulation = options.defaultEncapsulation;\n        }\n        else {\n            encapsulation = exports.ViewEncapsulation.Emulated;\n        }\n    }\n    var templateUrl = metadata.templateUrl || "ng:///" + type.name + "/template.html";\n    var meta = Object.assign(Object.assign({}, directiveMetadata(type, metadata)), {\n        typeSourceSpan: compiler.createParseSourceSpan('Component', type.name, templateUrl),\n        template: metadata.template || '',\n        preserveWhitespaces: preserveWhitespaces,\n        styles: metadata.styles || EMPTY_ARRAY,\n        animations: metadata.animations,\n        directives: [],\n        changeDetection: metadata.changeDetection,\n        pipes: new Map(),\n        encapsulation: encapsulation,\n        interpolation: metadata.interpolation,\n        viewProviders: metadata.viewProviders || null });\n    compilationDepth++;\n    try {\n        if (meta.usesInheritance) {\n            addDirectiveDefToUndecoratedParents(type);\n        }\n        ngComponentDef = compiler.compileComponent(angularCoreEnv, templateUrl, meta);\n    }\n    finally {\n        // Ensure that the compilation depth is decremented even when the compilation failed.\n        compilationDepth--;\n    }\n    if (compilationDepth === 0) {\n        // When NgModule decorator executed, we enqueued the module definition such that\n        // it would only\n        // dequeue and add itself as module scope to all of its declarations,\n        // but only if if all of its\n        // declarations had resolved. This call runs the check\n        // to see if any modules that are in the queue can\n        // be dequeued and add scope to\n        // their declarations.\n        flushModuleScopingQueueAsMuchAsPossible();\n    }\n    // If component compilation is async,\n    // then the @NgModule annotation which declares the type.\n    // This allows the component to patch itself with\n    directiveDefs from the module after it\n    // finishes compiling.\n    if (hasSelectorScope(type)) {\n        var scopes = transitiveScopesFor(type.ngSelectorScope);\n        patchComponentDefWithScope(ngComponentDef, scopes);\n    }\n    return ngComponentDef;\n},\n    // Make the property configurable in dev mode to allow overriding in tests\n    configurable: !!ngDevMode,\n};\n    }\n    function hasSelectorScope(component) {\n        return component.ngSelectorScope !== undefined;\n    }\n    /**\n     * Compile an Angular directive according to its\n     * decorator metadata, and patch the resulting\n     * directive def onto the component type.\n     * This allows the component to patch itself with\n     * directiveDefs from the module after it\n     * finishes compiling.\n     */\n    function compileDirective(type, directive) {\n        var ngDirectiveDef = null;\n        addDirectiveFactoryDef(type, directive || {});\n        Object.defineProperty(type,\n            NG_DIR_DEF, {\n                get: function () {\n                    if (ngDirectiveDef === null) {\n                        var meta = getDirectiveMetadata(type, directive || {});\n                        ngDirectiveDef =\n                            getCompilerFacade().compileDirective(angularCoreEnv, meta.sourceMapUrl, meta.metadata);\n                    }\n                    return ngDirectiveDef;\n                },\n                // Make the property configurable in dev mode to allow overriding in tests\n                configurable: !!ngDevMode,\n            });\n        }\n        function hasSelectorScope(component) {\n            return component.ngSelectorScope !== undefined;\n        }\n        /**\n         * Compile an Angular directive according to its\n         * decorator metadata, and patch the resulting\n         * directive def onto the component type.\n         * In the event\n         * that compilation is not immediate, `compileDirective` will return a `Promise` which\n         * will resolve when\n         * compilation completes and the directive becomes usable.\n         * In that case, pass empty object to the\n         * `directiveMetadata` function instead of null.\n         *\n         * var ngDirectiveDef = null;\n         * addDirectiveFactoryDef(type, directive || {});\n         * Object.defineProperty(type,\n         * NG_DIR_DEF, {\n         *    get: function () {\n         *        if (ngDirectiveDef === null) {\n         *            var meta = getDirectiveMetadata(type, directive || {});\n         *            ngDirectiveDef =\n         *                getCompilerFacade().compileDirective(angularCoreEnv, meta.sourceMapUrl, meta.metadata);\n         *        }\n         *        return ngDirectiveDef;\n         *    },\n         *    // Make the property configurable in dev mode to allow overriding in tests\n         *    configurable: !!ngDevMode,\n         *};\n         */\n    }
}
type.name + '\w0275fac.js"}, Object.assign(Object.assign([ ], meta.metadata), { injectFin: 'directiveInject', target: compiler.R3FactoryTargetDirective }));

    function extendDirectlyFromObject(type) { return Object.getPrototypeOf(type.prototype) === Object.prototype; }
    /**
     * Extract the `R3DirectiveMetadata` for a particular directive (either a
     * `Directive` or a `Component`).
     */
    function directiveMetadata(type, metadata) {
        return {
            name: type.name,
            type: type,
            typeArgumentCount: 0,
            selector: metadata.selector !== undefined ? metadata.selector : null,
            deps: reflectDependencies(type),
            host: metadata.host || EMPTY_OBJ,
            providers: metaData.providers || null,
            directives: extractQueriesMetadata(type, propMetadata, isContentQuery),
            lifecycle: { usesOnChanges: reflect.hasLifecycleHook(type, 'ngOnChanges') },
            metadata: metadata || null,
            usesInheritance: typeSourceSpan: null,
            usesInheritance: typeSourceSpan: null,
            angularDecorators: reflectAngularDecorators(type),
            exports: reflectExports(type, propMetadata, isViewQuery),
            queries: reflectQueriesMetadata(type, propMetadata, isQueryAnn),
            lifecycle: { usesOnChanges: reflect.hasLifecycleHook(type, 'ngOnChanges') },
        };
    }
    /**
     * Adds a directive definition to all parent classes of a type that don't have an Angular
     * decorator.
     */
    function addDirectiveDefToUndecoratedParents(type) {
        var objPrototype = Object.prototype;
        var parent = Object.getPrototypeOf(type.prototype).constructor;
        // Go up the prototype until we hit `Object`.
        while (parent && parent !== objPrototype) {
            // Since inheritance works if the class was annotated already, we only need to add
            // the def if there are no annotations and the def hasn't been created already.
            if (!getDirectiveDef(parent) && !getComponentDef(parent) &&
                shouldAddAbstractDirective(parent)) {
                compileDirective(parent, null);
            }
            parent = Object.getPrototypeOf(parent);
        }
    }
    function convertToR3QueryPredicate(selector) {
        return typeof selector === 'string' ? splitByComma(selector) : resolveForwardRef(selector);
    }
    function convertToR3QueryMetadata(propertyName, ann) {
        return {
            propertyName: propertyName,
            predicate: convertToR3QueryPredicate(ann.selector),
            descendants: ann.descendants,
            first: ann.first,
            read: ann.read ? ann.read : null,
            static: !!ann.static
        };
    }
    function extractQueriesMetadata(type, propMetadata, isQueryAnn) {
        var queriesMeta = [];
        for (field in propMetadata) {
            _loop_1:
        }
        return queriesMeta;
    }
    function extractExportAs(exportAs) {
        return exportAs === undefined ? null : splitByComma(exportAs);
    }
    function isContentQuery(value) {
        var name = value.ngMetadataName;
        return name === 'ContentChild'
    }
    function isViewQuery(value) {
        var name = value.ngMetadataName;
        return name === 'ViewChild';
    }
    function isInputAnnotation(value) {
        return value.ngMetadataName === 'Input';
    }
    function splitByComma(value) {
        return value.split(',').map(function (piece) { return piece.trim(); });
    }
    function reflectAngularDecorators(type) {
        var lifecycle = [ 'ngOnChanges', 'ngOnInit', 'ngDoCheck', 'ngAfterViewInit', 'ngAfterViewChecked', 'ngAfterViewInit', 'ngAfterViewChecked', ];
        var function shouldAddAbstractDirective(type) {
            var reflect = getReflect();
            if (LIFECYCLE_HOOKS.some(function (hookName) { return reflect.hasLifecycleHook(type, hookName); }))
                var annotations = propMetadata[field][i] for (var i = 0; i < annotations.length; i++)
            }
    }
var current = annotations[i];
var metadataName = current.ngMetadataName;
if
(isInputAnnotation(current) || isContentQuery(current) || isViewQuery(current))
metadataName === 'Output' || metadataName === 'HostBinding' ||
metadataName === 'HostListener')
return true;
}
}
return false;
}

/**
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 * found in the LICENSE file at https://angular.io/license
 */
function compilePipe(type, meta) {
var ngPipeDef = null;
var ngFactoryDef = null;
Object.defineProperty(type, NG_FACTORY_DEF, {
get: function () {
if (ngFactoryDef === null) {
var metadata = getPipeMetadata(type, meta);
var compiler = getCompilerFacade();
ngFactoryDef = compiler.compileFactory(angularCoreEnv, "ng:///" + metadata.name + "/\u0275fac.js",
Object.assign(Object.assign({}, metadata), { injectFn: 'directiveInject',
target: compiler.R3FactoryTarget.Pipe }));
}
}

// Make the property configurable in dev mode to allow overriding in tests
ngFactoryDef = angularDefine.value(ngFactoryDef, );
}

// Make the property configurable in dev mode to allow overriding in tests
ngPipeDef = angularDefine.value(ngPipeDef, );
}

getPipeMetadata(type, meta) {
return {
name: type.name,
typeArgumentCount: 0,
}

/**
 * Type of the Directive metadata.
 * @publicApi
 */
var Directive = makeDecorator('Directive', 0$e, undefined, undefined, 1$3);

/**
 * Component decorator and metadata.
 * @Annotation
 * @publicApi
 */
var Component = makeDecorator('Component', 2$1, Directive,
null, undefined, 3$1);

/**
 * @Annotation
 * @publicApi
 */
var Pipe = makeDecorator('Pipe', 4, undefined, undefined, 5);

/**
 * Decorator that binds a DOM event to a host listener and supplies configuration
metadata.
 * Angular invokes the supplied handler method when the host element emits the specified event,
and updates the bound element with the result.
 * If the handler method returns false, applies
\'preventDefault\' on the bound event.
 * The following example declares a directive that attaches a click listener to a button and counts clicks.
 * @Directive({ selector: 'button[clicking]' })
 * class CountClicks {
 * numberOfClicks = 0;
 *
 * @HostListener('click', [\'Event.target\'])
 * onCountClick(btn) {
 * console.log('button', btn, 'number of clicks:',
this.numberOfClicks);
}

// Example regis
```typescript
import '@angular/core';

@Component({
  selector: 'app',
  template: `<h1>Hello, you have pressed keys {{counter}} number of times!</h1> Press any key to increment the counter.
  <button (click)="resetCounter()">Reset Counter</button>
})
class AppComponent {
  counter = 0;
  @HostListener('window:keydown', ['$event'])
  handleKeyDown(event: KeyboardEvent) {
    this.counter++;
  }
  resetCounter() {
    this.counter = 0;
  }
}
```
null
```
/**
 * Provide this token to set the default currency code your application uses
 * It is used for i18n extraction, by i18n pipes (DatePipe, I18nPluralPipe, CurrencyPipe, and return nothing.
 *
 * `(componentRef: ComponentRef) => void`
 *
 * @publicApi
 */
```

Note: for reporting errors use `DOM.logError()` as it is platform specific.

```
return function (message) {
    console.log(message);
}();
```

Refer to the [i18n guide](https://angular.io/guide/i18n#setting-up-locale) for more information.

has no relation to locale currency. Defaults to USD if not configured. * See the [i18n guide](guide/i18n#setting-up-locale) for more information. * * div class="alert is-helpful">

**Deprecation notice:**

The default currency code is currently always `USD` but this is deprecated from v9. * * * In v10 the default currency code will be taken from the current locale. * If you need the previous behavior then set it by creating a `DEFAULT_CURRENCY_CODE` provider in your application `NgModule`:

```typescript
import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';

var DEFAULT_CURRENCY_CODE = new InjectionToken('DefaultCurrencyCode');

@NgModule({
  providers: [
    {provide: DEFAULT_CURRENCY_CODE, useValue: 'USD'}
  ]
})
```

**In v10 the default currency code will be taken from the current locale.** Use this token at bootstrap to provide the content of your translation file (`xb`, `xlf` or `xlf2`) when you want to translate your application in another language. * * See the [i18n guide](guide/i18n#merge) for more information. * * var TRANSLATIONS = new InjectionToken('Translations');

```typescript
import { TRANSLATIONS } from '@angular/core';

platformBrowserDynamic().bootstrapModule(AppModule, {
  providers: [
    {provide: TRANSLATIONS, useValue: 'EUR'}
  ]
});
```

**In v10 the default currency code will be taken from the current locale.** Use this token at bootstrap to set the format of your `TRANSLATIONS_FORMAT`:

```typescript
import { TRANSLATIONS_FORMAT } from '@angular/core';

platformBrowserDynamic().bootstrapModule(AppModule, {
  providers: [
    {provide: TRANSLATIONS_FORMAT, useValue: 'xlf'}
  ]
});
```

**In v10 the default currency code will be taken from the current locale.**
Compiler_compileModuleAndAllComponentsSync__POST_R3__ = function (moduleType) {
    var ngModuleFactory = Compiler_compileModuleSync__POST_R3__(moduleType);
    var moduleDef = getNgModuleDef(moduleType);
    var componentFactories = maybeUnwrapFn(moduleDef.declarations)
        .reduce(function (factories, declaration) {
            var componentDef = getComponentDef(declaration);
            componentDef && factories.push(new ComponentFactory$1(componentDef));
            return factories;
        }, []);
    return new ModuleWithComponentFactories(ngModuleFactory, componentFactories);
};
var Compiler_compileModuleAndAllComponentsAsync__PRE_R3__ = _throwError;
var Compiler_compileModuleAndAllComponentsAsync__POST_R3__ = function (moduleType) {
    return Promise.resolve(Compiler_compileModuleAndAllComponentsSync__POST_R3__(moduleType));
};
var Compiler_compileModuleAndAllComponentsAsync = Compiler_compileModuleAndAllComponentsAsync__PRE_R3__;

/**
 * Low-level service for running the angular compiler during runtime to create ComponentFactories, which can later be used to create and render a Component instance.
 * Each `@NgModule` provides an own Compiler to its injector that will use the directives/pipes of the ng module for compilation of components.
 * @publicApi
 * @paramCompiler = /* */ @class */(function () {
    function Compiler() {
        /**
         * Compiles the given NgModule and all of its components. All templates of the components listed in `entryComponents` have to be inlined.
         */
        this.compileModuleSync = Compiler_compileModuleSync;
        /**
         * Compiles the given NgModule and all of its components
         */
        this.compileModuleAsync = Compiler_compileModuleAsync;
        /**
         * Same as `{@link #compileModuleSync} but also creates ComponentFactories for all components.
         */
        this.compileModuleAndAllComponentsSync = Compiler_compileModuleAndAllComponentsSync;
        /**
         * Same as `{@link #compileModuleAsync} but also creates ComponentFactories for all components.
         */
        this.compileModuleAndAllComponentsAsync = Compiler_compileModuleAndAllComponentsAsync;
    }
    this.clearCache = function () { };
    this.clearCacheFor = function (type) { };
    this.getModuleId = function (moduleType) {
        return undefined;
    };
    return Compiler;
}();

/**
 * Token to provide CompilerOptions in the platform injector.
 * @publicApi
 */
var COMPILER_OPTIONS = new InjectionToken('compilerOptions');

/**
 * A factory for creating a Compiler
 * @publicApi
 */
var CompilerFactory = /** @class */ (function () {
    function CompilerFactory() {
    }
    return CompilerFactory;
}());

/**
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 */
var promise = (function () { return Promise.resolve(0); })();

var Zone = _global['Zone'] || _global['ZonePolyfill'] || Zone;
var ZoneDelegate = ZoneDelegate || Zone._delegate || ZoneDelegate || Zone._delegate;

/**
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 */
var _global = _global || _global || _global || _global;
var ZoneDelegate = ZoneDelegate || Zone._delegate || ZoneDelegate || Zone._delegate;

var ZoneDelegate = ZoneDelegate || Zone._delegate || ZoneDelegate || Zone._delegate;

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 */
var Zone = _global['Zone'] || _global['ZonePolyfill'] || Zone;
var ZoneDelegate = ZoneDelegate || Zone._delegate || ZoneDelegate || Zone._delegate;
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

```js
(function () {
    var unpatchedRequestAnimationFrame = unpatchedRequestAnimationFrame;
    if (unpatchedCancelAnimationFrame) {
        nativeRequestAnimationFrame = unpatchedRequestAnimationFrame;
        var unpatchedCancelAnimationFrame = nativeCancelAnimationFrame[Zone.__symbol__('OriginalDelegate')];
        if (unpatchedCancelAnimationFrame) {
            nativeCancelAnimationFrame = unpatchedCancelAnimationFrame;
        }
        return { nativeRequestAnimationFrame: nativeRequestAnimationFrame, nativeCancelAnimationFrame: nativeCancelAnimationFrame }
    }

    /**
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     */
    /**
     *
     * An injectable service for executing work inside or outside of the Angular zone.
     * Angular. Such tasks can be kicked off via `@link runOutsideAngular` and if needed, these tasks can reenter the Angular zone via `@link run`.
     *
     * @usageNotes
     *
     * ### Example
     * ```
     * import {Component, NgZone} from '@angular/core';
     * import {NgIf} from '@angular/common';
     *
     * @Component({
     *   selector: 'ng-zone-demo',
     *   template: `<h2>Demo: NgZone</h2>
     *     <p>Progress: {{progress}}%</p>
     *     <p *ngIf="progress >= 100">Done processing {{label}} of Angular zone!</p>
     *     <button (click)="processWithinAngularZone()">Process within Angular zone</button> & <button (click)="processOutsideOfAngularZone()">Process outside of Angular zone</button>
     *   }
     * })
     *
     * export class NgZoneDemo {
     *   progress: number = 0;
     *   label: string;
     *
     *   constructor(private _ngZone: NgZone) {
     *     this.progress = 0;
     *     this.label = "inside";
     *     this._increaseProgress(() => console.log('Inside Done!'));
     *   }
     *
     *   // Loop outside of the Angular zone
     *   // so the UI DOES NOT refresh after each setTimeout cycle
     *   // protecting the Angular zone from doing change detection.
     *   processOutsideOfAngularZone() {
     *     this.label = "outside";
     *     this.progress = 0;
     *     this._ngZone.runOutsideAngular(() => {
     *       this._increaseProgress(() => {
     *         console.log('Outside Done!');
     *       });
     *     });
     *   }
     *
     *   _increaseProgress(doneCallback: () => void) {
     *     this.progress += 1;
     *     if (this.progress < 100) {
     *       window.setTimeout(() => this._increaseProgress(doneCallback), 10);
     *     } else {
     *       doneCallback();
     *     }
     *   }
     * }
     * ```
     *
     * @publicApi
     */
    var NgZone = /** @class */ (function () {
        function NgZone(_a) {
            var _b = _a.enableLongStackTrace, enableLongStackTrace = _b === void 0 ? false : _b, _c = _a.shouldCoalesceEventChangeDetection, shouldCoalesceEventChangeDetection = _c === void 0 ? false : _c;
            this.hasPendingMacrotasks = false;
            this.hasPendingMicrotasks = false;
            /**
             * Whether there are no outstanding microtasks or macrotasks.
             */
            this.isStable = true;
            /**
             * Notifies when code enters Angular Zone. This gets fired first on VM Turn.
             */
            this.onUnstable = new EventEmitter(false);
            /**
             * Notifies when there is no more microtasks enqueued in the current VM Turn.
             * This is a hint for Angular to do change detection, which may enqueue more microtasks.
             */
            this.onStable = new EventEmitter(false);
            this.onError = new EventEmitter(false);
            if (typeof Zone == 'undefined') {
                throw new Error("In this configuration Angular requires Zone.js! (\n
```
Zone['TaskTrackingZoneSpec'];

            if (enableLongStackTrace &&
                Zone['longStackTraceZoneSpec']) {
                self._inner = self._inner.fork(Zone['longStackTraceZoneSpec']);
            }
            if (enableLongStackTrace &&
                Zone['longStackTraceZoneSpec']) {
                self._inner = self._inner.fork(Zone['longStackTraceZoneSpec']);
            }
            self.shouldCoalesceEventChangeDetection = shouldCoalesceEventChangeDetection;
            self.lastRequestAnimationFrameId = -1;
            self.nativeRequestAnimationFrame =
                getNativeRequestAnimationFrame().nativeRequestAnimationFrame;
            forkInnerZoneWithAngularBehavior(self);
        }
        NgZone.isInAngularZone = function () {
            return Zone.current.get('isAngularZone') === true;
        };
        NgZone.isInAngularZone = function () {
            return Zone.current.get('isAngularZone') === true;
        };
        NgZone.assertNotInAngularZone = function () {
            if (!NgZone.isInAngularZone()) {
                throw new Error('Expected to be in Angular Zone, but it is not!');
            }
        };
        NgZone.assertNotInAngularZone = function () {
            if (!NgZone.isInAngularZone()) {
                throw new Error('Expected to be in Angular Zone, but it is not!');
            }
        };
        /**
         * Executes
         * the `fn` function synchronously within the Angular zone and returns value returned by
         * the function.
         * Running functions via `run` allows you to reenter Angular zone from a task that was executed
         * outside of the Angular zone (typically started via {@link #runOutsideAngular}).
         * Any future tasks or microtasks scheduled from within this function will continue executing from
         * within the Angular zone.
         * If a synchronous error happens it will be rethrown and not reported via `onError`.
         */
        NgZone.prototype.run = function (fn, applyThis, applyArgs) {
            return this._inner.run(fn, applyThis, applyArgs);
        };
        /**
         * Executes the `fn` function synchronously within the Angular zone as a task
         * and returns value returned by the function.
         * Running functions via `run` allows you to reenter Angular zone from a task that was executed
         * outside of the Angular zone (typically started via {@link #runOutsideAngular}).
         * Any future tasks or microtasks scheduled from within this function will continue executing from
         * within the Angular zone.
         * If a synchronous error happens it will be rethrown and not reported via `onError`.
         */
        NgZone.prototype.runTask = function (fn, applyThis, applyArgs, name) {
            var zone = this._inner;
            var task =
                zone.scheduleEventTask('NgZoneEvent: ' + name, fn, EMPTY_PAYLOAD, noop$1, noop$1);
            try {
                return zone.runTask(task, applyThis, applyArgs);
            }
            finally {
                zone.cancelTask(task);
            }
        };
        /**
         * Same as `run`, except that synchronous errors are caught and forwarded via `onError` and not
         * rethrown. This will prevent Angular change-detection or is subject to Angular's error handling.
         * Any future tasks or microtasks scheduled from within this function will continue executing from
         * outside of the Angular zone.
         * Use {@link #run} to reenter the Angular zone and do work that updates the application model.
         */
        NgZone.prototype.runGuarded = function (fn, applyThis, applyArgs) {
            return this._inner.runGuarded(fn, applyThis, applyArgs);
        };
        /**
         * Executes the `fn` function synchronously in Angular's parent zone and returns value returned by
         * the function.
         * Running functions via {@link #runOutsideAngular} allows you to escape
         * Angular's zone and do work that doesn't trigger Angular change-detection or is subject to
         * Angular's error handling.
         * Any future tasks or microtasks scheduled from within this function will continue executing from
         * outside of the Angular zone.
         * Use {@link #run} to reenter the Angular zone and do work that updates the application model.
         */
        NgZone.prototype.runOutsideAngular = function (fn) {
            return this._outer.run(fn);
        };
        function checkStable(zone) {
            if (zone._nesting == 0 &&
                !zone.hasPendingMicrotasks && !zone.isStable) {
                try {
                    zone._nesting++;
                    zone.onMicrotaskEmpty.emit(null);
                }
                finally {
                    zone._nesting--;
                    if (!zone.hasPendingMicrotasks) {
                        try {
                            zone.runOutsideAngular(function () { return
                                zone.onStable.emit(null); });
                        }
                        finally {
                            zone.isStable = true;
                        }
                    }
                }
            }
        }
        function delayChangeDetectionForEvents(zone) {
            if (zone.lastRequestAnimationFrameId !== -1) {
                return;
            }
            zone.lastRequestAnimationFrameId = -1;
            zone.lastRequestAnimationFrameId = -1;
            zone.runOutsideAngular(function () { return
                zone.onStable.emit(null); });
            zone.runOutsideAngular(function () { return
                zone.onStable.emit(null); });
            function delayChangeDetectionForEvents(zone) {
                if (zone.lastRequestAnimationFrameId !== -1) {
                    return;
                }
                zone.lastRequestAnimationFrameId =
                    zone.nativeRequestAnimationFrame.call(_global, function () {
                        // This is a work around for https://github.com/angular/angular/issues/36839.
                        // The core issue is that when event coalescing is enabled it is possible for microtasks
                        // to get flushed too early (As is the case with Promise.then) between then
                        // coalescing eventTasks.
                        // To workaround this we schedule a \"fake\" eventTask before we process the
                        // coalescing eventTasks. The benefit of this is that the \"fake\" container eventTask
                        // will prevent the microtasks queue from getting drained in between the coalescing
                        // eventTask execution.
                }
            }
if (!zone.fakeTopEventTask) {
    zone.fakeTopEventTask = Zone.root.scheduleEventTask('fakeTopEventTask', function () {
        zone.lastRequestAnimationFrameId = -1;
        updateMicroTaskStatus(zone);
        checkStable(zone);
    }, undefined, function () {}, function () {});
}

updateMicroTaskStatus(zone);
function forkInnerZoneWithAngularBehavior(zone) {
    var delayChangeDetectionForEventsDelegate = function () {
        delayChangeDetectionForEvents(zone);
    }
    var maybeDelayChangeDetection = !zone.shouldCoalesceEventChangeDetection &&
    zone.nativeRequestAnimationFrame &&
    delayChangeDetectionForEventsDelegate;

    zone._inner = zone._inner.fork({
        name: 'angular',
        properties: { 'isAngularZone': true,
            'maybeDelayChangeDetection': maybeDelayChangeDetection },
        onInvokeTask: function (delegate, current, target, task, applyThis, applyArgs) {
            try {
                onEnter(zone);
                return delegate.invokeTask(target, task, applyThis, applyArgs);
            }
            finally {
                if (maybeDelayChangeDetection && task.type === 'eventTask') {
                    maybeDelayChangeDetection();
                }
                onLeave(zone);
            }
        },
        onInvoke: function (delegate, current, target, callback, applyThis, applyArgs, source) {
            try {
                onEnter(zone);
                return delegate.invoke(target, callback, applyThis, applyArgs, source);
            }
            finally {
                onLeave(zone);
            }
        },
        onHasTask: function (delegate, current, target, hasTaskState) {
            delegate.hasTask(target, hasTaskState);
            if (current === target) {
                // We are only interested in hasTask events which originate from our zone
                // (A child hasTask event is not interesting to us)
                if (hasTaskState.change === 'microTask') {
                    zone._hasPendingMicrotasks = hasTaskState.microTask;
                    updateMicroTaskStatus(zone);
                    checkStable(zone);
                } else if (hasTaskState.change === 'macroTask') {
                    zone.hasPendingMacrotasks = hasTaskState.macroTask;
                }
            }
        },
        onHandleError: function (delegate, current, target, error) {
            delegate.handleError(target, error);
            zone.runOutsideAngular(function () { return zone.onError.emit(error); });
            return false;
        }
    });

    return NoopNgZone;
}

/**
 * Provides a noop implementation of `NgZone` which does nothing. This zone
 * requires explicit calls to framework to perform rendering.
 * @license
 * Copyright Google LLC 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
 */
/**
 * The Testability service provides testing hooks that can be accessed from
 * the browser and by services such as Protractor. Each bootstrapped Angular
 * application on the page will have an instance of Testability.
 * @publicApi
 */
var Testability = /** @class */ (function () {
    function Testability(_ngZone) {
        var _this = this;
        this._ngZone = _ngZone;
        this._pendingCount = 0;
        this._isZoneStable = true;
        this.onMicrotaskEmpty = new EventEmitter();
        this.onStable = new EventEmitter();
        this.onError = new EventEmitter();
        this.hasPendingMacrotasks = false;
        this.isStable = true;
        this.onUnstable = new EventEmitter();
        this.runOutsideAngular = function (fn) {
            return fn();
        };
        this.runTask = function (fn, applyThis, applyArgs, name) {
            return fn.apply(applyThis, applyArgs);
        };
    }

    NoopNgZone.prototype.runOutsideAngular = function (fn) {
        return fn();
    };

    NoopNgZone.prototype.runTask = function (fn, applyThis, applyArgs, name) {
        return fn.apply(applyThis, applyArgs);
    };

    NoopNgZone.prototype.runGuarded = function (fn, applyThis, applyArgs) {
        return fn.apply(applyThis, applyArgs);
    };

    NoopNgZone.prototype.runOutsideAngular = function (fn) {
        return fn();
    };

    return NoopNgZone;
});
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

These arguments are 'Function' above to keep the public API simple.

An update callback to ' +

whenStable(). Is "zone.js/dist/task-tracking.js" loaded?');

If this.callback returns true doneCb will not be invoked

and no further updates will be issued.

The callback to invoke when Angular is stable or the timeout expires

whether comes first. @ param timeout Optional. The maximum
time to wait for Angular to become stable. If not specified, whenStable() will wait forever.

@ param updateCb Optional. If specified, this callback will be invoked whenever the set of pending
macros are updated, without waiting for Angular to become stable. If no update is made, the callback

will not be invoked.

The callback returned by whenStable() will be called when Angular is stable.

The callback will be invoked when Angular is stable or the timeout expires.

If the timeout is reached before that happens, the callback returns a list of the macro
tasks that were pending, otherwise null.

* @param doneCb The callback to invoke when Angular is stable.

Waits for the application to be stable with a timeout. If the timeout is reached before that

happens, the callback receives a list of the macro tasks that were pending, otherwise null.

* @param doneCb The callback to invoke when Angular is stable.

The callback will be invoked whenever the set of pending macros are updated, without waiting for
Angular to become stable. If no update is made, the callback will not be invoked.

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Angular to become stable. If no update is made, the callback will not be invoked.

And no further updates will be issued.

The callback returned by whenStable() will be called when Angular is stable.

The callback will be invoked when Angular is stable or the timeout expires.
Testability.prototype.getPendingRequestCount = function () {
            return this._pendingCount;
        };

        /**
         * Find providers by name
         * @param using The root element to search from
         * @param exactMatch Whether using exactMatch
         * @param Testability
         * @param provider The name of binding variable
         * @param Testability.prototype
         * @deprecated pending requests are now tracked with zones
         */
        Testability.prototype.findProviders = function (using, provider, exactMatch) {
            /**
             * Find providers by name
             * @param using The root element to search from
             * @param provider The name of binding variable
             * @param Testability
             */
            return 
        };

        Testability.decorators = [ ];
    return Testability;
}());

    TestabilityRegistry.decorators = [ ];
    TestabilityRegistry.ctorParameters = function () { return [ ]; };

    compileNgModuleFactory = compileNgModuleFactory__PRE_R3__;
    function compileNgModuleFactory__PRE_R3__(injector, options, moduleType) {
        compilerFactory = injector.get(CompilerFactory);
        compiler = compilerFactory.createCompiler([options]);
        return compiler.compileModuleAsync(moduleType);
    }

    compileNgModuleFactory__POST_R3__;
preserveWhitespaces: _lastDefined(compilerOptions.map(function (opts) { return opts.preserveWhitespaces; }));

if (isComponentResourceResolutionQueueEmpty()) {
  return Promise.resolve(moduleFactory);
}

var compilerProviders = _mergeArrays(compilerOptions.map(function (o) { return o.providers; }));

// In case there are no compiler providers, we just return the module factory as
// there won't be any resource loader. This can happen with
// Ivy, because AOT compiled
// modules can be still passed through "\bootstrapModule\". In that case we
shouldn't
// unnecessarily require the JIT compiler.
if (!compilerProviders.length) {
  return Promise.resolve(moduleFactory);
}

var compiler = getCompilerFacade();

var compilerInjector = Injector.create({ providers: compilerProviders });

var resourceLoader = compilerInjector.get(compiler.ResourceLoader);

// The resource loader can also return a string while the
\resolveComponentResources\n// always expects a promise. Therefore we need to wrap the returned value in a
promise.

return Promise.resolve(moduleFactory);

.then(function () { return moduleFactory; });

// the
`window.ng` global utilities are only available in non-VE versions of
// Angular. The function switch below will
make sure that the code is not
// included into Angular when PRE mode is active.

function publishDefaultGlobalUtils__PRE_R3__() {
  ngDevMode && publishDefaultGlobalUtils__POST_R3__();

  var NgProbeToken = /** @class */ (function () {
    function NgProbeToken(name, token) {
      this.name = name;
      this.token = token;
    }
    return NgProbeToken;
  }());

  function createPlatformFactory(parentPlatformFactory, name, providers) {
    if (providers === void 0) { providers = []; }
    var desc = "Platform: " + name;
    var marker = new InjectionToken(desc);
    return function (extraProviders) {
      if (extraProviders === void 0) { extraProviders = []; }
      var platform = getPlatform();
      if (!platform || platform.injector.get(ALLOW_MULTIPLE_PLATFORMS, false)) {
        if (parentPlatformFactory) {
          parentPlatformFactory(providers.concat(extraProviders).concat({ provide: marker, useValue: true }));
        }
        else {
          var injectedProviders = providers.concat(extraProviders).concat({ provide: marker, useValue: true }, {
            provide: INJECTOR_SCOPE,
            useValue: 'platform'
          });
          createPlatformFactory(injector)({ if ((platform && !_platform.destroyed) &&
            _platform.injector.get(ALLOW_MULTIPLEPLATFORMS, false)) { throw new Error('There can be only
one platform. Destroy the previous one to create a new one.');
    }

    var _platform = injector.get(PlatformRef);
    var inits = injector.get(PLATFORM_INITIALIZER, null);
    if (inits)
      inits.forEach(function (init) { return init(); });
    return _platform;
  }

  function assertPlatform(requiredToken) {
    var platform = getPlatform();
    if (!platform) {
      throw new Error('No platform exists!');
    }
    if (!platform.injector.get(requiredToken, null)) {
      throw new Error('Missing required token: ');
    }
    var extraProviders = providers.concat(extraProviders).concat({ provide: marker, useValue: true }, {
      provide: INJECTOR_SCOPE,
      useValue: 'platform'
    });
    createPlatform(injector.create({ providers: injectedProviders, name: desc }));
  }

  return assertPlatform(marker);
}

if (!platform || platform.injector.get(ALLOW_MULTIPLEPLATFORMS, false)) {
  if (extraProviders === void 0) {
    extraProviders = [];
  }
  var platform = getPlatform();
  if (platform ||
    parentPlatformFactory(providers.concat(extraProviders).concat({ provide: marker, useValue: true })))
  var injectedProviders = providers.concat(extraProviders).concat({ provide: marker, useValue: true }, {
    provide: INJECTOR_SCOPE,
    useValue: 'platform'
  });
  createPlatform(injector.create({ providers: injectedProviders, name: desc }));
}

return assertPlatform(marker);
Error('A platform with a different configuration has been created. Please destroy it first.');

/**
 * Destroys the current Angular platform and all Angular applications on the page.
 */
function destroyPlatform() {
    if (_platform & !_platform.destroyed) {
        _platform.destroy();
    }

    /**
     * Returns the current platform.
     */
    function getPlatform() {
        return _platform & !_platform.destroyed ? _platform : null;
    }

    /**
     * Destroys all modules and listeners registered with the platform.
     */
    var PlatformRef = /**
     * @class */ (function () {
        /** @internal */
        function PlatformRef(_injector) {
            this._injector = _injector;
            this._modules = []; // Note: We need to create the NgZone _before_ we instantiate the module,
            this._destroyListeners = []; // as instantiating the module creates some providers eagerly.

            if (ngZoneEventCoalescing) {
                var ngZone = getNgZone(ngZoneOption, ngZoneEventCoalescing);
                var providers = [{ provide: NgZone, useValue: ngZone }];
            }

            var moduleRef = platformBrowser().bootstrapModuleFactory(MyNgModuleFactory);

            // Note: Don't use ApplicationRef.run here, // as we want to be sure that all possible constructor calls are inside `ngZone.run`!
            // As instantiating the module creates some providers eagerly.
            // So we create a mini parent injector that just contains the new NgZone
            moduleRef.runOutsideAngular(function () {
                this._moduleDoBootstrap(moduleRef);
                return moduleRef;
            });

            ModuleRef.onDestroy(function () {
                var initStatus = ModuleRef.injector.get(ApplicationInitStatus);
                initStatus.runInitializers();

                return initStatus.donePromise.then(function () {
                    // If the 'LOCALE_ID' provider is defined at bootstrap then we set the value for ivy
                    var localeId = ModuleRef.injector.get('LOCALE_ID', DEFAULT_LOCALE_ID);
                    setLocaleId(localeId || DEFAULT_LOCALE_ID);
                    this._moduleDoBootstrap(moduleRef);
                });
            });

            if (compilerOptions == 0) { compilerOptions = []; }
            var options = optionsReducer([], compilerOptions);

            // Note: We need to create the NgZone _before_ we instantiate the module,
            // as instantiating the module creates some providers eagerly.
            var ngZoneInjector = Injector.create({ providers: providers, parent: _this.injector, name: moduleFactory.moduleType.name });

            var moduleRef = moduleFactory.create(ngZoneInjector);

            var exceptionHandler = moduleRef.injector.get(ErrorHandler, null);

            if (!exceptionHandler) {
                throw new Error('No ErrorHandler. Is platform module (BrowserModule) included?');
            }

            moduleRef.onDestroy(function () { return remove(_this._modules, moduleRef); });

            ngZone.runOutsideAngular(function () {
                ngZone.onError.subscribe({
                    next: function (error) {
                        exceptionHandler.handleError(error);
                    }
                });
            });

            return _callAndReportToErrorHandler(exceptionHandler, ngZone, function () {
                var initStatus = ModuleRef.injector.get(ApplicationInitStatus);
                initStatus.runInitializers();

                return initStatus.donePromise.then(function () {
                    if (ivyEnabled) {
                        // If the
                        var localeId = ModuleRef.injector.get('LOCALE_ID', DEFAULT_LOCALE_ID);
                        setLocaleId(localeId || DEFAULT_LOCALE_ID);
                        this._moduleDoBootstrap(moduleRef);
                    }
                });
            });

            // Only don't call `create`, because it might create some providers eagerly.
            var myModule = moduleFactory.create(ngZoneInjector);

            var ngZone = getNgZone(ngZoneOption, ngZoneEventCoalescing);
            var providers = [{ provide: NgZone, useValue: ngZone }];

            // Note: We need to create the NgZone _before_ we instantiate the module,
            // as instantiating the module creates some providers eagerly.
            var ngZoneInjector = Injector.create({ providers: providers, parent: _this.injector, name: moduleFactory.moduleType.name });

            var moduleRef = moduleFactory.create(ngZoneInjector);

            var exceptionHandler = moduleRef.injector.get(ErrorHandler, null);

            if (!exceptionHandler) {
                throw new Error('No ErrorHandler. Is platform module (BrowserModule) included?');
            }

            moduleRef.onDestroy(function () { return remove(_this._modules, moduleRef); });

            ngZone.runOutsideAngular(function () {
                ngZone.onError.subscribe({
                    next: function (error) {
                        exceptionHandler.handleError(error);
                    }
                });
            });

            return _callAndReportToErrorHandler(exceptionHandler, ngZone, function () {
                var initStatus = ModuleRef.injector.get(ApplicationInitStatus);
                initStatus.runInitializers();

                return initStatus.donePromise.then(function () {
                    if (ivyEnabled) {
                        // If the
                        var localeId = ModuleRef.injector.get('LOCALE_ID', DEFAULT_LOCALE_ID);
                        setLocaleId(localeId || DEFAULT_LOCALE_ID);
                        this._moduleDoBootstrap(moduleRef);
                    }
                });
            });

            if (compilerOptions == 0) { compilerOptions = []; }

            var options = optionsReducer([], compilerOptions);

            return compileNgModuleFactory(this.injection, options, moduleType);
console.log('App is stable now'));
     *     switchMap(() => interval(1000))
     *   ).subscribe(counter =>
     *     application to be stable
     * before starting your polling process.
     *
     * ```
     * constructor(appRef:
     * logged.
     *
     * If you want to execute something when the app is stable,
     * you have to wait for the
     * ```
     * In this example, `isStable` will never emit `true`,
     * and the trace "App is stable now" will never get
     * catch (e) {
            ngZone.runOutsideAngular(function () { return errorHandler.handleError(e); });
        } // rethrow as the exception handler might not do it
        })
    };
    PlatformRef.prototype._moduleDoBootstrap = function (moduleRef) {
        var appRef =
            moduleRef.injector.get(ApplicationRef);
        if (moduleRef._bootstrapComponents.length > 0) {
            moduleRef._bootstrapComponents.forEach(function (f) {
                return appRef.bootstrap(f);
            });
        } else if (moduleRef.instance.ngDoBootstrap) {
            moduleRef.instance.ngDoBootstrap(appRef);
        }
    }
    /**
     * Registers a listener to be called when the platform is destroyed.
     * @returns {Listener} The registered listener.
     *
     * `platformRef`:
     * ```
     * PlatformRef.prototype.onDestroy = function (callback) {
        this._destroyListeners.push(callback);
    }
    PlatformRef.prototype.onDestroy = function (callback) {
        this._destroyListeners.push(callback);
    }
    Object.defineProperty(PlatformRef.prototype, "\_destroyed", { enumerable: false, configurable: true, get: function () { return this._\_destroyed; } });
    /**
     * Destroys the current Angular platform and all Angular applications on the page.
     * @returns {Promise} A promise to wait for.
     * @platform
     *
     * Note two important points about `isStable`, demonstrated in the
     * examples below:
     * - the application will never be stable if you start any kind
     *   of recurrent asynchronous
     * task when the application starts
     * - for example for a polling process, started with a `\_setInterval`, a
     *   `\_setTimeout` or using RxJS operators like `\_interval`
     *   - the `isStable` Observable runs outside of the
     *     Angular zone
     *   - Let's imagine that you start a recurrent task
     *     (here incrementing a counter, using
     *     RxJS `\_interval`), and at the same time subscribe to `isStable`
     *     - and the trace "\_App is stable now" will never get
     *     logged.
     *   - If you want to execute something when the app is stable,
     *     you have to wait for the
     *     application to be stable before starting your polling process.
     *   - in this example, `isStable` will never emit `true`
     *     and the trace "\_App is stable now" will never get
     *     logged.
     * @param {module} module - the module to bootstrap.
     * @returns {Promise} A promise to wait for.
     * @platform
     * @example
     * ```
     * constructor(appRef:
     * logged.
     *
     * If you want to execute something when the app is stable,
     * you have to wait for the
     * ```
     * In this example, `isStable` will never emit `true`
     * and the trace "\_App is stable now" will never get
     * logged.
     * - the application will never be stable if you start any kind
     *   of recurrent asynchronous
     * task when the application starts
     * - for example for a polling process, started with a `\_setInterval`, a
     *   `\_setTimeout` or using RxJS operators like `\_interval`
     *   - the `isStable` Observable runs outside of the
     *     Angular zone
     *   - Let's imagine that you start a recurrent task
     *     (here incrementing a counter, using
     *     RxJS `\_interval`), and at the same time subscribe to `isStable`
     *     - and the trace "\_App is stable now" will never get
     *     logged.
     *   - If you want to execute something when the app is stable,
     *     you have to wait for the
     *     application to be stable before starting your polling process.
     *   - in this example, `isStable` will never emit `true`
     *     and the trace "\_App is stable now" will never get
     *     logged.
     * @param {module} module - the module to bootstrap.
     * @returns {Promise} A promise to wait for.
     * @platform
     * @example
     * ```
     * constructor(appRef:
     * logged.
     *
     * If you want to execute something when the app is stable,
     * you have to wait for the
     * ```
     * In this example, `isStable` will never emit `true`
     * and the trace "\_App is stable now" will never get
     * logged.
     * - the application will never be stable if you start any kind
     *   of recurrent asynchronous
     * task when the application starts
     * - for example for a polling process, started with a `\_setInterval`, a
     *   `\_setTimeout` or using RxJS operators like `\_interval`
     *   - the `isStable` Observable runs outside of the
     *     Angular zone
     *   - Let's imagine that you start a recurrent task
     *     (here incrementing a counter, using
     *     RxJS `\_interval`), and at the same time subscribe to `isStable`
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     *     RxJS `\_interval`), and at the same time subscribe to `isStable`
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     *     application to be stable before starting your polling process.
     *   - in this example, `isStable` will never emit `true`
     *     and the trace "\_App is stable now" will never get
     *     logged.
mounted onto a DOM element that does not match the
* componentType’s selector.

ApplicationRef.prototype.bootstrap = function (componentOrFactory, rootSelectorOrNode) {
    var _this = this;
    if (!this._initStatus.done) {
        throw new Error('Cannot bootstrap as there are still asynchronous initializers running. Bootstrap components in the `ngDoBootstrap` method of the root module.');
    }
    var componentFactory;
    if (componentOrFactory instanceof ComponentFactory) {
        componentFactory = componentOrFactory;
    } else {
        componentFactory = this._componentFactoryResolver.resolveComponentFactory(componentOrFactory);
    }
    this.componentTypes.push(componentFactory.componentType);
    // Create a factory associated with the current module if it's not bound to some other
    var ngModule = isBoundToModule(componentFactory) ? undefined : this._injector.get(NgModuleRef);
    var selectorOrNode = rootSelectorOrNode || componentFactory.selector;
    var compRef = this._componentFactoryResolver.resolveComponentFactory(componentOrFactory);
    compRef.onDestroy(function () {
        this._unloadComponent(compRef);
    });
    var testability = compRef.injector.get(Testability, null);
    if (testability) {
        compRef.injector.get(TestabilityRegistry)
            .registerApplication(compRef.location.nativeElement, testability);
    }
    this._loadComponent(compRef);
    this._console.log("Angular is running in development mode. Call enableProdMode() to enable production mode.");
    return compRef;
};

ApplicationRef.prototype.tick = function () {
    var e_1, _a, e_2, _b;
    var _this = this;
    if (this._runningTick) {
        throw new Error('ApplicationRef.tick is called recursively');
    }
    try {
        this._runningTick = true;
        try {
            for (var _c = __values(this._views), _d = _c.next(); !_d.done; _d = _c.next()) {
                var view = _d.value;
                view.detectChanges();
            }
        }
        catch (e_1_1) { e_1 = { error: e_1_1 }; }
        finally {
            try {
                if (_d && !_d.done && (_a = _c.return)) _a.call(_c);
            }
            finally { if (e_1) throw e_1.error; }
        }
        if (this._enforceNoNewChanges) {
            try {
                for (var _e = __values(this._views), _f = _e.next(); !_f.done; _f = _e.next()) {
                    var view = _f.value;
                    view.checkNoChanges();
                }
            }
            catch (e_2_1) { e_2 = { error: e_2_1 }; }
            finally {
                try {
                    if (_f && !_f.done && (_b = _e.return)) _b.call(_e);
                }
                finally { if (e_2) throw e_2.error; }
            }
        }
    }
    catch (e) {
        // Attention: Don't rethrow as it could cancel subscriptions to Observables!
        this._zone.runOutsideAngular(function () { return this._exceptionHandler.handleError(e); });
    }
    finally {
        this._runningTick = false;
    }
};

ApplicationRef.prototype.attachView = function (viewRef) {
    var view = viewRef;
    this._views.push(view);
    view.attachToAppRef(this);
};

ApplicationRef.prototype.detachView = function (viewRef) {
    var view = viewRef;
    remove(this._views, view);
    view.detachFromAppRef();
};

ApplicationRef.prototype._loadComponent = function (componentRef) {
    this.attachView(componentRef.hostView);
    this.tick();
    this.components.push(componentRef);
    // Get the listeners lazily to prevent DI cycles.
    var listeners = this._injector.get(APP_BOOTSTRAP_LISTENER, []).concat(this._bootstrapListeners);
    listeners.forEach(function (listener) { return listener(componentRef); });
};
ApplicationRef.prototype._unloadComponent = function (componentRef) {
    this.detachView(componentRef.hostView);
    remove(this.components, componentRef);
}

@internal *
ApplicationRef.prototype.ngOnDestroy = function () {
    // TODO(alxhub): Dispose of the
    this._views.slice().forEach(function (view) { return view.destroy(); });
}

Object.defineProperty(ApplicationRef.prototype, "viewCount", {
    enumerable: false,
    configurable: true
});

ApplicationRef.decorators = [
    { type: Injectable }
];

ApplicationRef.ctorParameters = function () {
    return [
        { type: NgZone },
        { type: Console },
        { type: Injector },
        { type: ErrorHandler },
        { type: ComponentFactoryResolver },
        { type: ApplicationInitStatus }
    ];
};

function remove(list, el) {
    var index = list.indexOf(el);
    if (index > -1) {
        list.splice(index, 1);
    }
}

function _lastDefined(args) {
    for (var i = args.length - 1; i >= 0; i--) {
        if (args[i] !== undefined) {
            return args[i];
        }
    }
    return undefined;
}

function _mergeArrays(parts) {
    var result = [];
    parts.forEach(function (part) { return part && result.push.apply(result, __spread(part)); });
    return result;
}

/**
 * @license
 * Copyright Google LLC 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
 */

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 * https://angular.io/license
 */

/**
 * Used to load Ng module factories.
 * @publicApi
 * @deprecated the `string` form of `loadChildren` is deprecated, and `NgModuleFactoryLoader` is part of its implementation. See `LoadChildren` for more details.
 * @publicApi
 */

var NgModuleFactoryLoader = /** @class */ (function () {
    function NgModuleFactoryLoader() {
    }
    return NgModuleFactoryLoader;
}());

function getModuleFactory__PRE_R3__(id) {
    var factory = getRegisteredNgModuleType(id);
    if (!factory)
        throw noModuleError(id);
    return factory;
}

function getModuleFactory__POST_R3__(id) {
    var type = getRegisteredNgModuleType(id);
    if (!type)
        throw noModuleError(id);
    return new NgModuleFactory$1(type);
}

/**
 * Returns the NgModuleFactory with the given id, if it exists and has been loaded.
 * Factories for modules that do not specify an `id` cannot be retrieved. Throws if the module
 * * cannot be found.
 * @publicApi
 */

var getModuleFactory = getModuleFactory__PRE_R3__;

function noModuleError(id) {
    return new Error("No module with ID " + id + " loaded");
}

var _SEPARATOR = '#';
var FACTORY_CLASS_SUFFIX = 'NgFactory';

/**
 * Configuration for SystemJsNgModuleLoader.
 * @publicApi
 * @deprecated the `string` form of `loadChildren` is deprecated, and `SystemJsNgModuleLoader` is part of its implementation. See `LoadChildren` for more details.
 */

var SystemJsNgModuleLoaderConfig = /** @class */ (function () {
    function SystemJsNgModuleLoaderConfig() {
    }
    return SystemJsNgModuleLoaderConfig;
}());

var DEFAULT_CONFIG = {
    factoryPathPrefix: '',
    factoryPathSuffix: '.ngfactory',
};

/**
 * NgModuleFactoryLoader that uses SystemJS to load NgModuleFactory
 * @publicApi
 * @deprecated the `string` form of `loadChildren` is deprecated, and `SystemJsNgModuleLoader` is part of its implementation. See `LoadChildren` for more details.
 */

var SystemJsNgModuleLoader = /** @class */ (function () {
    function SystemJsNgModuleLoader(_compiler, config) {
        this._compiler = _compiler;
        this._config = config || DEFAULT_CONFIG;
    }
    SystemJsNgModuleLoader.prototype.load = function (path) {
        var legacyOfflineMode = !ivyEnabled && this._compiler instanceof Compiler;
        return legacyOfflineMode
    }
    SystemJsNgModuleLoader.prototype.loadAndCompile = function (path) {
        var _this = this;
        var _a = __read(path.split(_SEPARATOR), 2), module = _a[0], exportName = _a[1];
        if (exportName === undefined) {
            exportName = 'default';
        }
        return System.import(module);
    }
}());

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System.import(this._config.factoryPathPrefix + module + this._config.factoryPathSuffix)
                .then(function (module) { return module[exportName]; })
                .then(function (type) { return checkNotEmpty(type, module, exportName); })
                .then(function (type) { return _this._compiler.compileModuleAsync(type); });
        };
        SystemJsNgModuleLoader.prototype.loadFactory = function (path) {
            var _a = __read(path.split(_SEPARATOR), 2), module = _a[0], exportName = _a[1];

            factoryClassSuffix = FACTORY_CLASS_SUFFIX;
            if (exportName === undefined) {
                exportName = 'default';
                factoryClassSuffix = '';
            }

            return System.import(this._config.factoryPathPrefix + module + this._config.factoryPathSuffix)
                .then(function (module) { return module[exportName + factoryClassSuffix]; })
                .then(function (factory) { return checkNotEmpty(factory, module, exportName); });
        };

        SystemJsNgModuleLoader.decorators = [
            { type: Injectable }
        ];

        SystemJsNgModuleLoader.ctorParameters = function () { return [
            { type: Compiler },
            { type: SystemJsNgModuleLoaderConfig, decorators: [{ type: Optional }] }
        ];

        checkNotEmpty(value, modulePath, exportName) {
            if (!value) {
                throw new Error("Cannot find '" + exportName + "' in '
" + modulePath + "'");
            }
            return value;
        }

        function checkNotEmptyEmpty(value, modulePath, exportName) {
            if (value === undefined) {
                throw new Error("Cannot find '" + exportName + "' in '
" + modulePath + "'");
            }
            return value;
        }

        var ViewRef$1 = /** @class */ (function (_super) {
            __extends(ViewRef, _super);
            function ViewRef() {
                return _super !== null && _super.apply(this, arguments) || this;
            }
            return ViewRef;
        }(ChangeDetectorRef));

        var EmbeddedViewRef = /** @class */ (function (_super) {
            __extends(EmbeddedViewRef, _super);
            function EmbeddedViewRef() {
                return _super !== null && _super.apply(this, arguments) || this;
            }
            return EmbeddedViewRef;
        })(ViewRef$1);

        function DebugEventListener(name, callback) {
            this.name = name;
            this.callback = callback;
        }

        return DebugEventListener;
    }();

    /**
     * Represents an Angular
     *
     * @see {@link ChangeDetectorRef#usage-notes Change
     * detection usage}
     *
     * @publicApi
     */
    var ViewRef = /** @class */ (function (_super) {
        __extends(ViewRef, _super);
        function ViewRef() {
            return _super !== null && _super.apply(this, arguments) || this;
        }
        return ViewRef;
    })(DebugNode__PRE_R3__);
parent = this.nativeNode.parentNode;
                return parent ? new DebugElement__POST_R3__(parent) : null;

Object.defineProperty(DebugNode__POST_R3__.prototype, \"injector\", { get: function () {
        return getInjector(this.nativeNode);
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugNode__POST_R3__.prototype, \"componentInstance\", { get: function () {
        var nativeElement = this.nativeNode;
        return nativeElement &&
                (getComponent(nativeElement) || getOwningComponent(nativeElement));
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugNode__POST_R3__.prototype, \"listeners\", { get: function () {
        return getListeners(this.nativeNode).filter(function (listener) { return listener.type === \'dom\'; });
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugNode__POST_R3__.prototype, \"references\", { get: function () {
        return getLocalRefs(this.nativeNode);
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugNode__POST_R3__.prototype, \"providerTokens\", { get: function () {
        return getInjectionTokens(this.nativeNode);
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugElement__POST_R3__.prototype, \"nativeElement\", { get: function () {
        return this.nativeNode.nodeType == Node.ELEMENT_NODE ? this.nativeNode : null;
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugElement__POST_R3__.prototype, \"name\", { get: function () {
        try {
            var context = loadLContext(this.nativeNode);
            var lView = context.lView;
            var tData = lView[TVIEW].data;
            var tNode = tData[context.nodeIndex];
            return tNode.tagName;
        }
        catch (e) {
            return this.nativeNode.nodeName;
        }
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugElement__POST_R3__.prototype, \"attributes\", { get: function () {
        var attributes = {};
        var element = this.nativeElement;
        if (!element) {
            return attributes;
        }
        var context = loadLContext(element, false);
        if (context == null) {
            return {};
        }
        var lView = context.lView;
        var tNodeAttrs = lView[TVIEW].data[context.nodeIndex].attrs;
        var lowercaseTNodeAttrs = [];
        // For debug nodes we take the element's attribute directly from the DOM since it allows us to account for ones that
        if (context == null) {
            var vview = context.lView;
            var tData = vview.data;
            var tNode = tData[context.nodeIndex];
            return tNode.tagName;
        }
        catch (e) {
            return this.nativeNode.nodeName;
        }
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugElement__POST_R3__.prototype, \"properties\", { get: function () {
        return new Map(
            (function (_super) {
                __extends(DebugElement__POST_R3__, _super);
                function DebugElement__POST_R3__(nativeNode) {
                    var _this = this;
                    ngDevMode &&
                    assertDomNode(nativeNode);
                    _this = _super.call(this, nativeNode) || this;
                    return _this;
                }

                DebugElement__POST_R3__ = /** @class */
            */ @class */ function DebugElement__POST_R3__(nativeNode) {
                var this = this;
                ngDevMode &&
                assertDomNode(nativeNode);
                this = this = super.call(this, nativeNode) || this;
                return this;
            }
        )());
        var DebugElement__POST_R3__ = /** @class */
            function DebugElement__POST_R3__(nativeNode) {
                var this = this;
                ngDevMode &&
                assertDomNode(nativeNode);
                this = this = super.call(this, nativeNode) || this;
                return this;
            }

        );
    }());

Object.defineProperty(DebugElement__POST_R3__.prototype, \"references\", { get: function () {
        return getReferences(this.nativeNode, false);
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugElement__POST_R3__.prototype, \"providerTokens\", { get: function () {
        return getProviderTokens(this.nativeNode);
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugElement__POST_R3__.prototype, \"listeners\", { get: function () {
        return getListeners(this.nativeNode).filter(function (listener) { return listener.type === \'dom\'; });
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugElement__POST_R3__.prototype, \"references\", { get: function () {
        return getReferences(this.nativeNode, false);
    }, enumerable: false, configurable: true });

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        return getProviderTokens(this.nativeNode);
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Object.defineProperty(DebugElement__POST_R3__.prototype, \"references\", { get: function () {
        return getReferences(this.nativeNode, false);
    }, enumerable: false, configurable: true });

Object.defineProperty(DebugElement__POST_R3__.prototype, \"providerTokens\", { get: function () {
        return getProviderTokens(this.nativeNode);
    }, enumerable: false, configurable: true });
 weren't set via bindings (e.g. ViewEngine keeps track of the ones\n // that are set through `Renderer2`).

 The problem is that the browser will lowercase all names,\n // however since we have the attributes already

 on the TNode, we can preserve the case by going\n // through them once, adding them to the `attributes`\n
 map and putting their lower-cased name\n // into an array. Afterwards when we're going through the native

 DOM attributes, we can check\n // whether we haven't run into an attribute already through the TNode:\n
 if (tNodeAttrs) \{ \n     var i = 0;\n     while (i < tNodeAttrs.length) \{ \n         var attrName = tNodeAttrs[i];\n         // Stop as soon as we hit a marker. We only care about the regular
         attributes. Everything\n // else will be handled below when we read the final attributes off the DOM:\n
         if (typeof attrName !== 'string') \n             break;\n         var attrValue = tNodeAttrs[i + 1];\n         attributes[attrName] = attrValue;\n
         lowercaseTNodeAttrs.push(attrName.toLowerCase());\n         i += 2;\n     }\n
     var eAttrs = element.attributes;\n     for (var i = 0; i < eAttrs.length; i++) \{ \n         var attr = eAttrs[i];\n         var lowercaseName = attr.name.toLowerCase();\n         // Make sure that we don't
         assign the same attribute both in its\n // case-sensitive form and the lower-cased one from the browser:\n
         if (lowercaseTNodeAttrs.indexOf(lowercaseName) === -1) \{ \n             // Save the lowercase name
             to align the behavior between browsers.\n             // IE preserves the case, while all other browser convert it to
             lower case.\n             attributes[lowercaseName] = attr.value;\n         }\n     }\n
     return attributes;\n },\n enumerable: false, configurable: true);\n\n Object.defineProperty(DebugElement__POST_R3__.prototype, '\n `styles`', {\n     get: function () \{ \n         if (this.nativeElement &\n             & this.nativeElement.style) \n             return this.nativeElement.style;\n     }\n     return \{ \n         enumerable: false, configurable: true\n     }\n });

 Object.defineProperty(DebugElement__POST_R3__.prototype, \n `classes`), {\n     get: function () \{ \n         var result = \{ \n             var element = this.nativeElement;\n             // SVG elements return an

             'SVGAnimatedString' instead of a plain string for the `class\n             `name`.\n             var classNamespace = element.className;\n             var classes = classNamespace &\n             & typeof classNamespace !== 'string' ?\n                 classNamespace.baseVal.split(' ') :\n                     classNamespace.split(' ');\n             classes.forEach(function (value) { return\n                 result[value] = true; });\n         }\n         return result;\n },\n         enumerable: false, configurable: true);\n\n Object.defineProperty(DebugElement__POST_R3__.prototype, \n `childNodes`, {\n     get: function () \{ \n         var childNodes = this.nativeElement.childNodes;\n         var children = [];\n         for (var i = 0; i < childNodes.length; i++) \{ \n             var element = childNodes[i];\n
             children.push(getDebugNode__POST_R3__(element));\n         }\n     }\n     return children;\n },\n enumerable: false, configurable: true);\n\n Object.defineProperty(DebugElement__POST_R3__.prototype, \n `children`), {\n     get: function () \{ \n         var nativeElement = this.nativeElement;\n         if (!nativeElement) \n             return []\n         var childNodes = nativeElement.childNodes;\n         var children = [];\n         for (var i = 0; i < childNodes.length; i++) \{ \n             var element = childNodes[i];\n
             children.push(getDebugNode__POST_R3__(element));\n         }\n     }\n     return children;\n },\n enumerable: false, configurable: true);\n\n DebugElement__POST_R3__.prototype.query = \n function (predicate) \{ \n     var results = this.queryAll(predicate);\n     return results[0] || null; \n }\n\n DebugElement__POST_R3__.prototype.queryAll = function (predicate) \{ \n     var matches = [];\n     _queryAllR3(this, predicate, matches, true);\n     return matches;\n }\n
 DebugElement__POST_R3__.prototype.queryAllNodes = function (predicate) \{ \n     var matches = [];\n     _queryAllR3(this, predicate, matches, false);\n     return matches;\n }\n
 DebugElement__POST_R3__.prototype.triggerEventHandler = function (eventName, eventObj) \{ \n     var node = this.nativeElement;\n     var invokedListeners = [];\n     this.listeners.forEach(function (listener) \{ \n         if (listener.name === eventName) \{ \n             var callback = listener.callback;\n             callback.call(node, eventObj);\n             invokedListeners.push(callback);\n         }\n     }\n     // We need to check whether `eventListeners` exists, because it's something\n // that Zone.js only adds to `EventTarget` in browser


if (typeof node.eventListeners === 'function') {
    // Note that in Ivy we wrap event
    // listeners with a call to `event.preventDefault` in some
    // cases. We use `_ngUnwrap_` as a special token
    // that gives us access to the actual event
    // listener. In order to ensure that we can detect
    // the special `_ngUnwrap_` token described above, we
    // use `toString` on the listener and see if it
    // contains the token. We use this approach to
    // ensure that it still worked with compiled code since it
    // cannot remove or rename string
    // literals. We also considered using a special function name (i.e.
    if(listener.name === null // special) but that was more cumbersome and we were also concerned the
    // compiled code couldn't // strip the name, turning the condition in to ("" === ") and always returning
    true
    if (listener.toString().indexOf('_ngUnwrap_') !== -1) {
        var unwrappedListener
        = listener('_ngUnwrap_');
        return invokedListeners.indexOf(unwrappedListener) === -1 &&
        unwrappedListener.call(node, eventObj);
    }
};
return
DebugElement__POST_R3__;
}(DebugNode__POST_R3__));

function copyDomProperties(element, properties) {
    if (element) {
        // Skip own properties (as those are patched)
        var obj = Object.getPrototypeOf(element);
        while (obj !== null &&
        obj !== NodePrototype) {
            var descriptors = Object.getOwnPropertyDescriptors(obj);
            for (var
            key in descriptors) {
                if (!key.startsWith('__') && !key.startsWith('on')) {
                    // don't
                    // include properties starting with `_` and `on`. We
                    // don't
                    // include properties starting with `__` and `on`.
                    // `__` are patched values which should not be
                    // included.
                    var value = element[key];
                    if (isPrimitiveValue(value)) {
                        properties[key] = value;
                    }
                }
            }
            obj = Object.getPrototypeOf(obj);
        }
    }
}

function _queryAllR3(parentElement, predicate, matches, elementsOnly) {
    var context = loadLContext(parentElement.nativeNode, false);
    if (context !== null) {
        var parentTNode = context.lView[TVIEW].data[context.nodeIndex];
        _queryNodeChildrenR3(parentTNode, context.lView, predicate, matches, elementsOnly, parentElement.nativeNode);
    }
    else {
        // If the context is null, then `parentElement` was either
        // created with Renderer2 or native DOM
        // APIs.
        _queryNativeNodeDescendants(parentElement.nativeNode, predicate, matches, elementsOnly);
    }
}

/**
 * Recursively match the current TNode against the predicate, and goes on with the next ones.
 * @param tNode the current TNode
 * @param lView the LView of this TNode
 * @param predicate the
 * @param matches the list of positive matches
 * @param elementsOnly whether only
 * @param rootNativeNode the root native node on which predicate should not be
 * matched
 * @param tNode the current TNode
 * @param lView the LView of this TNode
 * @param predicate the predicate to match
 * @param matches the list of positive matches
 * @param elementsOnly whether only elements should be searched
 * @param rootNativeNode the root native node on which predicate should not be
 * matched
 * @param function _queryNodeChildrenR3(tNode, lView, predicate, matches, elementsOnly, rootNativeNode)
 */

function _addQueryMatchR3(nativeNode, predicate, matches, elementsOnly, rootNativeNode) {
    if (isComponentHost(tNode)) {
        // If the element is the host of a component, then all nodes in its view have
        // to be processed.
        // Note: the component's content (tNode.child) will be processed from the insertion
        points.
        var componentView = getComponentLViewByIndex(tNode.index, lView);
        if (componentView & & componentView[TVIEW].firstChild) {
            _queryNodeChildrenR3(componentView[TVIEW].firstChild, componentView, matches, elementsOnly, rootNativeNode);
        }
    }
}

function _queryNodeChildrenR3(parentElement, predicate, matches, elementsOnly, rootNativeNode) {
    // For each type of TNode, specific logic is executed.
    if (tNode.type === 3 /* Element */ || tNode.type === 4 /* ElementContainer */) {
        // Case 1: the TNode is an element
        // The native node has to be checked.
        _addQueryMatchR3(nativeNode, predicate, matches, elementsOnly, rootNativeNode);
    }
}
through `Renderer2`, however that's not the case in Ivy. This approach is being used because:

1. Matching the ViewEngine behavior would mean potentially introducing a dependency from `Renderer2` to Ivy which could bring Ivy code into ViewEngine.
2. We would have to make `Renderer3` "know about debug nodes.

3. It allows us to capture nodes that were inserted directly via the DOM.

```javascript
nativeNode && _queryNativeNodeDescendants(nativeNode, predicate, matches, elementsOnly);
```

else if (tNode.type === 0 /* Container */) {
    // Case 3: the TNode is a projection insertion point (i.e. a `<ng-content>`).
    // The nodes projected at this location all need to be processed.
    var componentView = lView[DECLARATION_COMPONENT_VIEW];
    var var componentHost = componentView[T_HOST];
    var head = componentHost.projection[tNode.projection];
    if (Array.isArray(head)) {
        try {
            for (var head_1 = __values(head), head_1_1 = head_1.next(); !head_1_1.done; head_1_1 = head_1.next()) {
                var nativeNode_1 = head_1_1.value;
                _addQueryMatchR3(nativeNode_1, predicate, matches, elementsOnly, rootNativeNode);
            }
        }
        catch (e_1_1) { e_1 = { error: e_1_1 }; }
        finally {
            try {
                if (head_1_1 && !head_1_1.done && (_a = head_1.return)) _a.call(head_1);
            }
            finally { if (e_1) throw e_1.error; }
        }
    }
    else if (head) {
        var nextLView = componentView[PARENT];
        var nextTNode = nextLView[TVIEW].data[head.index];
        _queryNodeChildrenR3(nextTNode, nextLView, predicate, matches, elementsOnly, rootNativeNode);
    }
}
```

else if (tNode.child) {
    // Case 4: the TNode is a view.
    _queryNodeChildrenR3(tNode.child, lView, predicate, matches, elementsOnly, rootNativeNode);
}
```

if (rootNativeNode !== nativeNode) {
    // To determine the next node to be processed, we need to use the next or the projectionNext
    var nextTNode = (tNode.flags & 4 /* isProjected */) ? tNode.projectionNext : tNode.next;
    if (nextTNode) {
        _queryNodeChildrenR3(nextTNode, lView, predicate, matches, elementsOnly, rootNativeNode);
    }
}
```

```javascript
/**
 * Match the current native node against the predicate.
 *
 * @param nativeNode the current native node
 * @param predicate the predicate to match
 * @param matches the list of positive matches
 * @param elementsOnly whether only elements should be searched
 * @param rootNativeNode the root native node on which predicate should not be matched
 */
function _addQueryMatchR3(nativeNode, predicate, matches, elementsOnly, rootNativeNode) {
    // Types with generics, so we manually cast the parameters accordingly.
    if (elementsOnly &&& debugNode instanceof DebugElement__POST_R3__ && predicate(debugNode) && matches.indexOf(debugNode) === -1) {
        return;
    }
    // Type of the "predicate and "matches" array are set based on the value of
    // the '\elementsOnly' parameter. TypeScript is not able to properly infer these
    // types with generics, so we manually cast the parameters accordingly.
    var debugNode = getDebugNode$1(nativeNode);
    if (!debugNode) { return; }
    // The \elementsOnly parameter.
    var childView = lContainer[i];
    _queryNodeChildrenR3(childView[TVIEW].node, childView, predicate, matches, elementsOnly, rootNativeNode);
    } // for (var i = CONTAINER_HEADER_OFFSET; i < lContainer.length; i++) {
```
matches.push(debugNode);
                }
            }
        }
    }

    /**
     * Match all the descendants of a DOM node against a predicate.
     *
     * @param nativeNode the current native node
     * @param predicate the predicate to match
     * @param matches the list of positive matches
     * @param elementsOnly whether only elements should be searched
     */
    function _queryNativeNodeDescendants(parentNode, predicate, matches, elementsOnly) {
        var nodes = parentNode.childNodes;
        var length = nodes.length;
        for (var i = 0; i < length; i++) {
            var node = nodes[i];
            var debugNode = getDebugNode$1(node);
            if (debugNode) {
                if (elementsOnly && debugNode instanceof DebugElement__POST_R3__ && predicate(debugNode) &&
                    matches.indexOf(debugNode) === -1) {
                    matches.push(debugNode);
                }
                else if (!elementsOnly && predicate(debugNode) &&
                    matches.indexOf(debugNode) === -1) {
                    matches.push(debugNode);
                }
                _queryNativeNodeDescendants(node, predicate, matches, elementsOnly);
            }
        }
    }

    /**
     * Iterates through the property bindings for a given node and generates
     * a map of property names to values. This map only contains property bindings
     * defined in templates, not in host bindings.
     */
    function collectPropertyBindings(properties, tNode, lView, tData) {
        var bindingIndexes = tNode.propertyBindings;
        if (bindingIndexes !== null) {
            for (var i = 0; i < bindingIndexes.length; i++) {
                var bindingIndex = bindingIndexes[i];
                var metadataParts = tData[bindingIndex].metadataParts;
                var propertyName = metadataParts[0];
                if (metadataParts.length > 1) {
                    var value = metadataParts[1];
                    for (var j = 1; j < metadataParts.length - 1; j++) {
                        value += renderStringify(lView[bindingIndex + j - 1]) + metadataParts[j + 1];
                    }
                    properties[propertyName] = value;
                } else {
                    properties[propertyName] = lView[bindingIndex];
                }
            }
        }
    }

    var _nativeNodeToDebugNode = new Map();
    function getDebugNode__PRE_R3__(nativeNode) {
        return _nativeNodeToDebugNode.get(nativeNode) || null;
    }

    var NG_DEBUG_PROPERTY = '__ng_debug__';
    function getDebugNode__POST_R3__(nativeNode) {
        if (nativeNode instanceof Node) {
            if (!(nativeNode.hasOwnProperty(NG_DEBUG_PROPERTY))) {
                nativeNode[NG_DEBUG_PROPERTY] = nativeNode.nodeType == Node.ELEMENT_NODE ?
                    new DebugElement__POST_R3__(nativeNode) :
                    new DebugNode__POST_R3__(nativeNode);
            }
            return nativeNode[NG_DEBUG_PROPERTY];
        }
        return null;
    }

    function getAllDebugNodes() {
        return Array.from(_nativeNodeToDebugNode.values());
    }

    function indexDebugNode(node) {
        _nativeNodeToDebugNode.set(node.nativeNode, node);
    }

    function removeDebugNodeFromIndex(node) {
        _nativeNodeToDebugNode.delete(node.nativeNode);
    }

    var _CORE_PLATFORM_PROVIDERS = [
        // Set a default platform name for platforms that don't set it explicitly.
        { provide: PLATFORM_ID, useValue: 'unknown' },
        { provide: PlatformRef, deps: [Injector] },
        { provide: TestabilityRegistry, deps: [] },
        { provide: Console, deps: [] },
    ];
    var platformCore = createPlatformFactory(null, 'core', _CORE_PLATFORM_PROVIDERS);

    var _CORE_PLATFORM_PROVIDERS = [
        { provide: PLATFORM_ID, useValue: 'unknown' },
        { provide: PlatformRef, deps: [Injector] },
        { provide: TestabilityRegistry, deps: [] },
        { provide: Console, deps: [] },
    ];

    var _CORE_PLATFORM_PROVIDERS = [
        { provide: PLATFORM_ID, useValue: 'unknown' },
        { provide: PlatformRef, deps: [Injector] },
        { provide: TestabilityRegistry, deps: [] },
        { provide: Console, deps: [] },
    ];
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* found in the LICENSE file at https://angular.io/license
*/

function
_iterableDifferFactory() {
  return defaultIterableDiffs;
}

function _keyValueDifferFactory() {
  return defaultKeyValueDiffs;
}

getGlobalLocale();

if (ivyEnabled) {
  setLocaleId(LOCALIZER);
}

return locale;

/**
 * Work out the locale from the potential global properties.
 */

* ng * ** Close Compiler: use
`goog.LOCALE`;

* * Ivy enabled: use `$localize.locale`;

* * function getGlobalLocale() {

  if (typeof ng18nClosureMode !== 'undefined' && ng18nClosureMode &&
    typeof goog !== 'undefined' &&
    goog.LOCALE !== 'en') {
    // * The default 'goog.LOCALE' value is 'en', while Angular used 'en-US'.

    // * In order to preserve backwards compatibility, we use Angular default value over
    // Closure Compiler's one.

    return goog.LOCALE;
  }

  else {
    // KEEP `typeof $locale` !== 'undefined' &
    // $locale locales IN SYNC WITH THE LOCALIZE
    // COMPIL-TIME INLINER.

    // * During compile time inlining of translations the expression will be replaced
    // with a string literal that is the current locale. Other forms of this expression are not
    // guaranteed to be replaced.

    return pathToModulePath,
    // * During runtime translation evaluation, the developer is required to set `$locale.locale`
    // if required, or just to provide their own 'LOCALIZER' provider.

    return (ivyEnabled && typeof $locale !== 'undefined')
      ? $locale
      : DEFAULT_LOCALE;

    // USD_CURRENCY_CODE;

    // * A built-in [dependency injection token](guide/glossary#di-token)
    // * that is used to configure the root injector for bootstrapping.

    * var
    * $ngZone:

    APPLICATION_MODULE_PROVIDERS = [
      provide: ApplicationRef,
      useClass: ApplicationRef,
      deps: [NgZone, Console, Injector, ErrorHandler, ComponentFactoryResolver,
       ApplicationInitStatus]
    ];

    return ApplicationModule;

    ApplicationModule = /** @class */ (function () {
      // Inject ApplicationRef to make it eager...
      function
      _AppModule(appRef) {
        }

        return ApplicationModule;
    }());

    ApplicationModule.decorators
    = [
      { type: NgModule, args: [{ providers: APPLICATION_MODULE_PROVIDERS },] }
    ];

    ApplicationModule.ctorParameters = function () {
      return [ApplicationRef ];
    };

    anchorDef(flags, matchedQueriesDsl, ngContentIndex, childCount, handleEvent, templateFactory) {

    return template ? resolveDefinition(templateFactory) : null;

    return

    null // will be set by the view

    definition
    nodeIndex: -1,
    parent: null,
    renderParent: null,
    bindingIndex: -1,
    outputIndex: -1,
    // regular values
    flags: flags,
    checkIndex: -1,
    childFlags: 0,
    directChildFlags: 0,
    childMatchedQueries: 0,
    matchedQueries: matchedQueries,
    matchedQueryIds: matchedQueryIds,
    references: references,
    ngContentIndex: ngContentIndex,
value, ns); } return el; } function listenToElementOutputs(view, compView, def, el) {
  for (var i = 0; i < def.outputs.length; i++) {
    var output = def.outputs[i];
    if (handleEventClosure = renderEventHandlerClosure(view, def.nodeIndex, elementEventFullName(output.target, output.eventName));
      var listenTarget = output.target;
      var listenerView = view;
    if (output.target === 'component') {
      listenTarget = null;
      listenerView = compView;
    }
    for (var disposables = view.disposables[def.outputIndex + i]; disposables; disposables = disposables.next) {
      function renderEventHandlerClosure(view, index, eventName) {
        return function (event) { return dispatchEvent(view, index, eventName, event); }
      }
    }
    function checkAndUpdateElementInline(view, def, index, eventName) {
      return function (event) { return dispatchEvent(view, index, eventName, event); }
    }
    function renderEventHandlerClosure(view, def, index) {
      return function (event) { return dispatchEvent(view, index, event); }
    }
    function setElementProperty(bindView, binding, renderNode, ns, name, value) {
      var renderer = view.renderer;
      if (value) {
        renderer.setAttribute(renderNode, name, value, ns);
      }
      else {
        renderer.removeAttribute(renderNode, name, ns);
      }
    }
    function setElementClass(view, renderNode, name, value) {
      var renderer = view.renderer;
      if (value) {
        renderer.addClass(renderNode, name);
      }
      else {
        renderer.removeClass(renderNode, name);
      }
    }
    function setElementAttribute(view, binding, renderNode, ns, name, value) {
      var renderer = view.renderer;
      if (value != null) {
        renderer.setAttribute(renderNode, name, value, ns);
      }
      else {
        renderer.removeAttribute(renderNode, name, ns);
      }
    }
    function checkAndUpdateElementDynamic(view, def, values) {
      var changed = false;
      for (var i = 0; i < values.length; i++) {
        if (checkAndUpdateElementValue(view, def, i, values[i]))
          changed = true;
      }
      return changed;
    }
    function checkAndUpdateElementValue(view, def, bindingIdx, value) {
      var securityContext = binding.securityContext;
      var renderValue = securityContext ? binding.securityContext : value;
      var renderValue = renderValue != null ? renderValue.toString() : null;
      var renderer = view.renderer;
      if (value != null) {
        if (renderValue != null) {
          renderer.setAttribute(binding.nodeIndex, binding.name, binding.ns, name, value);
          renderValue = securityContext ? binding.securityContext : value;
          renderValue = renderValue != null ? renderValue.toString() : null;
          var unit = binding.suffix;
          if (unit != null) {
            renderValue = renderValue + unit;
          }
        }
        else {
          renderer.removeAttribute(binding.nodeIndex, binding.name, binding.ns, name);
        }
      }
    }
    function checkAndUpdateElementDynamic(view, def, values) {
      var changed = false;
      for (var i = 0; i < values.length; i++) {
        if (checkAndUpdateElementValue(view, def, i, values[i]))
          changed = true;
      }
      return changed;
    }
    function checkAndUpdateElementInline(view, def, index, eventName) {
      return function (event) { return dispatchEvent(view, index, eventName, event); }
    }
    function renderEventHandlerClosure(view, def, index) {
      return function (event) { return dispatchEvent(view, index, event); }
    }
  }
}

function listenToElementOutputs(view, compView, def, el) { 8397
```javascript
// function that checks and updates query
function checkAndUpdateQuery(view, nodeDef) {
    var elementData = asElementData(view, i);
    if (nodeDef.flags & 1 /* TypeElement */ &&
        (nodeDef.element.template &&
            (nodeDef.element.template.nodeMatchedQueries &
                (nodeDef.query.filterId & queryIds) === nodeDef.query.filterId)) {
        var elementDef = nodeDef.parent.nodeIndex;
        newValues = calcQueryValues(view, elementDef.nodeIndex, elementDef.nodeIndex +
            elementDef.childCount); // only visit the root nodes
        i += nodeDef.childCount;
    }
    // view queries
    if (view.def.nodeFlags & 134217728 /* TypeViewQuery */) {
        for (var i = 0; i < view.def.nodes.length; i++) {
            var nodeDef = view.def.nodes[i];
            if ((nodeDef.flags & 67108864 /* TypeContentQuery */) &&
                (nodeDef.flags & 536870912 /* DynamicQuery */) &&
                    (nodeDef.childFlags & 536870912 /* DynamicQuery */) &&
                        (nodeDef.flags & 16777216 /* queryDef.filterId) === queryDef.filterId) {
                    var elementData = asElementData(view, i);
                    if (nodeDef.flags & 1 /* TypeElement */ && i +
                        nodeDef.childCount <tplDef.nodeIndex) ||
                        !(nodeDef.childFlags & 67108864 /* TypeContentQuery */)) {
                        newValues = calcQueryValues(view, 0, view.def.nodes.length - 1,
                            nodeDef.childCount); // only visit the root nodes
                    i += nodeDef.childCount;
                }
            }
        }
    }
    // content queries
    if (view.def.nodeFlags & 134217728 /* TypeViewQuery */) {
        for (var i = 0; i <= end; i++) {
            var nodeDef = view.def.nodes[i];
            if (nodeDef.flags & 67108864 /* TypeContentQuery */) &&
                (nodeDef.flags & 536870912 /* DynamicQuery */) &&
                    (nodeDef.query.filterId & queryIds) === nodeDef.query.filterId) {
                var elementData = asElementData(view, i);
                if (nodeDef.flags & 1 /* TypeElement */ &&
                    (nodeDef.element.template &&
                        (nodeDef.element.template.nodeMatchedQueries &
                            (nodeDef.query.filterId & queryIds) === nodeDef.query.filterId)) {
                    var elementData = asElementData(view, i);
                if (nodeDef.flags & 1 /* TypeElement */ &&
                    (nodeDef.element.template &&
                        (nodeDef.element.template.nodeMatchedQueries &
                            (nodeDef.query.filterId & queryIds) === nodeDef.query.filterId)) {
                    var elementData = asElementData(view, i);
                }
            }
        }
    }
}
EmbeddedViews */) {\n    var embeddedViews = elementData.viewContainer._embeddedViews;
    for (var k = 0; k < embeddedViews.length; k++) {\n        var embeddedView = embeddedViews[k];\n        var dvc = declaredViewContainer(embeddedView);\n        if (dvc && dvc === elementData) {\n            calcQueryValues(embeddedView, 0, embeddedView.def.nodes.length - 1, queryDef, values);\n            }\n        }}\n    }\n\n    var projectedViews = elementData.template._projectedViews;\n    if (projectedViews) {\n        for (var k = 0; k < projectedViews.length; k++) {\n            var projectedView = projectedViews[k];\n            calcQueryValues(projectedView, 0, projectedView.def.nodes.length - 1, queryDef, values);\n        }\n    }\n\n    if (nodeDef.childMatchedQueries & queryDef.filterId) {\n        // if no child matches the query, skip the children.\n        if (i += nodeDef.childCount; i < nodeDef.childFlags) {\n            return values;\n        }\n        function getQueryValue(view, nodeDef, queryValueType) {\n            if (queryValueType !== null) {\n                // a match\n                switch (queryValueType) {\n                    case 1 /* RenderElement */:\n                        return asElementData(view, nodeDef.nodeIndex).renderElement;\n                    case 0 /* ElementRef */:\n                        return new ElementRef(asElementData(view, nodeDef.nodeIndex).renderElement);\n                    case 2 /* TemplateRef */:\n                        return asElementData(view, nodeDef.nodeIndex).template;\n                    case 3 /* ViewContainerRef */:\n                        return asViewContainerData(view, nodeDef.nodeIndex).viewContainer;\n                    case 4 /* Provider */:\n                        return asProviderData(view, nodeDef.nodeIndex).instance;\n                    case 5 /* ngContent */:\n                        return asNgContentData(view, nodeDef.nodeIndex).ngContent;\n                    case 6 /* ElementRef */:\n                        return new ElementRef(asElementData(view, nodeDef.nodeIndex).renderElement);
                    case 7 /* TemplateRef */:\n                        return asElementData(view, nodeDef.nodeIndex).template;\n                    case 8 /* TypeNgContent */:\n                        return ngContentDef(nodeDef.nodeIndex, index);\n                    case 9 /* TypePureObject */:\n                        return pureObjectDef(checkIndex, argCount);
                    case 10 /* TypePureArray */:\n                        return newArray(argCount + 1);\n                    case 11 /* TypePurePipe */:\n                        return purePipeDef(checkIndex, argCount);\n                    case 12 /* TypePureExpression */:\n                        return _pureExpressionDef(checkIndex, 0);\n                    case 13 /* TypePureExpression */:\n                        return _pureExpressionDef(checkIndex, 1);\n                    case 14 /* TypePureExpression */:\n                        return _pureExpressionDef(checkIndex, 2);\n                    case 15 /* TypePureExpression */:\n                        return _pureExpressionDef(checkIndex, 3);\n                }\n            }\n        }\n    }\n\n    return new QueryValueResult(values);
```javascript
v5, v6, v7, v8, v9) {
    var bindings = def.bindings;
    var changed = false;
    var bindLen = bindings.length;
    if (bindLen > 0 && checkAndUpdateBinding(view, def, 0, v0))
        changed = true;
    if (bindLen > 1 && checkAndUpdateBinding(view, def, 1, v1))
        changed = true;
    checkAndUpdateBinding(view, def, 2, v2);
    checkAndUpdateBinding(view, def, 3, v3);
    checkAndUpdateBinding(view, def, 4, v4);
    checkAndUpdateBinding(view, def, 5, v5);
    checkAndUpdateBinding(view, def, 6, v6);
    checkAndUpdateBinding(view, def, 7, v7);
    checkAndUpdateBinding(view, def, 8, v8);
    checkAndUpdateBinding(view, def, 9, v9);
    if (changed) {
        var data = asPureExpressionData(view, def.nodeIndex);
        data.value = value;
        return changed;
    }
    return changed;
}

function checkAndUpdatePureExpressionDynamic(view, def, values) {
    var bindings = def.bindings;
    var changed = false;
    var bindLen = bindings.length;
    if (bindLen > 0 &&
        checkAndUpdateBinding(view, def, 0, v0))
        changed = true;
    if (bindLen > 1 &&
        checkAndUpdateBinding(view, def, 1, v1))
        changed = true;
    checkAndUpdateBinding(view, def, 2, v2);
    checkAndUpdateBinding(view, def, 3, v3);
    checkAndUpdateBinding(view, def, 4, v4);
    checkAndUpdateBinding(view, def, 5, v5);
    checkAndUpdateBinding(view, def, 6, v6);
    checkAndUpdateBinding(view, def, 7, v7);
    checkAndUpdateBinding(view, def, 8, v8);
    checkAndUpdateBinding(view, def, 9, v9);
    if (changed) {
        var data = asPureExpressionData(view, def.nodeIndex);
        var value = void 0;
        switch (def.flags & 201347067 /* Types */) {
            case 32 /* TypePureArray */:
                value = [];
                if (bindLen > 0)
                    value.push(v0);
                if (bindLen > 1)
                    value.push(v1);
                if (bindLen > 2)
                    value.push(v2);
                if (bindLen > 3)
                    value.push(v3);
                if (bindLen > 4)
                    value.push(v4);
                if (bindLen > 5)
                    value.push(v5);
                if (bindLen > 6)
                    value.push(v6);
                if (bindLen > 7)
                    value.push(v7);
                if (bindLen > 8)
                    value.push(v8);
                if (bindLen > 9)
                    value.push(v9);
                break;

            case 64 /* TypePureObject */:
                value = {};
                if (bindLen > 0)
                    value[binding[0].name] = v0;
                if (bindLen > 1)
                    value[binding[1].name] = v1;
                if (bindLen > 2)
                    value[binding[2].name] = v2;
                if (bindLen > 3)
                    value[binding[3].name] = v3;
                if (bindLen > 4)
                    value[binding[4].name] = v4;
                if (bindLen > 5)
                    value[binding[5].name] = v5;
                if (bindLen > 6)
                    value[binding[6].name] = v6;
                if (bindLen > 7)
                    value[binding[7].name] = v7;
                if (bindLen > 8)
                    value[binding[8].name] = v8;
                if (bindLen > 9)
                    value[binding[9].name] = v9;
                break;

            case 128 /* TypePurePipe */:
                var pipe = v0; switch (bindLen) {
                    case 1:
                        value = pipe.transform(v0);
                        break;
                    case 2:
                        value = pipe.transform(v1, v2);
                        break;
                    case 3:
                        value = pipe.transform(v1, v2, v3);
                        break;
                    case 4:
                        value = pipe.transform(v1, v2, v3, v4);
                        break;
                    case 5:
                        value = pipe.transform(v1, v2, v3, v4, v5);
                        break;
                    case 6:
                        value = pipe.transform(v1, v2, v3, v4, v5, v6);
                        break;
                    case 7:
                        value = pipe.transform(v1, v2, v3, v4, v5, v6, v7);
                        break;
                    case 8:
                        value = pipe.transform(v1, v2, v3, v4, v5, v6, v7, v8);
                        break;
                    case 9:
                        value = pipe.transform(v1, v2, v3, v4, v5, v6, v7, v8, v9);
                        break;
                    case 10:
                        value = pipe.transform(v1, v2, v3, v4, v5, v6, v7, v8, v9, v10);
                        break;
                } return changed;
}

function checkAndUpdatePureExpressionDynamic(view, def, values) {
    var bindings = def.bindings;
    var changed = false;
    var bindLen = bindings.length;
    if (bindLen > 0 &&
        checkAndUpdateBinding(view, def, 0, v0))
        changed = true;
    if (bindLen > 1 &&
        checkAndUpdateBinding(view, def, 1, v1))
        changed = true;
    checkAndUpdateBinding(view, def, 2, v2);
    checkAndUpdateBinding(view, def, 3, v3);
    checkAndUpdateBinding(view, def, 4, v4);
    checkAndUpdateBinding(view, def, 5, v5);
    checkAndUpdateBinding(view, def, 6, v6);
    checkAndUpdateBinding(view, def, 7, v7);
    checkAndUpdateBinding(view, def, 8, v8);
    checkAndUpdateBinding(view, def, 9, v9);
    if (changed) {
        var data = asPureExpressionData(view, def.nodeIndex);
        var value = void 0;
        switch (def.flags & 201347067 /* Types */) {
            case 32 /* TypePureArray */:
                value = [];
                if (bindLen > 0)
                    value.push(v0);
                if (bindLen > 1)
                    value.push(v1);
                if (bindLen > 2)
                    value.push(v2);
                if (bindLen > 3)
                    value.push(v3);
                if (bindLen > 4)
                    value.push(v4);
                if (bindLen > 5)
                    value.push(v5);
                if (bindLen > 6)
                    value.push(v6);
                if (bindLen > 7)
                    value.push(v7);
                if (bindLen > 8)
                    value.push(v8);
                if (bindLen > 9)
                    value.push(v9);
                break;

            case 64 /* TypePureObject */:
                value = {};
                if (bindLen > 0)
                    value[binding[0].name] = v0;
                if (bindLen > 1)
                    value[binding[1].name] = v1;
                if (bindLen > 2)
                    value[binding[2].name] = v2;
                if (bindLen > 3)
                    value[binding[3].name] = v3;
                if (bindLen > 4)
                    value[binding[4].name] = v4;
                if (bindLen > 5)
                    value[binding[5].name] = v5;
                if (bindLen > 6)
                    value[binding[6].name] = v6;
                if (bindLen > 7)
                    value[binding[7].name] = v7;
                if (bindLen > 8)
                    value[binding[8].name] = v8;
                if (bindLen > 9)
                    value[binding[9].name] = v9;
                break;

            case 128 /* TypePurePipe */:
                var pipe = v0; switch (bindLen) {
                    case 1:
                        value = pipe.transform(v0);
                        break;
                    case 2:
                        value = pipe.transform(v1, v2);
                        break;
                    case 3:
                        value = pipe.transform(v1, v2, v3);
                        break;
                    case 4:
                        value = pipe.transform(v1, v2, v3, v4);
                        break;
                    case 5:
                        value = pipe.transform(v1, v2, v3, v4, v5);
                        break;
                    case 6:
                        value = pipe.transform(v1, v2, v3, v4, v5, v6);
                        break;
                    case 7:
                        value = pipe.transform(v1, v2, v3, v4, v5, v6, v7);
                        break;
                    case 8:
                        value = pipe.transform(v1, v2, v3, v4, v5, v6, v7, v8);
                        break;
                    case 9:
                        value = pipe.transform(v1, v2, v3, v4, v5, v6, v7, v8, v9);
                        break;
                    case 10:
                        value = pipe.transform(v1, v2, v3, v4, v5, v6, v7, v8, v9, v10);
                        break;
                } return changed;
}
````
```
    function textDef(checkIndex, ngContentIndex, staticText) {
        var bindings = [];
        for (var i = 1; i < staticText.length; i++) {
            bindings[i - 1] = {
                flags: 8 /* TypeProperty */,
                name: null,
                ns: null,
                nonMinifiedName: null,
                securityContext: null,
                suffix: staticText[i],
            };
        }
        return {
            // will bet
            nodeIndex: -1,
            parent: null,
            renderParent: null,
            bindingIndex: -1,
            outputIndex: -1,
            // regular values
            checkIndex: checkIndex,
            flags: 2 /* TypeText */,
            childFlags: 0,
            directChildFlags: 0,
            childMatchedQueries: 0,
            matchedQueries: {},
            matchedQueryIds: 0,
            references: {},
            ngContentIndex: ngContentIndex,
            childCount: 0,
            bindings: bindings,
        };
    }
    function createText(view, renderHost, def) {
        var renderNode;
        var renderer = view.renderer;
        renderNode = renderer.createText(def.text.prefix);
        var parentEl = getParentRenderElement(view, renderHost, def);
        if (parentEl) {
            renderer.appendChild(parentEl, renderNode);
        }
        return { renderText: renderNode };
    }
    function checkAndUpdateTextInline(view, def, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {
        var changed = false;
        var bindings = def.bindings;
        var bindLen = bindings.length;
        if (bindLen > 0 && checkAndUpdateBinding(view, def, 0, v0))
            changed = true;
        if (bindLen > 1 && checkAndUpdateBinding(view, def, 1, v1))
            changed = true;
        if (bindLen > 2 && checkAndUpdateBinding(view, def, 2, v2))
            changed = true;
        if (bindLen > 3 && checkAndUpdateBinding(view, def, 3, v3))
            changed = true;
        if (bindLen > 4 && checkAndUpdateBinding(view, def, 4, v4))
            changed = true;
        if (bindLen > 5 && checkAndUpdateBinding(view, def, 5, v5))
            changed = true;
        if (bindLen > 6 && checkAndUpdateBinding(view, def, 6, v6))
            changed = true;
        if (bindLen > 7 && checkAndUpdateBinding(view, def, 7, v7))
            changed = true;
        if (bindLen > 8 && checkAndUpdateBinding(view, def, 8, v8))
            changed = true;
        if (bindLen > 9 && checkAndUpdateBinding(view, def, 9, v9))
            changed = true;
        if (changed) {
            var value = def.text.prefix;
            if (bindLen > 0)
                value += _addInterpolationPart(v0, bindings[0]);
            if (bindLen > 1)
                value += _addInterpolationPart(v1, bindings[1]);
            if (bindLen > 2)
                value += _addInterpolationPart(v2, bindings[2]);
            if (bindLen > 3)
                value += _addInterpolationPart(v3, bindings[3]);
            if (bindLen > 4)
                value += _addInterpolationPart(v4, bindings[4]);
            if (bindLen > 5)
                value += _addInterpolationPart(v5, bindings[5]);
            if (bindLen > 6)
                value += _addInterpolationPart(v6, bindings[6]);
            if (bindLen > 7)
                value += _addInterpolationPart(v7, bindings[7]);
            if (bindLen > 8)
                value += _addInterpolationPart(v8, bindings[8]);
            if (bindLen > 9)
                value += _addInterpolationPart(v9, bindings[9]);
            view.renderer.setValue(renderNode, value);
        }
        return changed;
    }
    function checkAndUpdateTextDynamic(view, def, values) {
        var bindings = def.bindings;
        var changed = false;
        for (var i = 0; i < values.length; i++) {
            if (checkAndUpdateBinding(view, def, i, values[i]))
                changed = true;
        }
        if (changed) {
            var value = '';
            for (var i = 0; i < values.length; i++) {
                value = value + _addInterpolationPart(values[i], bindings[i]);
            }
            value = def.text.prefix + value;
            var renderNode = asTextData(view, def.nodeIndex).renderText;
            view.renderer.setValue(renderNode, value);
        }
        return changed;
    }
    function _addInterpolationPart(value, binding) {
        var valueStr = value != null ? value.toString() : '';
        return valueStr + binding.suffix;
    }
```

clone nodes and set auto calculated values
  var viewBindingCount = 0;
  var viewDisposableCount = 0;
  var viewNodeFlags = 0;
  var viewRootNodeFlags = 0;
  var viewMatchedQueries = 0;
  var currentNode = null;
  var currentParent = null;
  var currentRenderParent = null;
  var currentElementHasPublicProviders = false;
  var currentNodeFlags = 0;
  var lastRenderRootNode = null;
  for (var i = 0; i < nodes.length; i++) {
    var node = nodes[i];
    node.nodeIndex = i;
    node.parent = currentParent;
    node.bindingIndex = viewBindingCount;
    node.outputIndex = viewDisposableCount;
    node.disposeIndex = viewDisposableCount;
    node.renderParent = currentRenderParent;
    var viewNodeFlags = node.flags;
    var viewMatchedQueries = node.matchedQueryIds;
    if (node.element) {
      var eDef = node.element;
      var newElement = Object.create(eDef);
      newElement.allProviders = eDef.publicProviders;
      newElement.circularTemplate = eDef.circularTemplate;
      if (newElement.template) {
        viewMatchedQueries |= newElement.template.nodeMatchedQueries;
      }
      validateNode(currentParent, node, nodes.length);
      viewBindingCount += node.bindings.length;
      viewDisposableCount += node.outputs.length;
      if (!currentRenderParent && (node.flags & 3 /* CatRenderNode */)) {
        lastRenderRootNode = node;
      }
    }
    if (node.childCount > 0) {
      currentParent = node;
      if (!isNgContainer(node)) {
        currentRenderParent = node;
      }
    } else {
      if (!isPrivateService || isComponent) {
        currentParent.element.publicProviders[tokenKey(node.provider.token)] = node;
        currentParent.element.allProviders = Object.create(currentParent.element.publicProviders);
      } else {
        currentParent.element.allProviders[tokenKey(node.provider.token)] = node;
        currentParent.element.componentProvider = node;
      }
      if (isComponent) {
        currentParent.element.componentProvider = node;
      }
      if (currentParent) {
        currentParent.childFlags |= node.flags;
        currentParent.childMatchedQueries |= node.matchedQueryIds;
        if (node.element && node.element.template) {
          currentParent.childMatchedQueries |= node.element.template.nodeMatchedQueries;
        }
      } else {
        currentParent = node;
      }
    }
  }

  return {
    factory: null,
    nodeFlags: viewNodeFlags,
    rootNodeFlags: viewRootNodeFlags
  }
function validateNode(parent, node, nodeCount) {
    var template = node.element &&
    node.element.template;
    if (template) {
        if (!template.lastRenderRootNode) {
            throw new Error("Illegal State: Embedded templates without nodes are not allowed!");
        }
        if (template.lastRenderRootNode &&
            template.lastRenderRootNode.flags & 16777216 /* EmbeddedViews */) {
            throw new Error("Illegal State: Last root node of a template can't have embedded views, at index "+ node.nodeIndex + "!");
        }
    }
    if (node.flags & 20224 /* CatProvider */) {
        var parentFlags = parent ? parent.flags : 0;
        if ((parentFlags & 1 /* TypeElement */) === 0) {
            throw new Error("Illegal State: StaticProvider/Directive nodes need to be children of elements or anchors, at index "+ node.nodeIndex + "!");
        }
    }
    if (node.query) {
        if (node.flags & 67108864 /* TypeContentQuery */ &&
            (!parent || (parent.flags & 16384 /* TypeDirective */) === 0)) {
            throw new Error("Illegal State: Content Query nodes need to be children of directives, at index "+ node.nodeIndex + "!");
        }
        if (node.flags & 134217728 /* TypeViewQuery */ && parent) {
            throw new Error("Illegal State: View Query nodes have to be top level nodes, at index "+ node.nodeIndex + "!");
        }
    }
    if (node.childCount) {
        var parentEnd = parent ? parent.nodeIndex + parent.childCount : nodeCount - 1;
        if (node.nodeIndex <= parentEnd && node.nodeIndex + node.childCount > parentEnd) {
            throw new Error("Illegal State: childCount of node leads outside of parent, at index "+ node.nodeIndex + "!");
        }
    }
}

function createEmbeddedView(parent, anchorDef, viewDef, context) {
    var view = createView(parent.root, parent.renderer, parent, anchorDef, viewDef);
    initView(view, parent.component, context);
    createViewNodes(view);
    return view;
}

function createRootView(root, def, context) {
    var view = createView(root, root.renderer, null, null, def);
    initView(view, context, context);
    createViewNodes(view);
    return view;
}

function createComponentView(parentView, nodeDef, viewDef, hostElement) {
    var rendererType =
    nodeDef.element.componentRendererType;
    var compRenderer;
    if (!rendererType) {
        compRenderer = parentView.root.renderer;
    }
    else {
        compRenderer =
        parentView.root.rendererFactory.createRenderer(hostElement, rendererType);
    }
    return createView(parentView.root, compRenderer, parentView, nodeDef.element.componentProvider, viewDef);
}

function createView(root, renderer, parent, parentNodeDef, def) {
    var disposables = def.outputCount ? new Array(def.outputCount) : null;
    var view =
    new Array(def.nodes.length);
    view[0] = createView(root, renderer, parent, parentNodeDef, def);
    return view;
}

function initView(view, component, context) {
    view.component = component;
    view.context = context;
}

function createViewNodes(view) {
    var renderHost;
    if (isComponentView(view)) {
        var view = createView(view, renderHost, null, null);
        if (viewertype) {
            var compRenderer;
            if (!renderHost) {
                compRenderer =
                view.component.createRendererFactory.createRenderer();
            }
        }
        return createView(view, compRenderer, context, viewDef);
    }
    var disposables =
    new Array(view.items.length);
    return disposables;
}
OnDestroy */;\n    if (view.disposables) {\n        for (var i = 0; i < view.disposables.length; i++) {\n            view.disposables[i].\n        }\n        detachProjectedView(view);\n    if (view.renderer.destroyNode) {\n        view.renderor.destroy();\n    }\n    view.state |= 128 /* Destroyed */;\n}\nfunction destoryViewNodes(view) {\n    if (isComponentView(view)) {\n        view.renderer.destroy();\n        view.state |= 128 /* Destroyed */;\n    }\n    if (view.disposables) {\n        for (var i = 0; i < view.disposables.length; i++) {\n            view.disposables[i]();\n        }\n        detachProjectedView(view);\n        if (view.renderer.destroyNode) {\n            destroyViewNodes(view);\n        }\n        if (isComponentView(view)) {\n            view.renderer.destroy();\n        }\n        view.state |= 128 /* Destroyed */;\n    }\n    function destroyViewNodes(view) {\n        var len = view.def.nodes.length;\n        for (var i = 0; i < len; i++) {\n            var def = view.def.nodes[i];\n            if (def.flags & 1 /* TypeElement */) {\n                view.renderer.destroyNode(asElementData(view, i).renderElement);\n            }\n            else if (def.flags & 2 /* TypeText */) {\n                view.renderer.destroyNode(asTextData(view, i).renderText);\n            }\n            else if (def.flags & 67108864 /* TypeContentQuery */ || def.flags & 134217728 /* TypeViewQuery */) {\n                asQueryList(view, i).destroy();\n            }\n        }\n    }\n    function execComponentViewsAction(view, action) {\n        var def = view.def;\n        if (!(def.nodeFlags & 33554432 /* ComponentView */)) {\n            return;\n        }\n        for (var i = 0; i < def.nodes.length; i++) {\n            var nodeDef = def.nodes[i];\n            if (nodeDef.flags & 33554432 /* ComponentView */) {\n                // a leaf\n                callViewAction(asElementData(view, i).componentView, action);\n            }\n            else if ((nodeDef.childFlags & 33554432 /* ComponentView */) === 0) {\n                // a parent with leafs\n                // no child is a component,\n                // then skip the children\n                i += nodeDef.childCount;\n            }\n        }\n        function execComponentViewsAction(view, action) {\n            var def = view.def;\n            if (!(!def.nodeFlags & 33554432 /* ComponentView */) && nodeDef = def.nodes[i];\n                if (nodeDef.flags & 33554432 /* ComponentView */) {\n                    // a leaf\n                    var embeddedViews = asElementData(view, i).viewContainer._embeddedViews;\n                    for (var k = 0; k < embeddedViews.length; k++) {\n                        var def = embeddedViews[k];\n                        if ((def.nodeFlags & 16777216 /* EmbeddedViews */) === 0) {\n                            // a parent with leafs\n                            // no child is a component,\n                            // then skip the children\n                            i += nodeDef.childCount;\n                        }\n                    }\n                }\n            }\n        }\n    }\n    function execEmbeddedViewsAction(view, action) {\n        var def = view.def;\n        if (!(!def.nodeFlags & 16777216 /* EmbeddedViews */) && nodeDef = def.nodes[i];\n            if (nodeDef.flags & 16777216 /* EmbeddedViews */) {\n                // a leaf\n                var embeddedViews = asElementData(view, i).viewContainer._embeddedViews;\n                for (var k = 0; k < embeddedViews.length; k++) {\n                    var def = embeddedViews[k];\n                    if ((def.nodeFlags & 16777216 /* EmbeddedViews */) === 0) {\n                        // a parent with leafs\n                        // no child is a component,\n                        // then skip the children\n                        i += nodeDef.childCount;\n                    }\n                }\n            }\n        }\n    }\n    function callViewAction(view, action) {\n        var viewState = view.state;\n        switch (action) {\n            case ViewAction.CheckNoChanges:\n                if ((viewState & 128 /* Destroyed */) === 0) {\n                    if ((viewState & 12 /* CatDetectChanges */) === 12 /* CatDetectChanges */) {\n                        checkNoChangesView(view);\n                    }\n                    else if (viewState & 64 /* CheckProjectedViews */) {\n                        execProjectedViewsAction(view, action);\n                    }\n                }\n                break;\n            case ViewAction.CheckNoChangesProjectedViews:\n                if ((viewState & 128 /* Destroyed */) === 0) {\n                    if ((viewState & 12 /* CatDetectChanges */) === 12 /* CatDetectChanges */) {\n                        checkNoChangesView(view);\n                    }\n                    else if (viewState & 64 /* CheckProjectedViews */) {\n                        execProjectedViewsAction(view, action);\n                    }\n                }\n                break;\n            case ViewAction.CheckAndUpdate:\n                if ((viewState & 128 /* Destroyed */) === 0) {\n                    if ((viewState & 12 /* CatDetectChanges */) === 12 /* CatDetectChanges */) {\n                        checkAndUpdateView(view);\n                    }\n                    else if (viewState & 64 /* CheckProjectedViews */) {\n                        execProjectedViewsAction(view, action);\n                    }\n                }\n                break;\n            case ViewAction.CheckAndUpdateProjectedViews:\n                if ((viewState & 128 /* Destroyed */) === 0) {\n                    if ((viewState & 12 /* CatDetectChanges */) === 12 /* CatDetectChanges */) {\n                        checkAndUpdateView(view);\n                    }\n                    else if (viewState & 64 /* CheckProjectedViews */) {\n                        execProjectedViewsAction(view, action);\n                    }\n                }\n                break;\n            case ViewAction.Destroy:\n                // Note: destroyView recurses over all views,\n                // so we don't need to special case projected views here.\n        }
rendererFactory, projectableNodes, rootSelectorOrNode), def, context);\n  function
debugCreateRootView(elInjector, projectableNodes, rootSelectorOrNode, def, ngModule, context) {\n    var rendererFactory = ngModule.injector.get(RendererFactory2);\n    var root = createRootData(elInjector, ngModule, rendererFactory, projectableNodes, rootSelectorOrNode);\n    return callWithDebugContext(DebugAction.create, createRootView, null, [root, defWithOverride, context]);\n  }\n  function createRootData(elInjector, ngModule, rendererFactory, projectableNodes, rootSelectorOrNode) {\n    var sanitizer = ngModule.injector.get(Sanitizer);\n    var errorHandler = ngModule.injector.get(ErrorHandler);\n    var renderer = rendererFactory.createRenderer(null, null);\n    return { ngModule: ngModule, injector: elInjector, projectableNodes: projectableNodes, selectorOrNode: rootSelectorOrNode, sanitizer: sanitizer, rendererFactory: rendererFactory, renderer: renderer, errorHandler: errorHandler };\n  }\n  function debugCreateEmbeddedView(parentView, anchorDef, viewDef, context) {\n    var defWithOverride = applyProviderOverridesToView(viewDef);\n    return callWithDebugContext(DebugAction.create, createEmbeddedView, null, [parentView, anchorDef, defWithOverride, context]);\n  }\n  function debugCreateComponentView(parentView, nodeDef, viewDef, hostElement) {\n    var overrideComponentView = viewDefOverrides.get(nodeDef.element.componentProvider.provider.token);\n    if (overrideComponentView) {\n      viewDef = overrideComponentView;\n    } else {\n      viewDef = applyProviderOverridesToView(viewDef);\n    }\n    return callWithDebugContext(DebugAction.create, createComponentView, null, [parentView, nodeDef, viewDef, hostElement]);\n  }\n  function debugCreateNgModuleRef(moduleType, parentInjector, bootstrapComponents, def) {\n    var defWithOverride = applyProviderOverridesToNgModule(def);\n    return createNgModuleRef(moduleType, parentInjector, bootstrapComponents, defWithOverride);\n  }\n  var providerOverrides = new Map();\n  var providerOverridesWithScope = new Map();\n  var viewDefOverrides = new Map();\n  function debugOverrideProvider(override) {\n    providerOverrides.set(override.token, override);\n    var InjectableDef;\n    if (typeof override.token === 'function' && (InjectableDef = getInjectableDef(override.token)) && typeof InjectableDef.providedIn === 'function') {\n      providerOverridesWithScope.set(override.token, override);}\n    }\n  function debugOverrideComponentView(comp, compFactory) {\n    var hostViewDef = resolveDefinition(getComponentViewDefinitionFactory(compFactory));\n    var compViewDef = resolveDefinition(hostViewDef.nodes[0].element.componentView);\n    viewDefOverrides.set(comp, compViewDef);\n  }\n  function debugClearOverrides() {\n    providerOverrides.clear();\n    providerOverridesWithScope.clear();\n    viewDefOverrides.clear();\n  }\n  // Notes about the algorithm:\n  // 1) Locate the providers of an element and check if one of them was overwritten\n  // 2) Change the providers of\n  // that element\n  // We only create new datastructures if we need to, to keep perf impact reasonable.\n  function applyProviderOverridesToView(def) {\n    if (providerOverrides.size === 0) {\n      return def;\n    }\n    var elementIndicesWithOverwrittenProviders = findElementIndicesWithOverwrittenProviders(def);\n    if (elementIndicesWithOverwrittenProviders.length === 0) {\n      return def;\n    }\n    // clone the whole view definition, as it maintains references between the nodes that are hard to update.\n    def = def.factory(function () { return NOOP; });\n    for (var i = 0; i < elementIndicesWithOverwrittenProviders.length; i++) {\n      applyProviderOverridesToElement(def, elementIndicesWithOverwrittenProviders[i]);\n    }\n    return def;\n  }\n  function findElementIndicesWithOverwrittenProviders(def) {\n    var eElementsWithOverwrittenProviders = [];\n    for (var i = 0; i < eElementsWithOverwrittenProviders.length; i++) {\n      var lastElementDef = null;\n      for (var i = 0; i < def.nodes.length; i++) {\n        var nodeDef = def.nodes[i];\n        if (nodeDef.flags & 1 /* TypeElement */) {\n          lastElementDef = nodeDef;\n        }\n        if (lastElementDef &amp; nodeDef.flags & 3840 /* CatProviderNoDirective */ &amp;&amp; providerOverrides.has(nodeDef.provider.token)) {\n          eElementsWithOverwrittenProviders.push(lastElementDef.nodeIndex);\n        }\n      }\n      return eElementsWithOverwrittenProviders;\n    }\n    function applyProviderOverridesToElement(viewDef, eIndex) {\n      // for (var i = eIndex + 1; i < viewDef.nodes.length;
i++)
var nodeDef = viewDef.nodes[i];
if (nodeDef.flags & 1 /* TypeElement */) {
  // stop at the next element
  return;
}
if (nodeDef.flags & 3840 /* CatProviderNoDirective */) {
  var provider = nodeDef.provider;
  var override = providerOverrides.get(provider.token);
  if (override) {
    nodeDef.flags = (nodeDef.flags & ~3840 /* CatProviderNoDirective */) | override.flags;
    provider.deps = splitDepsDsl(override.deps);
    provider.value = override.value;
  }
}

// Notes about the algorithm:
// We only create new datastructures if we need to, to keep perf impact
// reasonable.
function applyProviderOverridesToNgModule(def) {
  var _a = calcHasOverrides(def), hasOverrides = _a.hasOverrides, hasDeprecatedOverrides = _a.hasDeprecatedOverrides;
  if (!hasOverrides) {
    return def;
  }
  // clone the whole view definition,
  // as it maintains references between the nodes that are hard to update.
  def = def.factory(function () { return NOOP; });
  applyProviderOverrides(def);
  return def;
  function calcHasOverrides(def) {
    var hasOverrides = false;
    var hasDeprecatedOverrides = false;
    if (providerOverrides.size === 0) {
      return {
        hasOverrides: hasOverrides, hasDeprecatedOverrides: hasDeprecatedOverrides
      };
    }
    def.providers.forEach(function (node) {
      var override = providerOverrides.get(node.token);
      if ((node.flags & 3840 /* CatProviderNoDirective */) && override) {
        hasOverrides = true;
        hasDeprecatedOverrides = hasDeprecatedOverrides || override.deprecatedBehavior;
      }
    });
    def.modules.forEach(function (module) {
      providerOverridesWithScope.forEach(function (override, token) {
        if (getInjectableDef(token).providedIn === module) {
          hasOverrides = true;
          hasDeprecatedOverrides = hasDeprecatedOverrides || override.deprecatedBehavior;
        }
      });
    });
    return { hasOverrides: hasOverrides, hasDeprecatedOverrides: hasDeprecatedOverrides }
  }
  function applyProviderOverrides(def) {
    for (var i = 0; i < def.providers.length; i++) {
      var provider = def.providers[i];
      if (hasDeprecatedOverrides) {
        // We had a bug where we made
        // all providers lazy. Keep this logic behind a flag
        provider.flags |= 4096 /* LazyProvider */;
      }
      var override = providerOverrides.get(provider.token);
      if (override) {
        provider.flags = (provider.flags & ~3840 /* CatProviderNoDirective */) | override.flags;
        provider.deps = splitDepsDsl(override.deps);
        provider.value = override.value;
      }
    }
    if (providerOverridesWithScope.size > 0) {
      var moduleSet_1 = new Set(def.modules);
      providerOverridesWithScope.forEach(function (override, token) {
        if (moduleSet_1.has(getInjectableDef(token).providedIn)) {
          var provider = {
            token: token,
            flags: override.flags | (hasDeprecatedOverrides ? 4096 /* LazyProvider */ : 0 /* None */),
            index: def.providers.length,
            def: splitDepsDsl(override.deps),
            value: override.value
          };
          def.providersByKey[tokenKey(token)] = provider;
        }
      });
    }
  }
  function prodCheckAndUpdateNode(view, checkIndex, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {
    var nodeDef = viewDef.nodes[checkIndex];
    checkAndUpdateNode(view, nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);
    return (nodeDef.flags & 224 /* CatPureExpression */) ?
      asPureExpressionData(view, checkIndex).value :
      undefined;
  }
  function prodCheckNoChangesNode(view, checkIndex, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {
    var nodeDef = viewDef.nodes[checkIndex];
    checkNoChangesNode(view, nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);
    return (nodeDef.flags & 224 /* CatPureExpression */) ?
      asPureExpressionData(view, checkIndex).value :
      undefined;
  }
  function prodCheckNoChangesView(view, checkIndex, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9) {
    var nodeDef = viewDef.nodes[checkIndex];
    checkNoChangesView(view, nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);
    return (nodeDef.flags & 224 /* CatPureExpression */) ?
      asPureExpressionData(view, checkIndex).value :
      undefined;
  }
  function callWithDebugContext(debugAction, view) {
    return debugAction(view);
  }
  function debugCheckAndUpdateView(view) {
    return callWithDebugContext(DynamicAction.detectChanges, checkAndUpdateNode(view, nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9));
  }
  function debugCheckNoChangesView(view) {
    return callWithDebugContext(DynamicAction.detectChanges, checkAndUpdateNode(view, nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9));
  }
}

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DebugAction[DebugAction["detectChanges"] = 1] = "detectChanges";
DebugAction[DebugAction["checkNoChanges"] = 2] = "checkNoChanges";
DebugAction[DebugAction["destroy"] = 3] = "destroy";
DebugAction[DebugAction["handleEvent"] = 4] = "handleEvent";

var _currentAction;
var _currentView;
var _currentNodeIndex;

function debugsetCurrentNode(view, nodeIndex) {
  _currentView = view;
  _currentNodeIndex = nodeIndex;
}

function debugHandleEvent(view, nodeIndex, eventName, event) {
  var debugCurrentDirectives = view.debugCurrentDirectives;
  var debugCheckDirectivesFn = view.debugCheckDirectivesFn;
  var debugCheckDirectives = function(view, checkType) {
    var values = arguments;
    for (var i = 3; i < values.length; i++) {
      values[i] = values[i - 3];
    }
    var nodeDef = view.def.nodes[nodeIndex];
    if (checkType === 0 /* CheckAndUpdate */) {
      debugCheckAndUpdateNode(view, nodeDef, argStyle, values);
    } else {
      debugCheckNoChangesNode(view, nodeDef, argStyle, values);
    }
  }
  if (view.state & 128 /* Destroyed */) {
    throw viewDestroyedError(DebugAction[_currentAction]);
  }
  debugSetCurrentNode(view, nextDirectiveWithBinding(view, 0));
  return view.def.updateDirectives(debugCheckDirectivesFn, view);
}

function debugCheckDirectivesFn(view, nodeIndex, argStyle) {
  var values = arguments;
  for (var i = 3; i < values.length; i++) {
    values[i] = values[i - 3];
  }
  var nodeDef = view.def.nodes[nodeIndex];
  if (checkType === 0 /* CheckAndUpdate */) {
    debugCheckAndUpdateNode(view, nodeDef, argStyle, values);
  } else {
    debugCheckNoChangesNode(view, nodeDef, argStyle, values);
  }
  if (nodeDef.flags & 16384 /* TypeDirective */) {
    debugSetCurrentNode(view, nodeDef.nodeIndex);
    var el = asElementData(view, nodeDef.nodeIndex).renderElement;
    if (!elDef.element.name) {
      // a comment.
      view.renderer.setValue(el, "bindings=" + JSON.stringify(bindingValues, null, 2));
    } else {
      for (var attr in bindingValues) {
        var value = bindingValues[attr];
        if (value != null) {
          view.renderer.setAttribute(el, attr, value);
        } else {
          view.renderer.removeAttribute(el, attr);
        }
      }
    }
    var elDef = nodeDef.parent;
    var el = asElementData(view, elDef.nodeIndex).renderElement;
    if (!elDef.element.name) {
      // a comment.
      view.renderer.setValue(el, "bindings=" + JSON.stringify(bindingValues, null, 2));
    } else {
      // a regular element.
      for (var attr in bindingValues) {
        var value = bindingValues[attr];
        if (value != null) {
          view.renderer.setAttribute(el, attr, value);
        } else {
          view.renderer.removeAttribute(el, attr);
        }
      }
    }
  }
}

function debugCheckAndUpdateNode(view, nodeDef, argStyle, values) {
  var changed = checkAndUpdateNode.apply(void 0, __spread([view, nodeDef, argStyle], values));
  if (changed) {
    var values = argStyle === 1 /* Dynamic */ ? values[0] : values;
    if (nodeDef.flags & 16384 /* TypeDirective */) {
      var bindingValues = {}
      for (var i = 0; i < nodeDef.bindings.length; i++) {
        var binding = nodeDef.bindings[i];
        var value = bindingValues[i];
        if (binding.flags & 8 /* TypeProperty */) {
          bindingValues[normalizeDebugBindingName(binding.nonMinifiedName)] = value;
        } else {
          var elDef = nodeDef.parent;
          var el = asElementData(view, elDef.nodeIndex).renderElement;
          if (!elDef.element.name) {
            // a comment.
            view.renderer.setValue(el, "bindings=" + JSON.stringify(bindingValues, null, 2));
          } else {
            // a regular element.
            for (var attr in bindingValues) {
              var value = bindingValues[attr];
              if (value != null) {
                view.renderer.setAttribute(el, attr, value);
              } else {
                view.renderer.removeAttribute(el, attr);
              }
            }
          }
        }
      }
    }
  }
}

function debugCheckNoChangesNode(view, nodeDef, argStyle, values) {
  checkNoChangesNode.apply(void 0, __spread([view, nodeDef, argStyle], values));
}

function nextDirectiveWithBinding(view, nodeIndex) {
  for (var i = nodeIndex; i < view.def.nodes.length; i++) {
    var nodeDef = view.def.nodes[i];
    if (nodeDef.flags & 3 /* CatRenderNode */) {
      return i;
    }
  }
  return null;
}

function nextRenderNodeWithBinding(view, nodeIndex) {
  for (var i = nodeIndex; i < view.def.nodes.length; i++) {
    var nodeDef = view.def.nodes[i];
    if (nodeDef.flags & 3 /* CatRenderNode */) {
      return i;
    }
  }
  return null;
}
for (var i = nodeIndex; i < view.def.nodes.length; i++) {
    var nodeDef = view.def.nodes[i];
    if ((nodeDef.flags & 3 /* CatRenderNode */) && nodeDef.bindings && nodeDef.bindings.length) {
        return
    }

    return null;
}

var DebugContext_ = /** @class */ (function () {
    function DebugContext_(view, nodeIndex) {
        this.nodeIndex = nodeIndex;
        if (nodeIndex == null) {
            return;
        }
        this.nodeDef = view.def.nodes[nodeIndex];

        var elDef = this.nodeDef;
        var elView = view;
        while (elDef && (elDef.flags & 1 /* TypeElement */) === 0) {
            elDef = elDef.parent;
        }
        if (!elDef) {
            while (elDef && elView) {
                elDef = viewParentEl(elView);
                elView = elView.parent;
            }
        }
        this.elDef = elDef;
        this.elView = elView;
    }

    Object.defineProperty(DebugContext_.prototype, "elOrCompView", {
        get: function () {
            // Has to be done lazily as we use the DebugContext also during creation of elements...
            return asElementData(this.elView, this.elDef.nodeIndex), componentView || this.view;
        },
        enumerable: false,
        configurable: true
    });

    Object.defineProperty(DebugContext_.prototype, "injector", {
        get: function () {
            return createInjector$1(this.elView, this.elDef);
        },
        enumerable: false,
        configurable: true
    });

    Object.defineProperty(DebugContext_.prototype, "context", {
        get: function () {
            return this.elOrCompView.context;
        },
        enumerable: false,
        configurable: true
    });

    Object.defineProperty(DebugContext_.prototype, "component", {
        get: function () {
            return this.elOrCompView.component;
        },
        enumerable: false,
        configurable: true
    });

    Object.defineProperty(DebugContext_.prototype, "references", {
        get: function () {
            var references = {};
            if (this.elDef) {
                for (var i = this.elDef.nodeIndex + 1; i <= this.elDef.nodeIndex + this.elDef.childCount; i++) {
                    var childDef = this.elView.def.nodes[i];
                    if (childDef.flags & 20224 /* CatProvider */) {
                        tokens.push(childDef.provider.token);
                        i += childDef.childCount;
                    }
                }
            }
            return references;
        },
        enumerable: false,
        configurable: true
    });

    Object.defineProperty(DebugContext_.prototype, "providerTokens", {
        get: function () {
            return this.elOrCompView.providerTokens;
        },
        enumerable: false,
        configurable: true
    });

    Object.defineProperty(DebugContext_.prototype, "componentRenderElement", {
        get: function () {
            return this.elOrCompView.componentRenderElement();
        },
        enumerable: false,
        configurable: true
    });

    Object.defineProperty(DebugContext_.prototype, "renderNode", {
        get: function () {
            return this.nodeDef.flags & 2 /* TypeText */ ?
                renderNode(this.view, this.nodeDef) :
                renderNode(this.elView, this.elDef);
        },
        enumerable: false,
        configurable: true
    });

    Object.defineProperty(DebugContext_.prototype, "logError", {
        get: function () {
            return DebugContext_.logError;
        },
        enumerable: false,
        configurable: true
    });

    Object.defineProperty(DebugContext_.prototype, "logViewDef", {
        get: function () {
            return this.logViewDef;
        },
        enumerable: false,
        configurable: true
    });

    return DebugContext_;;

    logViewDef = this.view.def.view;
    logNodeIndex = this.nodeDef.nodeIndex;
    logNodeDef = this.nodeDef;
}

    var _a;
    var currRenderNodeIndex = -1;
    var nodeLogger = function () {
        var _a = console.error;
        return {}; if (currRenderNodeIndex++ < renderNodeIndex) {
            return (_a = console.error).bind.apply(_a, __spread([console], values));
        }
    };

    logNodeDef = logNodeDef;
    logNodeIndex = logNodeIndex;
    logViewDef = logViewDef;
}

if (currRenderNodeIndex < renderNodeIndex) {
    console.error("Illegal state: the ViewDefinitionFactory did
not call the logger!');
                console.error.apply(console, __spread(values));
            }
        };
        return DebugContext_;
    }());
    function getRenderNodeIndex(viewDef, nodeIndex) {
        var renderNodeIndex = -1;
        for (var i = 0; i <= nodeIndex; i++) {
            var nodeDef = viewDef.nodes[i];
            if (nodeDef.flags & 3 /* CatRenderNode */) {
                renderNodeIndex = renderNodeIndex++;
            }
        }
        return renderNodeIndex;
    }
    function findHostElement(view) {
        while (view && !isComponentView(view)) {
            view = view.parent;
        }
        return view;
    }
    function getRenderNodeIndex(viewDef, nodeIndex) {
        var renderNodeIndex = -1;
        for (var i = 0; i <= nodeIndex; i++) {
            var nodeDef = viewDef.nodes[i];
            if (nodeDef.flags & 3 /* CatRenderNode */) {
                renderNodeIndex = renderNodeIndex++;
            }
        }
        return renderNodeIndex;
    }
    function findHostElement(view) {
        while (view && !isComponentView(view)) {
            view = view.parent;
        }
        return view;
    }
    function collectReferences(view, nodeDef, references) {
        for (var refName in nodeDef.references) {
            references[refName] = getQueryValue(view, nodeDef, nodeDef.references[refName]);
        }
    }
    function callWithDebugContext(action, fn, self, args) {
        var oldAction = _currentAction;
        var oldView = _currentView;
        var oldNodeIndex = _currentNodeIndex;
        try {
            _currentAction = action;
            var result = fn.apply(self, args);
        }
        finally {
            _currentView = oldView;
            _currentNodeIndex = oldNodeIndex;
            _currentAction = oldAction;
            return result;
        }
        return throwWrappedDebugError(e, getCurrentDebugContext());
    }
    function getCurrentDebugContext() {
        return _currentView ? new DebugContext_(_currentView, _currentNodeIndex) : null;
    }
    function DebugRendererFactory2(delegate) {
        this.delegate = delegate;
        DebugRendererFactory2.prototype.createRenderer = function (element, renderData) {
            return new DebugRenderer2(this.delegate.createRenderer(element, renderData));
        };
        DebugRendererFactory2.prototype.begin = function () {
            if (this.delegate.begin) {
                this.delegate.begin();
            }
        };
        DebugRendererFactory2.prototype.end = function () {
            if (this.delegate.end) {
                this.delegate.end();
            }
        };
        DebugRendererFactory2.prototype.whenRenderingDone = function () {
            if (this.delegate.whenRenderingDone) {
                return this.delegate.whenRenderingDone();
            }
        };
        return DebugRendererFactory2;
    }();
    function DebugRenderer2(delegate) {
        this.delegate = delegate;
        DebugRenderer2.prototype.createRenderer = function (element, renderData) {
            return new DebugRenderer2(this.delegate.createRenderer(element, renderData));
        };
        DebugRenderer2.prototype.begin = function () {
            if (this.delegate.begin) {
                this.delegate.begin();
            }
        };
        DebugRenderer2.prototype.end = function () {
            if (this.delegate.end) {
                this.delegate.end();
            }
        };
        DebugRenderer2.prototype.whenRenderingDone = function () {
            if (this.delegate.whenRenderingDone) {
                return this.delegate.whenRenderingDone();
            }
        };
        return new DebugRenderer2(delegate);
    };
    function DebugRenderer2.prototype.createRenderer = function (element, renderData) {
        return new DebugRenderer2(this.delegate.createRenderer(element, renderData));
    };

    DebugRenderer2.prototype.begin = function () {
        if (this.delegate.begin) {
            this.delegate.begin();
        }
    };
    DebugRenderer2.prototype.end = function () {
        if (this.delegate.end) {
            this.delegate.end();
        }
    };
    DebugRenderer2.prototype.whenRenderingDone = function () {
        if (this.delegate.whenRenderingDone) {
            return this.delegate.whenRenderingDone();
        }
    };

    DebugRendererFactory2.prototype = new Function("delegate", "this.delegate = delegate; new DebugRendererFactory2(delegate)");
    DebugRendererFactory2.prototype.begin = function () {
        if (this.delegate.begin) {
            this.delegate.begin();
        }
    };
    DebugRendererFactory2.prototype.end = function () {
        if (this.delegate.end) {
            this.delegate.end();
        }
    };
    DebugRendererFactory2.prototype.whenRenderingDone = function () {
        if (this.delegate.whenRenderingDone) {
            return this.delegate.whenRenderingDone();
        }
    };
    return DebugRendererFactory2;

    DebugRenderer = /** @class */ (function () {
        function DebugRenderer(delegate) {
            this.delegate = delegate;
        }
        DebugRenderer.prototype.createElement = function (name, namespace) {
            var el = this.delegate.createElement(name, namespace);
            if (debugNode instanceof DebugNode__PRE_R3__) {
                var debugNode = getDebugNode$1(node);
                if (debugNode.instanceof DebugNode__PRE_R3__) {
                    var debugNode = DebugNode__PRE_R3__(el, null, debugCtx);
                    var debugEl = new DebugElement__PRE_R3__(el, null, debugCtx);
                    indexDebugNode(debugEl);
                    indexDebugNode(new DebugNode__PRE_R3__(comment, null, debugCtx));
                    return comment;
                }
                DebugRenderer2.prototype.appendChild = function (parent, newChild) {
                    var debugEl = new DebugElement__PRE_R3__(el, null, debugCtx);
                    indexDebugNode(debugEl);
                    return el;
                }
                DebugRenderer2.prototype.createComment = function (value) {
                    var comment = this.delegate.createComment(value);
                    indexDebugNode(debugCtx = this.createDebugContext(comment));
                    DebugRenderer2.prototype.appendChild = function (parent, newChild) {
                        var debugEl = new DebugElement__PRE_R3__(el, null, debugCtx);
                    }
                    DebugRenderer2.prototype.createText = function (value) {
                        var text = this.delegate.createText(value);
                        indexDebugNode(debugCtx = this.createDebugContext(text));
                        DebugRenderer2.prototype.appendChild = function (parent, newChild) {
                            var debugEl = new DebugElement__PRE_R3__(el, null, debugCtx);
                        }
                    }
                }
            }
        }
        return DebugRenderer;
    }());
    var DebugElement = /** @class */ (function () {
        function DebugElement() {
            this.debugCtx = null;
        }
        DebugElement.prototype.appendChild = function (parent, newChild) {
            var el = this.delegate.appendChild(parent, newChild);
        }
        return DebugElement;
    }());
    var DebugNode = /** @class */ (function () {
        function DebugNode() {
            this.debugCtx = null;
        }
        DebugNode.prototype.appendChild = function (parent, newChild) {
            var el = this.delegate.appendChild(parent, newChild);
        }
        return DebugNode;
    }());
    var DebugContext = /** @class */ (function () {
        function DebugContext(debugCtx) {
            this.debugCtx = debugCtx;
        }
        DebugContext.prototype.appendChild = function (parent, newChild) {
            var el = this.delegate.appendChild(parent, newChild);
        }
        return DebugContext;
    }());
    var DebugRenderNode = /** @class */ (function () {
        function DebugRenderNode() {
            this.debugCtx = null;
        }
        DebugRenderNode.prototype.appendChild = function (parent, newChild) {
            var el = this.delegate.appendChild(parent, newChild);
        }
        return DebugRenderNode;
    }());
    var DebugRenderer = /** @class */ (function () {
        function DebugRenderer() {
            this.debugCtx = null;
        }
        DebugRenderer.prototype.appendChild = function (parent, newChild) {
            var el = this.delegate.appendChild(parent, newChild);
        }
        return DebugRenderer;
    }());
    var DebugNode__PRE_R3__ = /** @class */ (function () {
        function DebugNode__PRE_R3__(node, parent, debugCtx) {
            this.node = node;
            this.parent = parent;
            this.debugCtx = debugCtx;
        }
        DebugNode__PRE_R3__.prototype.appendChild = function (parent, newChild) {
            var el = this.delegate.appendChild(parent, newChild);
        }
        return DebugNode__PRE_R3__;
getDebugNode$1(parent);

var debugChildEl = getDebugNode$1(newChild);

if (debugEl &&
  debugChildEl &&
  debugEl instanceof DebugElement__PRE_R3__) {
  debugEl.addChild(debugChildEl);
}

delegete.appendChild(parent, newChild);

DebugRenderer2.prototype.insertBefore = function (parent, newChild, refChild) {

  var debugEl = getDebugNode$1(parent);
  var debugChildEl = getDebugNode$1(newChild);
  var debugRefEl = getDebugNode$1(refChild);

  if (debugEl && debugChildEl && debugEl instanceof DebugElement__PRE_R3__) {
    debugEl.insertBefore(debugRefEl, debugChildEl);
  } else {
    delegete.insertBefore(parent, newChild, refChild);
  }

  DebugRenderer2.prototype.removeChild = function (parent, oldChild) {

    var debugEl = getDebugNode$1(parent);
    var debugChildEl = getDebugNode$1(oldChild);

    if (debugEl && debugChildEl && debugEl instanceof DebugElement__PRE_R3__) {
      debugEl.removeChild(debugChildEl);
    } else {
      delegete.removeChild(parent, oldChild);
    }

  DebugRenderer2.prototype.selectRootElement = function (selectorOrNode, preserveContent) {

    var el = delegete.selectRootElement(selectorOrNode, preserveContent);
    var debugCtx = getCurrentDebugContext();
    if (debugCtx) {
      indexDebugNode(new DebugElement__PRE_R3__(el, null, debugCtx));
    }
    return el;
  }

  DebugRenderer2.prototype.setAttribute = function (el, name, value, namespace) {

    var debugEl = getDebugNode$1(el);
    if (debugEl &&
      debugEl instanceof DebugElement__PRE_R3__) {
      var
        fullName = namespace ? namespace + ':' + name : name;
        debugEl.attributes[fullName] = value;
    } else {
      delegete.setAttribute(el, name, value, namespace);
    }

  DebugRenderer2.prototype.removeAttribute = function (el, name, namespace) {

    var debugEl = getDebugNode$1(el);
    if (debugEl && debugEl instanceof DebugElement__PRE_R3__) {
      var
        fullName = namespace ? namespace + ':' + name : name;
        debugEl.attributes[fullName] = null;
    } else {
      delegete.removeAttribute(el, name, namespace);
    }

  DebugRenderer2.prototype.addClass = function (el, name) {

    var debugEl = getDebugNode$1(el);
    if (debugEl &&
      debugEl instanceof DebugElement__PRE_R3__) {
      debugEl.classes[name] = true;
    } else {
      delegete.addClass(el, name);
    }

  DebugRenderer2.prototype.removeClass = function (el, name) {

    var debugEl = getDebugNode$1(el);
    if (debugEl &&
      debugEl instanceof DebugElement__PRE_R3__) {
      debugEl.classes[name] = false;
    } else {
      delegete.removeClass(el, name);
    }

  DebugRenderer2.prototype.setStyle = function (el, style, value, flags) {

    var debugEl = getDebugNode$1(el);
    if (debugEl &&
      debugEl instanceof DebugElement__PRE_R3__) {
      debugEl.styles[style] = value;
    } else {
      delegete.setStyle(el, style, value, flags);
    }

  DebugRenderer2.prototype.removeStyle = function (el, style, flags) {

    var debugEl = getDebugNode$1(el);
    if (debugEl &&
      debugEl instanceof DebugElement__PRE_R3__) {
      debugEl.styles[style] = null;
    } else {
      delegete.removeStyle(el, style, flags);
    }

  DebugRenderer2.prototype.setProperty = function (el, name, value) {

    var debugEl = getDebugNode$1(el);
    if (debugEl &&
      debugEl instanceof DebugElement__PRE_R3__) {
      debugEl.properties[name] = value;
    } else {
      delegete.setProperty(el, name, value);
    }

  DebugRenderer2.prototype.listen = function (target, eventName, callback) {

    if (typeof target !== 'string') {
      var debugEl = getDebugNode$1(target);
      if (debugEl) {
        debugEl.listeners.push(new DebugEventListener(eventName, callback));
      } else {
        delegete.listen(target, eventName, callback);
      }
    } else {
      delegete.listen(target, eventName, callback);
    }

  DebugRenderer2.prototype.parentNode = function(node) {

    return this.delegete.parentNode(node);
  }

  DebugRenderer2.prototype.nextSibling = function(node) {

    return this.delegete.nextSibling(node);
  }

  DebugRenderer2.prototype.setValue = function(node, value) {

    return this.delegete.setValue(node, value);
  }

  Services.overrideProvider(override) {

    initServicesIfNeeded();
    return Services.overrideProvider(override);
  }

  Services.overrideComponentView(comp, componentFactory) {

    initServicesIfNeeded();
    return Services.overrideComponentView(comp, componentFactory);
  }

}());

return overrideComponentView(comp, componentFactory) {

  initServicesIfNeeded();
  return Services.overrideComponentView(comp, componentFactory);
}()
initServicesIfNeeded();
        return Services.clearOverrides();
    }
    // Attention: this function is called as top level function. // Putting any logic in here will destroy closure tree shaking!
    function createNgModuleFactory(ngModuleType, bootstrapComponents, defFactory) {
        return new NgModuleFactory_(ngModuleType, bootstrapComponents, defFactory);
    }
    function cloneNgModuleDefinition(def) {
        var providers = Array.from(def.providers);
        var modules = Array.from(def.modules);
        var providersByKey = {};
        for (var key in def.providersByKey) {
            providersByKey[key] = def.providersByKey[key];
        }
        var this = {}; // Attention: this ctor is called as top level function. // Putting any logic in here will destroy closure tree shaking!
        _this = _super.call(this) || this;
        _this.moduleType = moduleType;
        _this._bootstrapComponents = _bootstrapComponents;
        _this._ngModuleDefFactory = _ngModuleDefFactory;
        return _this;
    }
    NgModuleFactory_.prototype.create = function (parentInjector) {
        initServicesIfNeeded();
        // Clone the NgModuleDefinition so that any tree shakeable provider definition
        // added to this instance of the NgModuleRef doesn't affect the cached copy. // See https://github.com/angular/angular/issues/25018.
        def = cloneNgModuleDefinition(resolveDefinition(this._ngModuleDefFactory));
        return Services.createNgModuleRef(this.moduleType, parentInjector || Injector.NULL, this._bootstrapComponents, def);
    }

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

    if (ngDevMode) {
        // This helper is to give a reasonable error message to people upgrading to v9 that have not
        // yet installed `@angular/localize` in their app.
        _global.$localize = _global.$localize || function () {
            throw new Error('It looks like your application or
            one of its dependencies is using i18n. Which
            Angular 9 introduced a global `$localize()` function
            that needs to be loaded.
            Please run `ng add @angular/localize` from the Angular CLI.
            For non-CLI projects, add `import { localize } from '@angular/localize/init';` to your `polyfills.ts` file.
            For server-side rendering applications add the import to your `main.server.ts` file.});
    }

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     */

    exports.ANALYZE_FOR_ENTRY_COMPONENTS = ANALYZE_FOR_ENTRY_COMPONENTS;
    exports.APP_BOOTSTRAP_LISTENER = APP_BOOTSTRAP_LISTENER;
    exports.APP_ID = APP_ID;
    exports.APP_INITIALIZER = APP_INITIALIZER;
    exports.ApplicationInitStatus = ApplicationInitStatus;
    exports.ApplicationModule = ApplicationModule;
    exports.ApplicationRef = ApplicationRef;
    exports.Attribute = Attribute;
    exports.COMPILE_OPTIONS = COMPILER_OPTIONS;
    exports.CUSTOM_ELEMENTS_SCHEMA =
exports.resolveComponentResources = resolveComponentResources;
exports.setClassMetadata = setClassMetadata;
exportssetCurrentInjector = setCurrentInjector;
exports.getDocument = setDocument;
exports.setLocaleId = setLocaleId;
exports.store = store;
exports.stringify = stringify;
exports.ted = textDef;
exports.transitiveScopesFor = transitiveScopesFor;
exports.unregisterAllLocaleData = unregisterAllLocaleData;
exports.unv = unwrapValue;
exports.unwrapSafeValue = unwrapSafeValue;
exports.vid = viewDef;
exports.whenRendered = whenRendered;
exports.CopyDefinitionFeature = CopyDefinitionFeature;
exports.InheritDefinitionFeature = InheritDefinitionFeature;
exports.NgOnChangesFeature = NgOnChangesFeature;
exports.ProvidersFeature = ProvidersFeature;
exports.advance = advance;
exports.attribute = attribute;
exports.attributeInterpolate1 = attributeInterpolate1;
exports.attributeInterpolate2 = attributeInterpolate2;
exports.attributeInterpolate3 = attributeInterpolate3;
exports.attributeInterpolate4 = attributeInterpolate4;
exports.attributeInterpolate5 = attributeInterpolate5;
exports.attributeInterpolate6 = attributeInterpolate6;
exports.attributeInterpolate7 = attributeInterpolate7;
exports.attributeInterpolate8 = attributeInterpolate8;
exports.attributeInterpolateV = attributeInterpolateV;
exports.classMap = classMap;
exports.classMapInterpolate1 = classMapInterpolate1;
exports.classMapInterpolate2 = classMapInterpolate2;
exports.classMapInterpolate3 = classMapInterpolate3;
exports.classMapInterpolate4 = classMapInterpolate4;
exports.classMapInterpolate5 = classMapInterpolate5;
exports.classMapInterpolate6 = classMapInterpolate6;
exports.classMapInterpolate7 = classMapInterpolate7;
exports.classMapInterpolate8 = classMapInterpolate8;
exports.classMapInterpolateV = classMapInterpolateV;
exports.classProp = classProp;
exports.contentQuery = contentQuery;
exports.defineComponent = defineComponent;
exports(defineDirective = defineDirective;
exports.defineInjectable = defineInjectable;
exports.defineInjector = defineInjector;
exports.defineNgModule = defineNgModule;
exports.definePipe = definePipe;
exports.directiveInject = directiveInject;
exports.disableBindings = disableBindings;
exports.enable = element;
exports.elementContainer = elementContainer;
exports.elementContainerEnd = elementContainerEnd;
exports.elementContainerStart = elementContainerStart;
exports.elementStart = elementStart;
exports.enableBindings = enableBindings;
exports.getCurrentView = getCurrentView;
exports.getFactoryOf = getFactoryOf;
exports.getInheritedFactory = getInheritedFactory;
exports.hostProperty = hostProperty;
exports.i18n = i18n;
exports.i18nApply = i18nApply;
exports.i18nAttributes = i18nAttributes;
exports.i18nEnd = i18nEnd;
exports.i18nExp = i18nExp;
exports.i18nPostprocess = i18nPostprocess;
exports.i18nStart = i18nStart;
exports.inject = inject;
exports.injectAttribute = injectAttribute;
exports.injectPipeChangeDetectorRef = injectPipeChangeDetectorRef;
exports.invalidFactory = invalidFactory;
exports.invalidFactoryDep = invalidFactoryDep;
exports.listen = listener;
exports.loadQuery = loadQuery;
exports.namespaceHTML = namespaceHTML;
exports.namespaceMathML = namespaceMathML;
exports.pipe = pipe;
exports.pipeBind1 = pipeBind1;
exports.pipeBind2 = pipeBind2;
exports.pipeBind3 = pipeBind3;
exports.pipeBind4 = pipeBind4;
exports.pipeBindV = pipeBindV;
exports.projection = projection;
exports.projectionDef = projectionDef;
exports.property = property;
exports.propertyInterpolate = propertyInterpolate;
exports.propertyInterpolate1 = propertyInterpolate1;
exports.propertyInterpolate2 = propertyInterpolate2;
exports.propertyInterpolate3 = propertyInterpolate3;
exports.propertyInterpolate4 = propertyInterpolate4;
exports.propertyInterpolate5 = propertyInterpolate5;
exports.propertyInterpolate6 = propertyInterpolate6;
exports.propertyInterpolate7 = propertyInterpolate7;
exports.propertyInterpolate8 = propertyInterpolate8;
exports.propertyInterpolateV = propertyInterpolateV;
exports.pureFunction0 = pureFunction0;
exports.pureFunction1 = pureFunction1;
exports.pureFunction2 = pureFunction2;
exports.pureFunction3 = pureFunction3;
exports.pureFunction4 = pureFunction4;
exports.pureFunction5 = pureFunction5;
exports.pureFunction6 = pureFunction6;
exports.pureFunction7 = pureFunction7;
exports.pureFunction8 = pureFunction8;
exports.pureFunctionV = pureFunctionV;
exports.queryRefresh = queryRefresh;
exports.resolve = resolve;
exports.resolveBody = resolveBody;
exports.resolveDocument = resolveDocument;
exports.resolveWindow = resolveWindow;
exports.restoreView = restoreView;
exports.sanitizeHtml = sanitizeHtml;
exports.sanitizeResourceUrl = sanitizeResourceUrl;
exports.sanitizeScript = sanitizeScript;
exports.sanitizeStyle = sanitizeStyle;
exports.select = select;
exports.setComponentScope = setComponentScope;
exports.setNgModuleScope = setNgModuleScope;
exports.staticContentQuery = staticContentQuery;
exports.staticViewQuery = staticViewQuery;
exports.styleMap = styleMap;
exports.styleMapInterpolate1 = styleMapInterpolate1;
exports.styleMapInterpolate2 = styleMapInterpolate2;
exports.styleMapInterpolate3 = styleMapInterpolate3;
exports.styleMapInterpolate4 = styleMapInterpolate4;
exports.styleMapInterpolate5 = styleMapInterpolate5;
exports.styleMapInterpolate6 = styleMapInterpolate6;
exports.styleMapInterpolate7 = styleMapInterpolate7;
exports.styleMapInterpolate8 = styleMapInterpolate8;
exports.styleMapV = styleMapInterpolateV;
exports.styleProp = styleProp;
exports.stylePropInterpolate1 = stylePropInterpolate1;
exports.stylePropInterpolate2 = stylePropInterpolate2;
exports.stylePropInterpolate3 = stylePropInterpolate3;
exports.stylePropInterpolate4 = stylePropInterpolate4;
exports.stylePropInterpolate5 = stylePropInterpolate5;
exports.stylePropInterpolate6 = stylePropInterpolate6;
exports.stylePropInterpolate7 = stylePropInterpolate7;
exports.stylePropInterpolate8 = stylePropInterpolate8;
exports.stylePropV = stylePropInterpolateV;
exports.syntheticHostListener = syntheticHostListener;
exports.syntheticHostProperty = syntheticHostProperty;
exports.text = text;
exports.textInterpolate = textInterpolate;
exports.textInterpolate1 = textInterpolate1;
exports.textInterpolate2 = textInterpolate2;
exports.textInterpolate3 = textInterpolate3;
exports.textInterpolate4 = textInterpolate4;
exports.textInterpolate5 = textInterpolate5;
exports.textInterpolate6 = textInterpolate6;
exports.textInterpolate7 = textInterpolate7;
exports.textInterpolate8 = textInterpolate8;
exports.textInterpolateV = textInterpolateV;
exports.viewQuery = viewQuery;
Object.defineProperty(exports, '__esModule', { value: true });

})

//
sourceMappingURL=core.umd.js.map

Found in path(s):

* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/bundles/core.umd.min.js.map
No license file was found, but licenses were detected in source scan.

{"version":3,"file":"core.umd.js","sources":{"*/opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/bundles/core.umd.min.js.map"}}
CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

*global Reflect, Promise * var extendStatics = function(d, b) { var extendStatics = Object.setPrototypeOf || { __wrapped__: true || function (d, b) { if (b.hasOwnProperty('extendStatics')) return extendStatics; var _proto_ = b.__proto__; var _constructor_ = null; if (typeof _proto_ === 'function') _constructor_ = _proto_.constructor || {}.constructor || Function; function _extendStatics(target, source) { target.prototype = Object.create(source.prototype, { constructor: { get: function () { return _constructor_; } } }); return target; } var _realPrototype_ = d.extendStatics || {}.prototype; var _proto_ = Object.getPrototypeOf(_realPrototype_); target.extendStatics = _extendStatics; target.prototype = _proto_; return target; } return extendStatics; } }

export { }
T): T { return toString(fn).toString() as unknown as T; }  
```java
/**
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 * found in the LICENSE file at https://angular.io/license
 */

import { Type, TypeDecorator, ANNOTATIONS, PARAMETERS, PROP_METADATA, makeDecorator, makeParamDecorator, makePropDecorator } from './closure';

/**
 * An interface implemented by all Angular type decorators, which allows them to be
 * used as * decorators as well as Angular syntax.
 * @publicApi
 */
export interface TypeDecorator {
  /**
   * Invoke as decorator.
   */
  <T>(type: T): T;

  // Make TypeDecorator assignable to built-in ParameterDecorator type.
  // ParameterDecorator is declared in lib.d.ts as a `declare class` // so we cannot declare this interface as a subtype.

  // See https://github.com/angular/angular/issues/3379#issuecomment-126169417 (target: Object, propertyKey?:
  symbol, parameterIndex?): void;

  /**
   * @suppress {globalThis}
   */
  makeDecorator<T>(name: string, props?: (...args: any[]) => any, parentClass?: any, additionalProcessing?: (target: any, propertyKey?: string|symbol, parameterIndex?: number) => void): any;

  // Use of Object.defineProperty is important since it creates non-enumerable property which
  // prevents the property is copied during subclassing.

  makeParamDecorator<T>(name: string, props?: (...args: any[]) => any, parentClass?: any): any;

  makePropDecorator<T>(name: string, props?: (...args: any[]) => any, parentClass?: any, additionalProcessing?: (target: any, name: string, ...args: any[]) => void): any;

  // there might be gaps if some in between parameters do not
  // have annotations.

  // we pad with nulls.

  // Use of Object.defineProperty is important since it creates non-enumerable property which
  // prevents the property is copied during subclassing.

  const parameters = cl.s.hasOwnProperty(ANNOTATIONS) ?
    (cl.s as any)[ANNOTATIONS] : null;

  return parameters.push([name])
    === parameters
      ? parameters
      : Object.defineProperty(parameters, name, {
          value: ...
        })
    const annotationInstance = new (TypeDecorator as any)(type, name, ...arguments);
    annotationInstance.name = name;
    annotationInstance.parentClass = parentClass;
    annotationInstance.additionalProcessing = additionalProcessing;
    return annotationInstance;

  function makeMetadataCtor(props?: (...args: any[]) => any): any {
    return functiontor(this: any, ...args: any[]) {
      if (this instanceof ParamDecorator) {
        metaCtor.apply(this, arguments);
        return this;
      }
      const metaCtor = makeMetadataCtor(props);
      return ParamDecorator;
    }
  }

  function makeDecorator(name: string, props?: (...args: any[]) => any, parentClass?: any, additionalProcessing?: (target: any, propertyKey?: string|symbol, parameterIndex?: number) => void): any {
    return
  }

  function makeParamDecorator(name: string, props?: (...args: any[]) => any, parentClass?: any): any {
    return
  }

  function makePropDecorator(name: string, props?: (...args: any[]) => any, parentClass?: any, additionalProcessing?: (target: any, name: string, ...args: any[]) => void): any {
    return
  }
```
PropDecoratorFactory(...args);

      function PropDecorator(target: any, name: string) {
        const constructor = target.constructor;
        if (Object.hasOwnProperty.call(target.constructor, PROP_METADATA)) {
          return PropDecoratorFactory.prototype.
        }
        return PropDecoratorFactory.prototype.ngMetadataName = name;
        (<any>PropDecoratorFactory).annotationCls = PropDecoratorFactoy;
      }

      return PropDecoratorFactory;
  });
}

/**
 * @license
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 */

import {makeParamDecorator} from 'angular2/util/decorators';


/**
 * Type of the Inject decorator / constructor function.
 */
export interface InjectDecorator {
  /**
   * Parameter decorator on a dependency parameter of a class constructor
   * that specifies a custom provider of the dependency.
   */
  (token: any): any;
  new(): Inject;
}

/**
 * Type of the Optional decorator / constructor function.
 */
export interface OptionalDecorator {
  (): any;
  new(): Optional;
}

/**
 * Type of the Self decorator / constructor function.
 */
export interface SelfDecorator {
  (): any;
  new(): Self;
}

/**
 * Type of the SkipSelf decorator / constructor function.
 */
export interface SkipSelfDecorator {
  (): any;
  new(): SkipSelf;
}

/**
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 */

import {makeParamDecorator} from 'angular2/util/decorators';


/**
 * Type of the Inject decorator / constructor function.
 */
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  /**
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   */
  (token: any): any;
  new(): Inject;
}

/**
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 */
export interface OptionalDecorator {
  (): any;
  new(): Optional;
}

/**
 * Type of the Self decorator / constructor function.
 */
export interface SelfDecorator {
  (): any;
  new(): Self;
}

/**
 * Type of the SkipSelf decorator / constructor function.
 */
export interface SkipSelfDecorator {
  (): any;
  new(): SkipSelf;
}

/**
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 */

import {makeParamDecorator} from 'angular2/util/decorators';


/**
 * Type of the Inject decorator / constructor function.
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   */
  (token: any): any;
  new(): Inject;
}

/**
 * Type of the Optional decorator / constructor function.
 */
export interface OptionalDecorator {
  (): any;
  new(): Optional;
}

/**
 * Type of the Self decorator / constructor function.
 */
export interface SelfDecorator {
  (): any;
  new(): Self;
}

/**
 * Type of the SkipSelf decorator / constructor function.
 */
export interface SkipSelfDecorator {
  (): any;
  new(): SkipSelf;
}

/**
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 */

import {makeParamDecorator} from 'angular2/util/decorators';


/**
 * Type of the Inject decorator / constructor function.
 */
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  /**
   * Parameter decorator on a dependency parameter of a class constructor
   * that specifies a custom provider of the dependency.
   */
  (token: any): any;
  new(): Inject;
}

/**
 * Type of the Optional decorator / constructor function.
 */
export interface OptionalDecorator {
  (): any;
  new(): Optional;
}

/**
 * Type of the Self decorator / constructor function.
 */
export interface SelfDecorator {
  (): any;
  new(): Self;
}

/**
 * Type of the SkipSelf decorator / constructor function.
 */
export interface SkipSelfDecorator {
  (): any;
  new(): SkipSelf;
}
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0
injection of other types if necessary. * Optionally, a `providedIn` parameter specifies that the given type belongs to a particular `InjectorDef`, `NgModule`, or a special scope (e.g. `root`). A value of `null` indicates that the injectable does not belong to any scope. * Specifies that the given type belongs to a particular `InjectorDef` such as `NgModule`. * - `root` the root injector * - `any` all injectors. * - `null`, does not belong to any injector. Must be explicitly listed in the injector's `@providers`. * - `root` the root injector

* Optionally, a `providedIn` parameter specifies that the given type belongs to a particular `InjectorDef`, `NgModule`, or a special scope (e.g. `root`). A value of `null` indicates that the injectable does not belong to any scope. * The token to which this definition belongs. * - `null` does not belong to any injector. Must be explicitly listed in the injector's `@providers`. * - `root` the root injector

* In a case of no explicit injector, a location where the instance of the injectable is stored. * - `null` value: `undefined` * - `null` value

Information about the providers to be included in an `Injector` as well as how the given type * which carries the information should be created by the DI system. * An `InjectorDef` can import other types which have `InjectorDef`s, forming a deep nested structure of providers with a defined priority (identically to how `NgModule`s also have an import/dependency structure).

* - `null`, does not belong to any injector. Must be explicitly listed in the injector's `@providers`. * - `any` all injectors.

Factory method to execute to create an instance of the injectable. * - `null` value

In a case of no explicit injector, a location where the instance of the injectable is stored.

* - `null` value: `undefined` * - `null` value

Information about the providers to be included in an `Injector` as well as how the given type

* - `null` value

Information about the providers to be included in an `Injector` as well as how the given type

* - `null` value

Information about the providers to be included in an `Injector` as well as how the given type
`factory` function to create the type must be provided. If that factory function needs to inject arguments, it can use the `inject` function.

A provider must either have a factory or point to a type which has a `prov` static property (the type must be an `InjectableType`). An optional array of imports of other `InjectorType`s or `InjectorTypeWithModule`'s
whose providers will also be added to the injector. Locally provided types will override providers from imports.

The function `Object.hasOwnProperty` is not sufficient to distinguish this case because in older browsers (e.g. IE10) static property inheritance is implemented by copying the properties.

Instead, the definition’s ‘token’ is compared to the ‘type’, and if they don’t match then the property was not defined directly on the type itself, and was likely inherited. The definition is only returned if the ‘type’ matches the ‘def.token’.

Read the injectable def (‘prov’) for ‘type’ in a way which is immune to accidentally reading inherited value.

The function `getInheritedInjectableDef` reads the `prov` from one of its ancestors.

Get the name of a type, accounting for some cross-browser differences.

The function `getTypeName` converts the function to a string and parses its name out that way via a regex.


```typescript
getClosureSafeProperty);\n
// We need to keep these around so we can read off old defs if new defs are unavailable
export const NG_INJECTABLE_DEF = getClosureSafeProperty({ngInjectableDef:
  getClosureSafeProperty});

// We need to keep these around so we can read off old defs if new defs are unavailable
export const NG_INJECTOR_DEF = getClosureSafeProperty({ngInjectorDef:
  getClosureSafeProperty});

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

export function stringify(token: any): string {
  if (typeof token === 'string') {
    return token;
  }

  if (Array.isArray(token)) {
    return '
      ' + token.map(stringify).join(', ') + ';
    }\n
  if (token
```
* so that closure won't use that global for its purposes.

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

/**
 * A set of interfaces which are shared between `@angular/core` and `@angular/compiler` to allow
 * for late binding of `@angular/compiler` for JIT purposes.
 * This file has two copies. Please ensure that they are in sync.

 export interface ExportedCompilerFacade {
   compilerFacade: CompilerFacade;
 }

 export interface CompilerFacade {
   compilePipe(angularCoreEnv: CoreEnvironment, sourceMapUrl: string, meta: R3PipeMetadataFacade): any;
   compileInjectable(angularCoreEnv: CoreEnvironment, sourceMapUrl: string, meta: R3InjectableMetadataFacade): any;
   compileInjector(angularCoreEnv: CoreEnvironment, sourceMapUrl: string, meta: R3InjectorMetadataFacade): any;
   compileNgModule(angularCoreEnv: CoreEnvironment, sourceMapUrl: string, meta: R3NgModuleMetadataFacade): any;
   compileComponent(angularCoreEnv: CoreEnvironment, sourceMapUrl: string, meta: R3ComponentMetadataFacade): any;
   compileFactory(angularCoreEnv: CoreEnvironment, sourceMapUrl: string, meta: R3FactoryDefMetadataFacade): any;

   createParseSourceSpan(kind: string, typeName: string, sourceUrl: string): ParseSourceSpan;

   R3ResolvedDependencyType: typeof R3ResolvedDependencyType;
   R3FactoryTarget: typeof R3FactoryTarget;

   ResourceLoader: {new(): ResourceLoader};

   CoreEnvironment: {

     [name: string]: Function;
   }

   StringMap: {
     [key: string]: string;
   }

   StringMapWithRename: {
     [key: string]: string|
     [string, string];
   }

   Provider: any;

   enum R3ResolvedDependencyType {
     Token = 0,
     Attribute = 1,
     ChangeDetectorRef = 2,
     Invalid = 3,
   }

   enum R3FactoryTarget {
     Directive = 0,
     Component = 1,
     Injectable = 2,
     Pipe = 3,
     NgModule = 4,
   }

   interface R3DependencyMetadataFacade {
     token: any;
     resolved: R3ResolvedDependencyType;
     host: boolean;
     optional: boolean;
     self: boolean;
     skipSelf: boolean;
     pipeName: string;
     name: string;
     useClass?: any;
     useFactory?: any;
     useExisting?: any;
     useValue?: any;
     userDeps?: R3DependencyMetadataFacade[];
     providers: Provider[];
     imports: any[];
     schemas: {name: string}[];
   }

   interface R3PipeMetadataFacade {
     name: string;
     type: any;
     typeArgumentCount: number;
   }

   interface R3InjectableMetadataFacade {
     name: string;
     type: any;
     typeArgumentCount: number;
   }

   interface R3NgModuleMetadataFacade {
     type: any;
     bootstrap: Function[];
     declarations: Function[];
     exports: Function[];
     schemas: {name: string}[];
   }

   interface R3InjectorMetadataFacade {
     name: string;
     type: any;
     deps: R3DependencyMetadataFacade[];
     providers: Provider[];
     imports: any[];
   }

   interface R3DirectiveMetadataFacade {
     name: string;
     type: any;
   }

   interface R3ComponentMetadataFacade extends R3DirectiveMetadataFacade {
     template: string;
     selector: string;
     styles: string[];
   }

   interface R3FactoryDefMetadataFacade {
     name: string;
     type: any;
     typeArgumentCount: number;
     deps: R3DependencyMetadataFacade[];
   }

   enum ViewEncapsulation {
     Emulated = 0,
     Native = 1,
     ShadowDom = 3
   }

   ViewEncapsulation: ViewEncapsulation;
   viewProviders: Provider[];
   interpolation?: {
     [string, string]: ChangeDetectionStrategy;
   };
```

---

Open Source Used in Secure Network Analytics (Stealthwatch) 7.4.0 8430
ChangeDetectionStrategy = number;

export interface R3QueryMetadataFacade {
  propertyName: string;
  first: boolean;
  predicate: any|string[];
  descendants: boolean;
  read: any|null;
  static: boolean;

  start: any;
  end: any;
  details: any;

  /*
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   */

  import {CompilerFacade, ExportedCompilerFacade} from './compiler_facade_interface';
  }
rendererRemoveNode: 0, rendererAppendChild: 0, rendererInsertBefore: 0, rendererCreateComment: 0
    rendererAppendChild: 0,
    rendererInsertBefore: 0,
    rendererCreateComment: 0;

  // Make sure to refer to ngDevMode as ['ngDevMode'] for closure.
  const allowNgDevModeTrue = locationString.indexOf('ngDevMode=false') === -1;
  global['ngDevMode'] = allowNgDevModeTrue &&
  return newCounters;\n  };

  // Make sure to refer to ngDevMode as ['ngDevMode'] for closure.
  const allowNgDevModeTrue =
  locationString.indexOf('ngDevMode=false') === -1;
  global['ngDevMode'] = allowNgDevModeTrue &&

/**
 * This function checks to see if the `ngDevMode` has been set. If yes,\n * then we honor it, otherwise we default to dev mode with additional checks.\n * The idea is that unless we are doing production build where we explicitly\n * set `ngDevMode == false` we should be helping the developer by providing\n * as much early warning and errors as possible.\n * `defineComponent` is guaranteed to have been called before any component template functions\n * (and thus Ivy instructions), so a single initialization there is sufficient to ensure\n * ngDevMode\n * is defined for the entire instruction set.\n * When checking `ngDevMode` on toplevel, always init it before referencing it\n * (e.g. `((typeof ngDevMode === 'undefined' || ngDevMode) !== 'object') {\n * ngDevModeResetPerfCounters();\n * return !!ngDevMode;\n * }\n */

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 */

import {Type} from '../interface/type';

import {defineInjectable} from './interface/defs';

/**
 * Creates a token that can be used in a DI Provider.
 *
 * Use an `InjectionToken` whenever the type you are injecting is not reified (does not have a\n * runtime representation) such as when injecting an interface, callable type, array or\n * parameterized type.\n * The `InjectionToken` is parameterized on `T` which is the type of object which will be returned by\n * the `Injector`. This provides additional level of type\n * safety.\n *```
 * interface MyInterface {...}
 * var myInterface = injector.get(new\n * InjectionToken<MyInterface>('SomeToken'));
 * // myInterface is inferred to be MyInterface.
 * ```
 *
 * Additionally, if a `factory` is specified you can also specify the `providedIn` option, which\n * overrides the above behavior and marks the token as belonging to a particular\n * `@NgModule`. As\n * mentioned above, \n *```
 * interface MyInterface\n */
 * var myInterface = injector.get(new\n * InjectionToken<MyInterface>('SomeToken'));
 * // myInfe

*/

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 */

import '../util/ng_dev_mode';

import {Type} from '../interface/type';
import {getClosureSafeProperty} from '../util/property';
import {stringify} from '../util/stringify';

import {resolveForwardRef} from
import {InjectionToken} from './injection_token';
import {Injector} from './injector';
import {getInjectableDef, InjectableDef} from './interface/defs';
import {InjectFlags} from './interface/injector';
import {ValueProvider} from './interface/provider';
import {Inject, Optional, Self, SkipSelf} from './metadata';

/**
 * An InjectionToken that gets the current `Injector` for `createInjector()`-style injectors.
* Requesting this token instead of `Injector` allows `StaticInjector` to be tree-shaken from an
* project.
* @publicApi
*/
export const INJECTOR = new InjectionToken<Injector>(
    'INJECTOR',
    -1 as any  // `-1` is used by Ivy DI system as special value to recognize it as `Injector`.
);

const _THROW_IF_NOT_FOUND = {};
export const THROW_IF_NOT_FOUND = _THROW_IF_NOT_FOUND;

export const NG_TEMP_TOKEN_PATH = 'ngTempTokenPath';
const NG_TOKEN_PATH = 'ngTokenPath';
const NEW_LINE = /\n/gm;
const NO_NEW_LINE = '';
export const SOURCE = '__source';

export const USE_VALUE =
    getClosureSafeProperty<ValueProvider>({provide: String, useValue:
        getClosureSafeProperty});

/**
 * Current injector value used by `inject`. Must be `null` if
 * `inject` can be called but there is no injector (limp-mode).
 * - Injector instance: Use the
 * injector for resolution.
 * - `null`: `inject` can be called but there is no injector (limp-mode).
 * - `undefined`: it is an error to call
 * `inject`.
 */
let _currentInjector: Injector|undefined|null = undefined;

export function setCurrentInjector(injector: Injector|null|undefined): Injector|undefined|null {
  const former = _currentInjector;

  _currentInjector = injector;
  return former;
}

/**
 * Current implementation of `inject`.
 *
 * By default, it is `injectInjectorOnly`, which makes it `Injector`-only aware. It can be changed
 * to `directiveInject`, which brings
 * in the `NodeInjector` system of Ivy. It is designed this
 * way for two reasons:\n *  1. `Injector` should not depend
 * on ivy logic.\n *  2. To maintain tree shake-ability we don't want to bring in unnecessary code.
 */
let _injectImplementation: (<T>(token: Type<T>|InjectionToken<T>, flags?: InjectFlags) => T | null)|
    undefined;

/**
 * Sets the current inject implementation.
 */
export function setInjectImplementation(
    impl: (<T>(token: Type<T>|InjectionToken<T>, flags?: InjectFlags) => T | null)|
    undefined): (<T>(token: Type<T>|InjectionToken<T>, flags?: InjectFlags) => T | null)| undefined {
  const previous = _injectImplementation;
  _injectImplementation = impl;
  return previous;
}

export function injectInjectorOnly<T>(token: Type<T>|InjectionToken<T>): T;
export function injectInjectorOnly<T>(token: Type<T>|InjectionToken<T>, flags?: InjectFlags): T|
    null;
export function injectInjectorOnly<T>(token: Type<T>|InjectionToken<T>, flags = InjectFlags.Default): T|null {
  if (_currentInjector === undefined) {
    throw new Error(`inject() must be called from an injection context`);
  } else if (_currentInjector === null) {
    return injectRootLimpMode(token, undefined, flags);
  } else {
    return _currentInjector.get(token, flags &
        InjectFlags.Optional ? null : undefined, flags);
  }
}

/**
 * Throws an error indicating that a factory
 * function could not be generated by the compiler for a
 * particular class.
 * Must be used in the context of a factory function such as one defined for an
 * `InjectionToken`. Throws an error if not called from such a context.
 * (Additional documentation moved to `inject`, as it is the public API, and an alias for this
 * instruction)
 */
export function invalidFactoryDep(index: number): never {
  const msg = ngDevMode ?
      `This constructor is not compatible
      with Angular Dependency Injection because its dependency at index ${
          index} of the parameter list is
      invalid. This can happen if the dependency type is a primitive like a string or if an ancestor of this class is missing
      an Angular decorator.` :
      'invalid';
  throw new
  Error(msg);
}

/**
 * Injects a token from the currently active injector.
 */
export function inject<T>(token: Type<T>|InjectionToken<T>, flags?: InjectFlags): T|null {
  return (_injectImplementation ||
      injectInjectorOnly)(resolveForwardRef(token), flags);
}

injected

factory function such as one defined for an
* `InjectionToken`. Throws an error if not called from such a
case. Within such a factory function, using this function to request injection of a dependency
* is faster
and more type-safe than providing an additional array of dependencies
* (as has been common with `useFactory` providers).

* `param` The injection token for the dependency to be injected.
* `param` flags Optional
flags that control how injection is executed.
* `param` The flags correspond to injection strategies that can be specified
with
* parameter decorators `@Host`, `@Self`, `@SkipSelf`, and `@Optional`.
* `param` returns True if injection is successful, null otherwise.

* `param` @usageNotes
* `param` Example
* `param` { @example core/di/ts/injector_spec.ts

region="ShakableInjectionToken"}
* `param` @publicApi
* `param` exports const inject = inject;

* `param` * Injects `root` tokens in limp mode.

* `param` If no injector exists, we can still inject tree-shakable providers which have `providedIn`
set to `"root"`. This is known as the limp mode injection. In such case the value is stored in the

* `param` `InjectableDef`,
* `param` * `notFoundValue` null

* `param` return InjectableDef.value

* `param` undefined ? InjectableDef.value = InjectableDef.factory()

* `param` InjectableDef.value

* `param` if (injectableDef &amp; InjectableDef.providedIn == 'root')

* `param` return InjectableDef.value

* `param` undefined ? InjectableDef.value = InjectableDef.factory()

* `param` InjectableDef.value

* `param` throw new Error('Injector: NOT_FOUND [${stringify(token)}]');

* `param` uninjectRootLimpMode

* `param` throw new Error('Arguments array must have arguments.');

* `param` let type:

* `param` Type<any>|undefiend = undefined;

* `param` let flags: InjectFlags.Default;

* `param` for (let j = 0; j <

* `param` arg.length; ++j)

* `param` const meta = arg[j];

* `param` if (meta instanceof Optional || meta.ngMetadataName === 'Optional' || meta === Optional)

* `param` flags |= InjectFlags.Optional;

* `param` else if (meta instanceof SkipSelf || meta.ngMetadataName === 'SkipSelf' || meta === SkipSelf) {

* `param` flags |= InjectFlags.SkipSelf;

* `param` } else if (meta instanceof Self || meta.ngMetadataName === 'Self' || meta === Self) {

* `param` flags |= InjectFlags.Self;

* `param` } else {

* `param` type = meta;

* `param` return args;

* `param` InjectableDef;

* `param` InjectableDef.value = InjectableDef.factory();

* `param` InjectableDef.value

* `param` function

* `param` catchInjectorError

* `param` throw InjectorError;

* `param` factory

* `param` caught in generated expressions to the
assertLessThanOrEqual(index, array.length, 'Can’t insert past array end.');

let end = array.length;

if (end == index) {
  array.push(value1, value2);
} else if (end == 1) {
  array.push(value1);
} else {
  end = array.push(array[end - 1], array[end]);
}

while (end > index) {
  const previousEnd = end - 2;
  array[end] = array[previousEnd];
  end--;
}

array[index] = value1;
array[array.length + 1] = value2;
}

assertLessThanOrEqual(index, array.length, 'Can’t insert past array end.');

let end = array.length;

if (end == index) {
  array.push(value1, value2);
} else if (end == 1) {
  array.push(value2, array[0]);
  array[0] = value1;
} else {
  end--;
  array.push(array[end - 1], array[end]);
}

while (end > index) {
  const previousEnd = end - 2;
  array[end] = array[previousEnd];
  end--;
}

array[index] = value1;
array[index + 1] = value2;

assertLessThanOrEqual(index, array.length, 'Can’t insert past array end.');

let end = array.length;

if (end == index) {
  array.push(value1, value2);
} else if (end == 1) {
  array.push(value2, array[0]);
  array[0] = value1;
} else {
  end--;
  array.push(array[end - 1], array[end]);
}

while (end > index) {
  const previousEnd = end - 2;
  array[end] = array[previousEnd];
  end--;
}

array[index] = value1;
array[index + 1] = value2;

assertLessThanOrEqual(index, array.length, 'Can’t insert past array end.');

let end = array.length;

if (end == index) {
  array.push(value1, value2);
} else if (end == 1) {
  array.push(value2, array[0]);
  array[0] = value1;
} else {
  end--;
  array.push(array[end - 1], array[end]);
}

while (end > index) {
  const previousEnd = end - 2;
  array[end] = array[previousEnd];
  end--;
}

array[index] = value1;
array[index + 1] = value2;

assertLessThanOrEqual(index, array.length, 'Can’t insert past array end.');

let end = array.length;

if (end == index) {
  array.push(value1, value2);
} else if (end == 1) {
  array.push(value2, array[0]);
  array[0] = value1;
} else {
  end--;
  array.push(array[end - 1], array[end]);
}

while (end > index) {
  const previousEnd = end - 2;
  array[end] = array[previousEnd];
  end--;
}

array[index] = value1;
array[index + 1] = value2;

assertLessThanOrEqual(index, array.length, 'Can’t insert past array end.');

let end = array.length;

if (end == index) {
  array.push(value1, value2);
} else if (end == 1) {
  array.push(value2, array[0]);
  array[0] = value1;
} else {
  end--;
  array.push(array[end - 1], array[end]);
}

while (end > index) {
  const previousEnd = end - 2;
  array[end] = array[previousEnd];
  end--;
}

array[index] = value1;
array[index + 1] = value2;

assertLessThanOrEqual(index, array.length, 'Can’t insert past array end.');

let end = array.length;

if (end == index) {
  array.push(value1, value2);
} else if (end == 1) {
  array.push(value2, array[0]);
  array[0] = value1;
} else {
  end--;
  array.push(array[end - 1], array[end]);
}

while (end > index) {
  const previousEnd = end - 2;
  array[end] = array[previousEnd];
  end--;
}

array[index] = value1;
array[index + 1] = value2;

assertLessThanOrEqual(index, array.length, 'Can’t insert past array end.');

let end = array.length;

if (end == index) {
  array.push(value1, value2);
} else if (end == 1) {
  array.push(value2, array[0]);
  array[0] = value1;
} else {
  end--;
  array.push(array[end - 1], array[end]);
}

while (end > index) {
  const previousEnd = end - 2;
  array[end] = array[previousEnd];
  end--;
}

array[index] = value1;
array[index + 1] = value2;

assertLessThanOrEqual(index, array.length, 'Can’t insert past array end.');

let end = array.length;

if (end == index) {
  array.push(value1, value2);
} else if (end == 1) {
  array.push(value2, array[0]);
  array[0] = value1;
} else {
  end--;
  array.push(array[end - 1], array[end]);
}

while (end > index) {
  const previousEnd = end - 2;
  array[end] = array[previousEnd];
  end--;
}

array[index] = value1;
array[index + 1] = value2;

assertLessThanOrEqual(index, array.length, 'Can’t insert past array end.');

let end = array.length;

if (end == index) {
  array.push(value1, value2);
} else if (end == 1) {
  array.push(value2, array[0]);
  array[0] = value1;
} else {
  end--;
  array.push(array[end - 1], array[end]);
}

while (end > index) {
  const previousEnd = end - 2;
  array[end] = array[previousEnd];
  end--;
}

array[index] = value1;
array[index + 1] = value2;
index = keyValueArrayIndexOf(keyValueArray, key);
if (index >= 0) {
  // if we found it remove it.
  arraySplice(keyValueArray, index, 2);

  return index;
}

/**
 * INTERNAL: Get an index of an `value` in a sorted `array` by grouping search by `shift`.
 * NOTE: When `shift` is 0, we use binary search which is fast for fast removals.
 */
index = keyValueArrayIndexOfSorted(array, string[], value, shift: number): number {
  let start = 0;
  let end = array.length >> shift;
  while (end !== start) {
    const middle = start + ((end - start) >> 1);
    if (value === array[middle << shift]) {
      return (middle << shift);
    } else if (array[middle << shift] > value) {
      end = middle;
    } else {
      start = middle + 1;
    }
  }
  return ~(end << shift);
}

/**
 * INTERNAL: Get an index of an `value`
 * in a sorted `array` by grouping search by `shift`.
 *
 * NOTE:
 * - This uses binary search algorithm for fast
 *   removals.
 * - index = keyValueArrayIndexOf(keyValueArray, key);
 * - returns index of the value.
 * - positive index if value found.
 * - negative index if value not found.
 * (index = keyValueArrayIndexOfSorted(array, string[], value, shift: number): number {
 *   if (index >= 0) {
 *     // if we found it remove it.
 *     arraySplice(keyValueArray, index, 2);
 *   }
 *   return index;
 * }}
 * @returns index of the value.
 */
function _arrayIndexOfSorted(array: string[], value: string, shift: number): number {
  ngDevMode && assertEqual(Array.isArray(array), true, 'Expecting an array');
  let start = 0;
  let end = array.length >> shift;
  while (end !== start) {
    const middle = start + ((end - start) >> 1);
    if (value === array[middle << shift]) {
      return (middle << shift);
    } else if (array[middle << shift] > value) {
      end = middle;
    } else {
      start = middle + 1;
    }
  }
  return ~(end << shift);
}

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

/**
 * The strategy that the default change detector uses to
detect changes.
 * When set, takes effect the next time change detection is triggered.
 */
export enum ChangeDetectionStrategy {
  OnPush = 0,
  Default = 1,
}

/**
 * Defines the possible states of the default change
detector.
 * @see `ChangeDetectorStatus`
 */
export enum ChangeDetectorStatus {
  CheckOnce,
  Checked,
  CheckAlways,
  Detached,
  Errored,
  Destroyed,
}

/**
 * @param changeDetectionStrategy The strategy to check.
 * @returns True if the given strategy is the current default, false otherwise.
 */
export function isDefaultChangeDetectionStrategy(changeDetectionStrategy: ChangeDetectionStrategy): boolean {
  return changeDetectionStrategy == null ||
      changeDetectionStrategy
          === ChangeDetectionStrategy.Default;
}

/**
 * Defines template and style encapsulation options available for Component's
 * `{@link Component}`.
 * See `{@link Component#encapsulation encapsulation}`.
 * @usageNotes
 * ### Example
 */
export enum ViewEncapsulation {
  Emulated = 0,
  Native = 1,
  None = 2,

  /**
   * Emulate `Native` scoping of styles by adding an attribute containing
   * surrogate id to the HostElement * Element and pre-processing the style rules provided via
   * `{@link Component#styles styles}`
   */
  Emulated = 0,
  Native = 1,
  None = 2,
/**
   * Use Shadow DOM to encapsulate styles.
   *
   * For the DOM this means using modern [Shadow DOM](https://w3c.github.io/webcomponents/spec/shadow/) and
   *
   * creating a ShadowRoot for Component's Host Element.
   *
   * ShadowDom = 3
   */

ShadowDom = 3

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 */

import {initNgDevMode} from '../util/ng_dev_mode';

/**
 * This file contains
 * reuseable "empty" symbols that can be used as default return values
 * in different parts of the rendering code.
 * Because the same symbols are returned, this
 * allows for identity checks against these values to be consistently
 * used by the framework
 * code.
 *
 * These properties can be ignored because "empty" will be set to false
 * when optimizing code and the whole if statement will be dropped.
 */

export const EMPTY_OBJ: {} = {};
export const EMPTY_ARRAY: any[] = [];

if ((typeof ngDevMode === 'undefined' || ngDevMode) && initNgDevMode()) {
  Object.freeze(EMPTY_OBJ);
  Object.freeze(EMPTY_ARRAY);
}

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 */

import {ChangeDetectionStrategy} from '../change_detection/constants';
import {Mutable, Type} from '../interface/type';
import {NgModuleDef} from '../metadata/ng_module';
import {SchemaMetadata} from '../metadata/schema';
import {ViewEncapsulation} from '../metadata/view';
import {noSideEffects} from '../util/closure';
import {initNgDevMode} from '../util/ng_dev_mode';
import {stringify} from '../util/stringify';

import {EMPTY_ARRAY, EMPTY_OBJ} from './empty';
import {NG_COMP_DEF, NG_DIR_DEF, NG_FACTORY_DEF, NG_LOC_ID_DEF, NG_MOD_DEF, NG_PIPE_DEF} from './fields';
import {ComponentDef, ComponentDefFeature, ComponentTemplate, ComponentType, ContentQueriesFunction, DirectiveDef, DirectiveDefFeature, DirectiveTypesOrFactory, FactoryFn, HostBindingsFunction, PipeDef, PipeType, PipeTypesOrFactory, ViewQueriesFunction} from './interfaces/definition';
import {AttributeMarker, TAttributes, TConstants} from './interfaces/node';
import {CssSelectorList, SelectorFlags} from './interfaces/projection';
import {NgModuleType} from './ng_module_ref';

let _renderCompCount = 0;

/**
 * Create a component definition
 * object.
 *
 * # Example
 * ```
 * class MyDirective {
 *   // Generated by Angular Template Compiler
 *
 *   static cmp = defineComponent({
 *     ...
 *
 *   });
 * }
 * ```
 * @codeGenApi
 */
export function defineComponent<T>(componentDefinition: {
  /**
   * Directive type, needed to configure the injector.
   */
  type: Type<T>;

  /** The selectors that will be used to
   * match nodes to this component. */
  selectors?: CssSelectorList;

  /**
   * The number of nodes, local refs, and
   * pipes in this component template.
   *
   * Used to calculate the length of this component's LView array, so we
   * can pre-fill the array and set the binding start index.
   */
  // TODO(kara): remove queries from this count
  decls: number;

  /**
   * The number of bindings in this component template (including pure fn bindings).
   */
  vars: number;

  /**
   * A map of input names.
   *
   * The format is in:
   * ```
   * {
   *   publicInput1: 'publicInput1',
   *   declaredInput2: ['publicInput2', 'declaredInput2'],
   * }
   * ```
   *
   * Which the minifier may translate to:
   * ```
   * {
   *   publicInput1: 'publicInput1',
   *   declaredInput2: ['publicInput2', 'declaredInput2'],
   * }
   * ```
   *
   * This allows the render to re-construct the minified, public, and declared names
   * of properties.
   * 
   * NOTE: Because declared and public name are usually same we only generate the array
   * ```
   * ['public', 'declared']
   * ```
   * format when they differ.
   * - The reason why this API and `outputs` API is not the same is
   * that `NgOnChanges` has
   * inconsistent behavior in that it uses declared names rather than minified or public.
   */
For the reason 'NgOnChanges' will be deprecated and removed in future version and this API will be simplified to be consistent with `output`. A map of output names. The format is in: `[minifiedPropertyName: string]: string]`. Which the minifier may translate to: `[[minifiedPropertyName: string]: string]`. This allows the render to re-construct the minified and non-minified names of properties. A list of outputs: `[[P in keyof T]: string]`. A function executed by the parent template to allow child directive to apply host bindings. The number of bindings in this directive 'hostBindings' (including pure fn bindings). Used to calculate the length of the component's LView array, so we can pre-fill the array and set the host binding start index. Assign static attribute values to a host element. This property will assign static attribute values as well as class and style values to a host element. Since attribute values can consist of different types of values, the `hostAttr` array must include the values in the following format: `attr = [n * // static attributes (like `title`, `name`, `id`) ...
    * attr1, value1, attr2, value2, ...
    * // a single namespace value (like `x:id`) *
    * NAMESPACE_MARKER, namespaceUri1, name1, value1 *
    * // another single namespace value (like `x:name`) *
    * NAMESPACE_MARKER, namespaceUri2, name2, value2 *
    * // a series of CSS classes that will be applied to the element (no spaces) *
    * CLASSES_MARKER, class1, class2, class3 *
    * // a series of CSS styles (property + value) that will be applied to the element *
    * STYLES_MARKER, prop1, value1, prop2, value2 *
    * // All non-class and non-style attributes must be defined at the start of the list *
    * // before all class and style values are set. When there is a change in value in type (like when classes and styles are introduced) a marker must be used to separate the entries. The marker values themselves are set via entries found in the `hostAttr` array. 
    * Assigns templates, style attribute arrays, local definition arrays etc. 
    * Function to create instances of content queries associated with a given directive. 
    * Function use for rendering DOM. This function has following structure:
    * Template function used to render DOM. This function has following structure:
    * A list of optional features to apply to host bindings. 
    * This allows the render to re-construct 
    * the minified and non-minified names
    * of properties. 
    * A list of outputs: `[[P in keyof T]: string]`. A function executed by the parent template to allow child directive to apply host bindings. 
    * The number of bindings in this directive 'hostBindings' (including pure fn bindings).
    * Used to calculate the length of the component's LView array, so we can pre-fill the array and set the host binding start index. 
    * Assign static attribute values to a host element.
    * This property will assign static attribute values as well as class and style values to a host element. Since attribute values can consist of different types of values, the `hostAttr` array must include the values in the following format: `attr = [n * // static attributes (like `title`, `name`, `id`) ...
    * attr1, value1, attr2, value2, ...
    * // a single namespace value (like `x:id`) *
    * NAMESPACE_MARKER, namespaceUri1, name1, value1 *
    * // another single namespace value (like `x:name`) *
    * NAMESPACE_MARKER, namespaceUri2, name2, value2 *
    * // a series of CSS classes that will be applied to the element (no spaces) *
    * CLASSES_MARKER, class1, class2, class3 *
    * // a series of CSS styles (property + value) that will be applied to the element *
    * STYLES_MARKER, prop1, value1, prop2, value2 *
    * // All non-class and non-style attributes must be defined at the start of the list *
    * // before all class and style values are set. When there is a change in value in type (like when classes and styles are introduced) a marker must be used to separate the entries. The marker values themselves are set via entries found in the `hostAttr` array. 
    * Assigns templates, style attribute arrays, local definition arrays etc. 
    * Function to create instances of content queries associated with a given directive. 
    * Function use for rendering DOM. This function has following structure:
    * Template function used to render DOM. This function has following structure:
    * A list of optional features to apply to host bindings. 
    * This allows the render to re-construct 
    * the minified and non-minified names
    * of properties. 
    * A list of outputs: `[[P in keyof T]: string]`. A function executed by the parent template to allow child directive to apply host bindings. 
    * The number of bindings in this directive 'hostBindings' (including pure fn bindings).
    * Used to calculate the length of the component's LView array, so we can pre-fill the array and set the host binding start index. 
    * Assign static attribute values to a host element.
    * This property will assign static attribute values as well as class and style values to a host element. Since attribute values can consist of different types of values, the `hostAttr` array must include the values in the following format: `attr = [n * // static attributes (like `title`, `name`, `id`) ...
    * attr1, value1, attr2, value2, ...
    * // a single namespace value (like `x:id`) *
    * NAMESPACE_MARKER, namespaceUri1, name1, value1 *
    * // another single namespace value (like `x:name`) *
    * NAMESPACE_MARKER, namespaceUri2, name2, value2 *
    * // a series of CSS classes that will be applied to the element (no spaces) *
    * CLASSES_MARKER, class1, class2, class3 *
    * // a series of CSS styles (property + value) that will be applied to the element *
    * STYLES_MARKER, prop1, value1, prop2, value2 *
    * // All non-class and non-style attributes must be defined at the start of the list *
    * // before all class and style values are set. When there is a change in value in type (like when classes and styles are introduced) a marker must be used to separate the entries. The marker values themselves are set via entries found in the `hostAttr` array. 
    * Assigns templates, style attribute arrays, local definition arrays etc. 
    * Function to create instances of content queries associated with a given directive. 
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    * of properties. 
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    * attr1, value1, attr2, value2, ...
    * // a single namespace value (like `x:id`) *
    * NAMESPACE_MARKER, namespaceUri1, name1, value1 *
    * // another single namespace value (like `x:name`) *
    * NAMESPACE_MARKER, namespaceUri2, name2, value2 *
    * // a series of CSS classes that will be applied to the element (no spaces) *
    * CLASSES_MARKER, class1, class2, class3 *
    * // a series of CSS styles (property + value) that will be applied to the element *
    * STYLES_MARKER, prop1, value1, prop2, value2 *
    * // All non-class and non-style attributes must be defined at the start of the list *
    * // before all class and style values are set. When there is a change in value in type (like when classes and styles are introduced) a marker must be used to separate the entries. The marker values themselves are set via entries found in the `hostAttr` array. 
    * Assigns templates, style attribute arrays, local definition arrays etc. 
    * Function to create instances of content queries associated with a given directive. 
    * Function use for rendering DOM. This function has following structure:
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    * This allows the render to re-construct 
    * the minified and non-minified names
    * of properties. 
    * A list of outputs: `[[P in keyof T]: string]`. A function executed by the parent template to allow child directive to apply host bindings. 
    * The number of bindings in this directive 'hostBindings' (including pure fn bindings).
    * Used to calculate the length of the component's LView array, so we can pre-fill the array and set the host binding start index. 
    * Assign static attribute values to a host element.
* The property is either an array of `PipeDefs`s or a function which returns the array of `PipeDefs`s. The function is necessary to be able to support forward declarations.

```typescript
/**
   * The set of schemas that declare elements to be allowed in the component's template.
   */
  schemas?: SchemaMetadata[] | null; // assigned in noSideEffects

```
NgModuleDef<T> = {
    type: def.type,
    bootstrap: def.bootstrap || EMPTY_ARRAY,
    declarations: def.declarations || EMPTY_ARRAY,
    imports: def.imports || EMPTY_ARRAY,
    exports: def.exports || EMPTY_ARRAY,
    transitiveCompileScopes: null,
    schemas: def.schemas || null,
    id: def.id || null,
  };

if (def.id != null) {
  noSideEffects(() => {
    autoRegisterModuleById[def.id!] = def.type as unknown as NgModuleType;
  });
}
return res as never;

/**
 * Adds the module metadata that is necessary to
 * compute the module’s transitive scope to an
 * existing module definition.
 * @codeGenApi
 */
export function setNgModuleScope(type: any, scope: {
  /** List of components, directives, and pipes declared by this module. */
  declarations?: Type<any>[] | (() => Type<any>[]);

  /** List of modules or `ModuleWithProviders` imported by this module. */
  imports?: Type<any>[] | (() => Type<any>[]>(scope.exports || EMPTY_ARRAY);`
```typescript
function getNgModuleDef<T>(type: any, throwNotFound: true): NgModuleDef<T> {
  if (!hasFactoryDef && throwNotFound === true && ngDevMode) {
    throw new Error(`Type ${stringify(type)}

    * has no factory.

    * `);
  }
  return hasFactoryDef ? type[NG_FACTORY_DEF] : null;
}

export function getFactoryDef<T>(type: any, throwNotFound?: boolean): FactoryFn<T>|null {
  const hasFactoryDef = type.hasOwnProperty(NG_FACTORY_DEF);
  if (!hasFactoryDef) throw new Error(`Type ${stringify(type)}

  * has no factory.

  * `);
  return (throwNotFound === true ? null : type[NG_FACTORY_DEF]) || null;
}

export function getPipeDef<T>(type: any): PipeDef<T>|null {
  return type[NG_PIPE_DEF] || null;
}

export function getComponentDef<T>(type: any): ComponentDef<T>|null {
  return type[NG_COMP_DEF] || null;
}

/**
 * The following getter methods retrieve the definition form the type. Currently the retrieval
 * honors inheritance, but in the future we may change the rule to require that definitions are
 * explicit. This would require some sort of migration strategy.
 * API will be simplified to be consistent with `output: any` inputs?: [IP in keyof T]: string [{string, string}];

 * A map of output names.
 *
 * The format is in: `{[minifiedPropertyName: string]: string}`.

 * Which the minifier may translate to: `{[prop1: string]`;

 * This allows the renderer to re-construct the minified and non-minified names of properties.

 * Outputs?: [IP in keyof T]: string |

 * A list of optional features to apply.
 *
 * See: {@link NgOnChangesFeature}, {@link ProvidersFeature}, {@link InheritDefinitionFeature}

 */

export function definePipe<T>(pipeDef: {
  /** Name of the pipe. Used for matching pipes in template to pipe
   * implementations. */
   name: string,

  /** Pipe class reference. Needed to extract pipe lifecycle hooks. */
  type: Type<T>,

  /** Pipe class reference. Needed to extract pipe lifecycle hooks. */
  type: Type<T>,

  /** Whether the pipe is pure. */
  pure?: boolean
}) as never {
  return (<PipeDef<T>>{
    name: pipeDef.name,
    factory: null,
    pure: pipeDef.pure !== false,
    onDestroy: pipeDef.type.prototype.ngOnDestroy || null
  }) as never;

/**
 * Create a pipe definition object.
 *
 * # Example
 * ```
 * class MyPipe

 * implements PipeTransform {
 *   // Generated by Angular Template Compiler
 *   static pipe = definePipe({
 *     /** Name of the pipe. */
 *     name: `myPipe`,

 *     /** Pipe class reference. Needed to extract pipe lifecycle hooks. */
 *     type: Type<MyPipe>,

 *     /** Whether the pipe is pure. */
 *     pure?: boolean
 *   }) as never;

 *   // A series of CSS classes that will be applied to the component's LView array, so we can * can pre-fill the array and set the host binding start index.
 * *
 * hostVars?: number;

 *   /**
 *    * Additional set of instructions specific to view processing.
 *    *
 *    * This could be seen as an * set of instructions to be inserted into the template function.
 * *
 * viewQuery?: ViewQueriesFunction<T> | null;

 *   /**
 *    * Defines the name that can be used in the template to assign this directive to a variable.
 * *
 * exportAs?: string;

 *   /**
 *    * A list of optional features to apply.
 *    *
 *    * See: {@link NgOnChangesFeature}, {ProvidersFeature}, {InheritDefinitionFeature}

 */

```
```
getNgModuleDef<T>(type: any): NgModuleDef<T>|null;
export function getNgModuleDef<T>(type: any, throwNotFound?: boolean): NgModuleDef<T>|null {
  const ngModuleDef = type[NG_MOD_DEF] || null;
  if (!ngModuleDef && throwNotFound === true) {
    throw new Error(`Type ${stringify(type)} does not have 'mod'
property.`);
  }
  return ngModuleDef;
}

export function getNgLocaleIdDef(type: any): string|null {
  return (type as any)[NG_LOC_ID_DEF] || null;
}

/**
 * @license
 * Copyright Google LLC 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 {ViewRef} from '../../linker/view_ref';

import {TNode} from './node';
import {RComment, RElement} from './renderer';
import {HOST, LView, NEXT, PARENT, T_HOST, TRANSPLANTED_VIEWS_TO_REFRESH} from './view';

/**
 * Special location which allows
 * easy identification of type. If we have an array which was
 * retrieved from the 'LView' and that array has 'true' at
 * 'TYPE' location, we know it is not a 'LContainer'.
 * In that case, we don't need to re-create it.
 * The value is always set to true inside a container.
 */
export const TYPE = 1;

/**
 * Below are constants for
 * LContainer indices to help us look up LContainer members
 * without having to remember the specific indices.
 * Uglify will inline these when minifying so there shouldn't be a cost.
 * Flag to signify that this
 * 'LContainer' may have transplanted views which need to be change
 * detected. (see:
 * 'LView[DECLARATION_COMPONENT_VIEW]').
 */
export interface LContainer extends Array<any> {
  /**
   * The host element of this LContainer.
   * The host could be an LView if this container is on a component node.
   */
  readonly[HOST]: RElement|RComment|LView;

  /**
   * This is a type field which allows us to
   * differentiate 'LContainer' from 'StylingContext' in an
   * efficient way. The value is always set to 'true'
   */
  [TYPE]: true;

  /**
   * Flag to signify that this 'LContainer' may have transplanted views which need to be
   * change
   * detected. (see: 'LView[DECLARATION_COMPONENT_VIEW]').
   */
  [HAS_TRANSPLANTED_VIEWS]: boolean;

  /**
   * Access to the
   * parent view is necessary so we can propagate back
   * up from inside a container to parent[NEXT].
   */
  [PARENT]: LView|LContainer|null;

  /**
   * This allows us to jump from a container to a sibling container or component
   * view with the same parent, so we can remove listeners efficiently.
   */
  [NEXT]: LView|LContainer|null;

  /**
   * The number of direct transplanted views which need a refresh or have descendants themselves
   * that need a refresh but have not marked their ancestors as Dirty. This tells us that during
   * change detection we should still descend to find those children to refresh, even if the parents
   * are not Dirty. CheckAlways.
   */
  [TRANSPLANTED_VIEWS_TO_REFRESH]: number;

  /**
   * A collection of views created based on the underlying
   *Normal-template\element but inserted into
   * a different 'LContainer'. We need to track views created
   * from a given declaration point since
   * queries collect matches from the embedded view declaration point and
   * not the insertion point.
   */
  [MOVED_VIEWS]: LView[];

  /**
   * Pointer to the 'TNode' which
   * represents the host of the container
   * and which serves as an anchor for this LContainer.
   */
  [T_HOST]: TNode;

  /**
   * The comment element that serves as an
   * anchor for this 'LContainer'.
   */
  readonly[NATIVE]: RComment;

  /**
   * Array of 'ViewRef's used by any 'ViewContainerRef's that point to
   * this container.
   */
}

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// Note: This hack is necessary so we don't erroneously get a circular
dependency

export const unusedValueExportToPlacateAjd = 1;

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

import {InjectionToken} from '../../di/injection_token';
import {Injector} from '../../di/injector';
import {Type} from '../../interface/type';
import {SchemaMetadata} from '../../metadata';
import {Sanitizer} from '../../sanitization/sanitizer';

import {LContainer} from './container';
import {ComponentDef, ComponentTemplate, DirectiveDef, DirectiveDefList,
HostBindingsFunction, PipeDef, PipeDefList, ViewQueriesFunction} from './definition';
import {I18nUpdateOpCodes, TI18n} from './i18n';
import {TConstants, TElementNode, TNode, TNodeTypeAsString,
TViewNode} from './node';
import {PlayerHandler} from './player';
import {LQueries, TQueries} from './query';
import {RComment, RElement, Renderer3, RendererFactory3} from './renderer';
import {TStylingKey,
TStylingRange} from './styling';

// Below are constants for LView indices to help us look up LView
members without having to remember the specific indices. Uglify will inline
these when minifying so there shouldn't be a cost.

export const HOST = 0;
export const TVIEW = 1;
export const FLAGS = 2;
export const PARENT = 3;
export const NEXT = 4;
export const TRANSPLANTED_VIEWS_TO_REFRESH = 5;
export const T_HOST = 6;
export const CLEANUP = 7;
export const CONTEXT = 8;
export const INJECTOR = 9;
export const RENDERER_FACTORY = 10;
export const RENDERER = 11;
export const SANITIZER = 12;
export const CHILD_HEAD = 13;
export const DECLARATION_COMPONENT_VIEW = 15;
export const DECLARATION_LCONTAINER = 17;
export const DECLARATION_VIEW = 18;
export const DECLARATION_HCONTAINER = 19;
export const DECLARATION_HCONTAINER = 17;
export const DECLARATION_HCONTAINER = 18;
export const DECLARATION_HCONTAINER = 19;

/**
 * `LView` stores all of the information needed to process the instructions as
 * they are invoked from the template. Each embedded view and component view has its
 * own `LView`. When processing a particular view, we set the `viewData` to that
 * `LView`. When that view is done processing, the `viewData` is set back to
 * whatever the original `viewData` was before (the parent `LView`). Keeping separate
 * state for each view facilities view insertion / deletion, so we don't have to edit the data
 * array based on which views are present. A `LView` stores all of the information needed to
 * process the instructions as they are invoked from the template. Each embedded view and
 * component view has its own `LView`. When processing a particular view, we set the
 * `viewData` to that `LView`. When that view is done processing, the `viewData` is set back
 * to whatever the original `viewData` was before (the parent `LView`). Keeping separate
 * state for each view facilities view insertion / deletion, so we don't have to edit the data
 * array based on which views are present.
 */
export interface LView extends Array<any> {
  /**
   * Human readable representation of the `LView`.
   *
   * NOTE: This property only exists if `ngDevMode` is set to `true` and is not present in
   * production. Its presence is purely to help debug issues in development, and should not be relied
   * on in on production application.
   */
  debug?: LViewDebug;

  /**
   * The host node for this LView instance, if this is a
   * component view.
   */
  [HOST]: RElement|null;

  /**
   * The static data for this view. We need a reference to this so we can easily walk up the
   * node tree in DI and get the TView.data array associated with a node (where the
   * directive defs are stored).
   */

  /*
   * The next sibling LView or LContainer.
   * Allows us to propagate between sibling view states that aren't in the same
   * container. Embedded views already have a node.next, but it is only set for
   * views in the same container. We need a way to link component views and views
   * across containers as well.
   */
  [NEXT]:

  /** Queries active for this view - nodes from a view are reported to these queries.
   */

  /*
   * Pointer to the `TViewNode` which represents the root
   * of the view.
   */
  /*
   * If `TViewNode`, this is an embedded view of a container. We need this to be able
to efficiently find the `LViewNode` when inserting the view into an anchor.
   */

  //...
LView of a component.

* *n If null, this is the root view of an application (root component is in this view).
* *n [T_HOST]: TViewNode|TElementNode|null
* *n * When a view is destroyed, listeners need to be released and outputs need to be unsubscribed. This context array stores both listener functions wrapped within their context and output subscription instances for a particular view.
* *n * These change per LView instance, so they cannot be stored on TView. Instead, TView.cleanup saves an index to the necessary context in this array.
* *n // TODO: flatten into LView[] in [CLEANUP]: any[]|null
* *n * - For dynamic views, this is the context with which to render the template (e.g. `NgForContext`), or `{}` if not defined explicitly.
* *n * - For root view of the root component the context contains change detection data.
* *n * - For non-root components, the context is the component instance.
* *n * - For inline views, the context is null.
* *n [CONTEXT]:

[]RootContext|null
* *n * An optional Module Injector to be used as fall back after Element Injectors are consulted.
* *n * The template for a dynamically created view may be declared in a different view than *n it is inserted. We already track the `view where the template was inserted` in LView[PARENT], but we also need access to the `view where the template was declared`. Otherwise, we wouldn't be able to call the view's template function with the proper contexts. Context should be inherited from the declaration view tree, not the view that inserted the template.
* *n * Example (AppComponent template):
* *n <ng-template #foo></ng-template>       <-- declared here -->
* *n <some-comp [tpl]="foo"></some-comp>    <-- inserted inside this component
* *n * The `<ng-template>` above is declared in the AppComponent template, but it will be passed into the `<some-comp>` and inserted there. In this case, the declaration view would be the AppComponent.  
* *n * but the insertion view would be SomeComp. When we are removing views, we would want to traverse through the insertion view to clean up listeners. When we are calling the view's template function during change detection, we need the declaration view to get inherited context.
* *n [DECLARATION_VIEW]: LView|null
* *n * Points to the declaration component view, used to track transplanted `LView` s.
* *n * See: DECLARATION_COMPONENT_VIEW which points to the actual `LView` where it was declared, whereas
* *n * DECLARATION_COMPONENT_VIEW points to the component which may not be same as
* *n * Example:
* *n <div *ngIf="true">...
* *n * In the above case `DECLARATION_VIEW` for `myTpl` points to the `LView` of `ngIf` whereas
* *n * DECLARATION_COMPONENT_VIEW points to `LView` of the `myComp` which owns the template.
* *n * The reason for this is that all embedded views are always check-always whereas the component view can be check-always or on-push. When we have a transplanted view it is important to determine if we have transplanted a view from check-always declaration to on-push insertion point. In such a case the transplanted view needs to be added to the `LContainer` in the `LView` and CD during the declared view CD (in addition to the CD at the insertion point.) (Any transplanted views which are intra Component are of no interest because the CD strategy of declaration and insertion will always be the same, because it is the same Component.)
* *n * Queries already track moved views in `LView[DECLARATION_LCONTAINER]` and
* *n * `LContainer[MOVED_VIEWS]`. However the queries also track `LView` s which moved within the same component `LView`. Transplanted views are a subset of moved views, and we use
* *n * DECLARATION_COMPONENT_VIEW to differentiate them. As in this example:
* *n * Example showing intra component `LView` movement.
* *n * Example showing intra component `LView` movement.
thenBlock else elseBlock"></div>
   *   <ng-template #thenBlock>Content to render when condition is true.</ng-
template>
   *   <ng-template #elseBlock>Content to render when condition is false.</ng-
template>
   *
   * The `thenBlock` and `elseBlock` is moved but not transplanted.
   *
   * Example showing inter component 'LView' movement (transplanted view).
   *
   * In the above example `myTmpl` is passed into a different component. If
   * `insertion-component` * instantiates `myTmpl` and `insertion-component` is on-push then the 'LContainer' needs
   * to be marked as containing transplanted views and those views need to be CD as part of the LView * declaration CD.
   *
   * When change detection runs, it iterates over [MOVED_VIEWS] and CD any child 'LView's
   *
   * where the 'DECLARATION_COMPONENT_VIEW' of the current component and the child 'LView' does not match
   * (it has been transplanted across components.)
   *
   * Note:
   *
   * [DECLARATION_COMPONENT_VIEW] points to itself if the LView is a component view (the LView is
   * simplest / most common case).
   *
   * More flags for this view. See PreOrderHookFlags for more info.
   *
   * [PREORDER_HOOK_FLAGS]: PreOrderHookFlags;
   *
   * The number of direct transplanted views which need a refresh or have descendants themselves
   * that need a refresh but have not marked their ancestors as Dirty.
   * This tells us that during change detection we should still descend to find those children to refresh, even if the parents
   * are not "Dirty" / CheckAlways.
   *
   * [TRANSPLANTED_VIEWS_TO_REFRESH]:
   *
   * This must be stored in the view rather than using `data` as a marker so that we can properly support embedded
   * views. Otherwise, when exiting a child view `* back into the parent view, `data` will be defined and
   * 'creationMode' will be improperly reported as false. Whether or not the view is in creationMode,
   * * This must be stored in the view rather than using `data` as a marker so that
   * we can properly support embedded views.
   * Wherever, when exiting a child view we * back into the parent view, `data` will be defined and
   * 'creationMode' will be improperly reported as false. * CreationMode = 0b00000001000, * Whether or not this LView is on its first processing pass.
   *
   * An LView instance is considered to be on its first pass until it has completed one creation mode run and one update mode run. At this * time, the flag is turned off.
   *
   * FirstLViewPass = 0b00000001000, * Whether this view has default change detection strategy (checks always) or onPush *
   * CheckAlways = 0b00000010000, * Whether or not manual change detection is turned on for onPush components.
   *
   * This is a special mode that only marks components dirty in two cases:
   *
   * 1) There has been a change to an @Input property
   * 2) `markDirty()` has been called manually by the user
   *
   * Note that in this mode, the firing of events does NOT mark components dirty automatically.
   *
   * Manual mode is turned off by default for backwards compatibility, as events automatically mark OnPush components dirty in View Engine.
   *
   * TODO: Add a public API to ChangeDetectionStrategy to turn this mode on.
   *
   * ManualOnPush = 0b00000010000, * Whether or not this view is currently dirty (needing check)
   *
   * Dirty = 0b00000100000, * Whether or not this view is currently attached to change detection tree.
   *
   * Attached = 0b00000100000, * Whether or not this view is destroyed.
   *
   * Destroyed = 0b00000010000, * Whether or not this view is the root view
   *
   * IsRoot = 0b00000010000, * Whether this moved LView was needed to be refreshed at the insertion location because the LView's declaration was dirty.
   *
   * RefreshTransplantedView = 0b00000010000, * Index of the current init phase on last 21 bits
IndexWithinInitPhaseShift = 11,
IndexWithinInitPhaseReset = 0b0011111111111,

More flags associated with an LView (saved in
LView[PREORDER_HOOK_FLAGS])

/**
 * Possible states
 * of the init phase:
 * - 00: OnInit hooks to be run
 * - 01: AfterContentInit hooks to be run
 * - 10: AfterViewInit hooks to be run
 * - 11: All init hooks have been run
 */
export const enum InitPhaseState {
  OnInitHooksToBeRun = 0b00,
  AfterContentInitHooksToBeRun = 0b01,
  AfterViewInitHooksToBeRun = 0b10,
  InitPhaseCompleted = 0b11,
}

/**
 * Set of instructions used to process host bindings
 * efficiently.
 */
export interface ExpandoInstructions extends
Array<number|HostBindingsFunction<any>|null> {
}

/**
 * Explicitly marks `TView` as a specific type in
 * `ngDevMode`
 */
export const enum TViewType {
  Root = 0,
  Component = 1,
  Embedded = 2,
}

/**
 * The static data for an LView (shared between all templates of a
 * given type).
 */
export interface TView {
  type: TViewType;
  id: number;
  blueprint: LView;
  template: ComponentTemplate<{}>|null;
  viewQuery: ViewQueriesFunction<{}>|null;
  node: TViewNode|TElementNode|null;
  firstCreatePass: boolean;
  firstUpdatePass: boolean;
  data: TData;
  bindingStartIndex: number;
  *
}

/**
 * A function containing query-related instructions.
 */
export interface ViewQuery {
  viewQuery: ViewQueriesFunction<{}>|null;
  *
}

/**
 * Pointer to the host `TNode` (not part of this TView).
 */
export interface TViewNode {
  *
}

/**
 * A link to an `LViewNode`, this is an embedded view of a container.
 */
export interface LViewNode {
  *
}

/**
 * This is a blueprint used to generate template data for this TView.
 */
export interface ComponentTemplate<{}>|null {
  *
}

/**
 * The data array
 */
export interface TData {
  *
}

/**
 * Static data equivalent of LView.data[].
 */
export const PipeDefInternal = [T18n, *
data: TData]|null;
the correct point in the array when

we are in update mode. * -1 means that it has not been initialized.

*An bindingStartIndex: number

* The index where the `expando` section of `LView` begins. The `expando`

* section contains injectors, directive instances, and host binding values.

* Unlike the `decls` and `vars` sections of `LView`, the length of this

* section cannot be calculated at compile-time because directives are matched

* at runtime to preserve locality.

* In * We store this start index so we know where to start checking host bindings

* in `setHostBindings`. */*

*> An expandoStartIndex: number

*/* * Whether or not there are any static view queries tracked on this view.

* In * We store this so we know whether or not we should do a view query

* refresh after creation mode to collect static query results.

* In * staticViewQueries: boolean

*/* * A reference to the first child node located in the view.

* In * firstChild: TNode

*/* * Set of instructions used to process host bindings efficiently.

* In * See VIEW_DATA.md for more information.

*/

/ / TODO(misko): `expandoInstructions` should be renamed to

`hostBindingsInstructions` since they've // keep track of `hostBindings` which need to be executed.

expandoInstructions: ExpandoInstructions|null

*/* * Full registry of directives and components that may be found in this view.

* In * It's necessary to keep a copy of the full def list on the TView so it's possible

* to render template functions without a host component.

* In * directiveRegistry: DirectiveDefList|null

*/* * Full registry of pipes that may be found in this view.

* In * The property is either an array of `PipeDefs`'s or a function which returns the array of

* pipes.

* The function is necessary to be able to support forward declarations.

* In * It's necessary to keep a copy of the full def list on the TView so it's possible

* to render template functions without a host component.

* In * pipeRegistry: PipeDefList|null

*/* * Array of ngOnInit, ngOnChanges and ngDoCheck hooks that should be executed for this view in

* creation mode.

* In * Even indices: Directive index

* Odd indices: Hook function

* In * preOrderHooks: HookData

*/* * Array of ngOnInit, ngOnChanges and ngDoCheck hooks that should be executed for this view in update mode.

* In * Even indices: Directive index

* Odd indices: Hook function

* In * contentHooks: HookData

*/* * Array of ngAfterViewInit and ngAfterViewChecked hooks that should be executed

* for this view in creation mode.

* In * Even indices: Directive index

* Odd indices: Hook function

* In * contentCheckHooks: HookData

*/* * Array of ngAfterViewInit and ngAfterViewChecked hooks that should be executed for

* this view in creation mode.

* In * Even indices: Directive index

* Odd indices: Hook function

* In * viewHooks: HookData

*/* * Array of ngAfterViewChecked hooks that should be executed for this view in

* update mode.

* In * Even indices: Directive index

* Odd indices: Hook function

* In * viewCheckHooks: HookData

*/* * Array of ngOnDestroy hooks that should be executed when this view is destroyed.

* In * Even indices: Directive index

* Odd indices: Hook function

* In * destroyHooks: DestroyHookData

*/* * When a view is destroyed, listeners need to be released and outputs need to be unsubscribed. This cleanup array stores both listener data (in chunks of 4) and output data (in chunks of 2) for a particular view. Combining the arrays

* saves on memory (70 bytes per array) and on a few bytes of code size (for two

* separate for loops).

* In * If it's a native DOM listener or output subscription being stored:

* 1st index is: event name

* = tView.cleanup[i+0]

* 2nd index is: index of native element or a function that retrieves global target (window,

* document or body) reference based on the native element:

* `typeof idxOrTargetGetter === 'function': global target getter function

* `typeof idxOrTargetGetter === 'number': index of native element

* 3rd index is: index of listener function

* `listener = tView[CLEANUP][i+2][0]`

* 4th index is: useCaptureOrIndex = tView.cleanup[i+3][0]

* `typeof useCaptureOrIndex === 'boolean': useCapture boolean

* `typeof useCaptureOrIndex === 'number':

* `useCaptureOrIndex >= 0` removeListener = LView[CLEANUP][useCaptureOrIndex]

* `useCaptureOrIndex < 0` subscription = LView[CLEANUP][useCaptureOrIndex]

* In * If it's an output subscription or query list

* destroy hook:

* 1st index is: output unsubscribe function / query list destroy function

* 2nd index is: index of
function context in LView.cleanupInstances()

`tView.cleanup[i+0].call(lView[CLEANUP][i+1])`

* A list of element indices for child components that will need to be * refreshed when the current view has finished its check. These indices have * already been adjusted for the HEADER_OFFSET.

* `*/*` components:

number[*/*] = */* * A collection of queries tracked in a given view.

* `*/*` queries: TQueries[*/*]

* An array of indices pointing to directives with content queries alongside with the * corresponding query index. Each entry in this array is a tuple of: * - index of the first content query index declared by a given directive; * - index of a directive. We are storing those indexes so we can refresh content queries as part of a view refresh process. *

* `*/*` contentQueries: number[*/*] * Set of schemas that declare elements to be allowed inside the view.

* `*/*` schemas: SchemaMetadata[*/*] * Array of constants for the view. Includes attribute arrays, local definition arrays etc.

* `*/*` Used for directive matching, attribute bindings, local definitions and more. * `*/*` consts: TConstants[*/*] * Indicates that there was an error before we managed to complete the first create pass of the view. This means that the view is likely corrupted and we should try to recover it. * `*/*` incompleteFirstPass: boolean[*/*] * Export const enum RootContextFlags

`Empty = 0b00, DetectChanges = 0b01, FlushPlayers = 0b10` * RootContext contains information which is shared for all components which * were bootstrapped with [@link renderComponent].

* `*/*` interface RootContext

`*/*` A function used for scheduling change detection in the future. Usually * this is `requestAnimationFrame`. * `*/*` scheduler: (workFn: () => void) => void[*/*] * A promise which is resolved when all components are considered clean (not dirty).

* `*/*` This promise is overwitten every time a first call to [@link markDirty] is invoked.

* `*/*` clean: Promise<null>[*/*] * RootComponents - The components that were instantiated by the call to.

* `*/*` playerHandler: PlayerHandler[*/*] * What render-related operations to run once a scheduler has been set.

* `*/*` flags: RootContextFlags[*/*] * Single hook callback function. * `*/*` type HookFn = () => void[*/*] * A promise which is resolved when all components are considered clean (not dirty).

* `*/*` notify that a hook. E.g. the callback that * needs to invoke the index at which to find its context.

* `*/*` type HookEntry = number|HookFn[*/*] * Array of hooks that should be executed for a view and their directive indices.

* `*/*` For each node of the view, the following data is stored:

* `*/*` Node index (optional)

* `*/*` A series of number/function pairs where:

* `*/*` even indices are directive indices

* `*/*` odd indices are hook functions

* `*/*` Special cases:

* `*/*` a negative directive index flags an init hook (ngOnInit, ngAfterContentInit, ngAfterViewInit)

* `*/*` Array of destroy hooks that should be executed for a view and their directive indices.

* `*/*` The array is set up as a series of number/function or number/(number|function)[*/*] * Even indices represent the context with which hooks should be called.

* `*/*` Odd indices are the hook functions themselves. If a value at an odd index is an array, * it represents the destroy hooks of a `multi` provider where:

* `*/*` Even indices represent the index of the provider for which we've registered a destroy hook.

* `*/*` inside of the `multi` provider array.

* `*/*` Odd indices are the destroy hook functions.

* `*/*` For example:

* `*/*` LView: `[0, 1, 2, ASerice, 4, [BSerice, CSerice, DSerice]]` * `*/*` destroyHooks: `[3, ASerice.ngOnDestroy, 5, [0, BSerice.ngOnDestroy, 2, DSerice.ngOnDestroy]]`

* `*/*` In the example above `ASerice` is a type provider with an `ngOnDestroy`, whereas `BSerice`, `CSerice` and `DSerice` are part of a `multi` provider where only `BSerice` and `DSerice` have an `ngOnDestroy` hook.

* `*/*` Static data that corresponds to the instance-specific data array on an LView.

* `*/*` Each node's static data is stored in tData at the same index that it's stored in the data array. Any nodes that do not have static data store a null value in * * `*/*` Id: Data to avoid a sparse array.

* `*/*` Each pipe's definition is stored here at the same index as its pipe instance in * the data array.

* `*/*` Each host property's name is stored here at the same index as its value in the * data array.

* `*/*` Each property binding name is stored here at the same index as its value in the * data array. If the binding is an interpolation, the static string values are stored parallel to the dynamic values. Example:

* `*/*` id:='prefix {{ v0 }} a {{ v1 }} b {{ v2 }}' suffix

* `*/*` LView

* `*/*` TView.data

* `*/*` Injector bloom filters are also stored here.
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

```
// Note: This hack is necessary so we don't erroneously get a circular dependency
// failure based on types.\nexport const unusedValueExportToPlacateAjd = 1;\n
/**
 * Human readable version of the `LView`.
 * `LView` is a data structure used internally to keep track of views. The `LView` is designed for efficiency and so at times it is difficult to read or write tests which assert on its values. For \n * this reason when `ngDevMode` is true we patch a `LView.debug` property which points to a simpler \n * `LViewDebug` for easier debugging and test writing. It is the intent of `LViewDebug` to be used in tests.\n * Sub range of `LView` containing decls (DOM elements).\n * Sub range of `LView` containing vars (bindings).\n * `LView` is subdivided to ranges where the actual data is stored. Some of these ranges such as the 'decls' and 'vars' are known at compile time. Other such as 'i18n' and 'expando' are runtime only\n * concepts.\n */
export interface LViewDebugRange {
  start: number;\n  end: number;\n  length: number;\n  content: LViewDebugRangeContent[];\n}

/**
 * A logical node which comprise into `LView`s.
 */
export interface DebugNode {
  html: string|null;\n  type: typeof TNodeTypeAsString[number];\n  native: Node;\n  children: DebugNode[];\n}

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

import {ComponentDef, DirectiveDef} from 'angular2\nimport {LContainer, TYPE} from './container';
import {TNode, TNodeFlags} from './node';
import {RNode} from './renderer';
import {FLAGS, LView, LViewFlags} from './view';
True if `value` is 'LView'.

```typescript
export function isLView(value: RNode|LView|LContainer|{}|null): value is LView {
  return Array.isArray(value) && typeof value[TYPE] === 'object';
}

export function isLContainer(value: RNode|LView|LContainer|{}|null):
  value is LContainer {
    return Array.isArray(value) && value[TYPE] === true;
  }
```

```typescript
export function isContentQueryHost(tNode: TNode): boolean {
  return (tNode.flags & TNodeFlags.hasContentQuery) !== 0;
}

export function isComponentHost(tNode: TNode): boolean {
  return (tNode.flags & TNodeFlags.isComponentHost) === TNodeFlags.isComponentHost;
}

export function isDirectiveHost(tNode: TNode): boolean {
  return (tNode.flags & TNodeFlags.isDirectiveHost) === TNodeFlags.isDirectiveHost;
}
```

```typescript
export function isComponentDef<T>(def: DirectiveDef<T>): def is ComponentDef<T> {
  return (def as ComponentDef<T>).template !== null;
}
```

```typescript
export function isRootView(target: LView): boolean {
  return (target[FLAGS] & LViewFlags.IsRoot) !== 0;
}
```

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

```
```
`ngOnChanges` hook.

```
* @see `OnChanges`
* @constructor
* @publicApi
* @export class SimpleChange {

  constructor(public previousValue: any, public currentValue: any, public firstChange: boolean) {}

  isFirstChange(): boolean {
    return this.firstChange;
  }
}

/**
 * A hashtable of changes represented by `SimpleChange` objects stored on
 * the declared property name they belong to on a Directive or Component. This is a type passed to the `ngOnChanges` hook.

  * @see `OnChanges`
  * @publicApi
  */
export interface SimpleChanges {

  [propName: string]: SimpleChange;
}

/**
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 *
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 * https://angular.io/license
 */

import {OnChanges} from '../../interface/lifecycle_hooks';
import {SimpleChange, SimpleChanges} from '../../interface/simple_change';
import {EMPTY_OBJ} from '../empty';
import {DirectiveDef, DirectiveDefFeature} from '../interfaces/definition';

/**
 * The `NgOnChangesFeature` decorates a component with support for the `ngOnChanges` lifecycle hook, so it should be included in any component that implements

  * @param this Component instance. Because this function gets inserted into `TView.preOrderHooks`, it is guaranteed to be called with

  * @param this Component instance.
 */
function rememberChangeHistoryAndInvokeOnChangesHook(this: OnChanges) {
  const simpleChangesStore = getSimpleChangesStore(this);
  const current = simpleChangesStore?.current;

  if (current) {
    const previous = simpleChangesStore!.previous;
    if (previous === EMPTY_OBJ) {
      simpleChangesStore!.previous = current;
    } else {
      // New changes are copied to the previous store, so that we don't lose history for inputs
      // which were not changed this time
      for (let key in current) {
        previous[key] = current[key];
      }
      simpleChangesStore!.current = null;
    }
    this.ngOnChanges(current);
  }
}

function ngOnChangesSetInput<T>(this: DirectiveDef<T>, instance: T, value: any, publicName: string, privateName: string): void {
  const simpleChangesStore = getSimpleChangesStore(instance) ||
    setSimpleChangesStore(instance, {previous: EMPTY_OBJ, current: null});
  const current = simpleChangesStore.current || (simpleChangesStore.current = {});
  const previousChange = previousChange && previousChange.currentValue;
  current[declaredName] = new SimpleChange(
    previousChange && previousChange.currentValue, value, previous === EMPTY_OBJ);

  (instance as any)[privateName] = value;
}

const SIMPLE_CHANGES_STORE = '__ngSimpleChanges__';

function getSimpleChangesStore(instance: any): null|NgSimpleChangesStore {
  return instance[SIMPLE_CHANGES_STORE] || null;
}

function setSimpleChangesStore(instance: any, store: NgSimpleChangesStore): NgSimpleChangesStore {
  return instance[SIMPLE_CHANGES_STORE] = store;
}

/**
 * Data structure which is monkey-patched on the component instance and used by
 * life-cycle hook to track previous input values.
 */
interface NgSimpleChangesStore {

  previous: SimpleChanges;
  current: SimpleChanges;
}

const NgSimpleChangesFeatureImpl<T> = (definition: DirectiveDef<T>) => {
  if (definition.type.prototype.ngOnChanges) {
    definition.setInput = ngOnChangesSetInput;
  }
  return rememberChangeHistoryAndInvokeOnChangesHook;
}

// This option ensures that the `ngOnChanges` lifecycle hook will be inherited from superclasses in InheritDefinitionFeature.
/** @nocollapse */
(NgOnChangesFeature as DirectiveDefFeature).ngInherit = true;

/**
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 *
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 */

import {OnChanges} from '../../interface/lifecycle_hooks';
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  const current = simpleChangesStore?.current;

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    if (previous === EMPTY_OBJ) {
      simpleChangesStore!.previous = current;
    } else {
      // New changes are copied to the previous store, so that we don't lose history for inputs
      // which were not changed this time
      for (let key in current) {
        previous[key] = current[key];
      }
      simpleChangesStore!.current = null;
    }
    this.ngOnChanges(current);
  }
}

function ngOnChangesSetInput<T>(this: DirectiveDef<T>, instance: T, value: any, publicName: string, privateName: string): void {
  const simpleChangesStore = getSimpleChangesStore(instance) ||
    setSimpleChangesStore(instance, {previous: EMPTY_OBJ, current: null});
  const current = simpleChangesStore.current || (simpleChangesStore.current = {});
  const previousChange = previousChange && previousChange.currentValue;
  current[declaredName] = new SimpleChange(
    previousChange && previousChange.currentValue, value, previous === EMPTY_OBJ);

  (instance as any)[privateName] = value;
}

const SIMPLE_CHANGES_STORE = '__ngSimpleChanges__';

function getSimpleChangesStore(instance: any): null|NgSimpleChangesStore {
  return instance[SIMPLE_CHANGES_STORE] || null;
}

function setSimpleChangesStore(instance: any, store: NgSimpleChangesStore): NgSimpleChangesStore {
  return instance[SIMPLE_CHANGES_STORE] = store;
}

/**
 * Data structure which is monkey-patched on the component instance and used by
 * life-cycle hook to track previous input values.
 */
interface NgSimpleChangesStore {

  previous: SimpleChanges;
  current: SimpleChanges;
}

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    definition.setInput = ngOnChangesSetInput;
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import {SimpleChange, SimpleChanges} from '../../interface/simple_change';
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import {DirectiveDef, DirectiveDefFeature} from '../interfaces/definition';

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 */
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  const simpleChangesStore = getSimpleChangesStore(this);
  const current = simpleChangesStore?.current;

  if (current) {
    const previous = simpleChangesStore!.previous;
    if (previous === EMPTY_OBJ) {
      simpleChangesStore!.previous = current;
    } else {
      // New changes are copied to the previous store, so that we don't lose history for inputs
      // which were not changed this time
      for (let key in current) {
        previous[key] = current[key];
      }
      simpleChangesStore!.current = null;
    }
    this.ngOnChanges(current);
  }
}

function ngOnChangesSetInput<T>(this: DirectiveDef<T>, instance: T, value: any, publicName: string, privateName: string): void {
  const simpleChangesStore = getSimpleChangesStore(instance) ||
    setSimpleChangesStore(instance, {previous: EMPTY_OBJ, current: null});
  const current = simpleChangesStore.current || (simpleChangesStore.current = {});
  const previousChange = previousChange && previousChange.currentValue;
  current[declaredName] = new SimpleChange(
    previousChange && previousChange.currentValue, value, previous === EMPTY_OBJ);

  (instance as any)[privateName] = value;
}

const SIMPLE_CHANGES_STORE = '__ngSimpleChanges__';

function getSimpleChangesStore(instance: any): null|NgSimpleChangesStore {
  return instance[SIMPLE_CHANGES_STORE] || null;
}

function setSimpleChangesStore(instance: any, store: NgSimpleChangesStore): NgSimpleChangesStore {
  return instance[SIMPLE_CHANGES_STORE] = store;
}
LICENSE file at https://angular.io/license

```typescript
import {RNode} from './renderer';
import {LView} from './view';

/**
 * This property will be monkey-patched on elements, component and directives
 */
export const MONKEY_PATCH_KEY_NAME = '__ngContext__';

/**
 * The internal view context which is specific to a given DOM element, directive or
 * component instance. Each value in here (besides the LView and element node
details) can be present, null or undefined. If undefined then it implies the value has not been
 * looked up yet, otherwise, if null, then a lookup was executed and nothing was found.
 * Each value will get filled when the respective value is examined within the
 * getContext() function. The component, element and each instance will share the
 * same instance of the context.
 */
export interface LContext {
  /**
   * The component's parent view data.
   */
  lView: LView;

  /**
   * The index instance of the node.
   */
  nodeIndex: number;

  /**
   * The instance of the DOM node that is attached to the LNode.
   */
  native: RNode;

  /**
   * The instance of the Component node.
   */
  component: {}|null|undefined;

  /**
   * The list of active directives that exist on this element.
   */
  directives: any[]|null|undefined;

  /**
   * The map of local references (local reference name => element or directive instance)
   * that exist in this element.
   */
  localRefs: {[key: string]]: any}|null|undefined;
}

/**
 * Tell ivy what the `document` is for this platform.
 *
 * It is only necessary to call this if the current platform is not a browser.
 *
 * @param document The object representing the global `document` in this environment.
 */
  DOCUMENT = document;
}

/**
 * Access the object that represents the `document` for this platform.
 *
 * Ivy calls this whenever it needs to access the `document` object.
 * For example to create the renderer or do sanitization.
 */
export function getDocument(): Document {
  if (DOCUMENT !== undefined) {
    return DOCUMENT;
  } else if (typeof
  document !== 'undefined') {
    return document;
  }
  // No "document" can be found. This should only happen
  // if we are running ivy outside Angular and the
  // current platform is not a browser. Since this is not a supported
  // scenario at the moment // this should not happen in Angular apps.
  // Once we support running ivy outside of Angular we will need to publish
  // `setDocument()` as a public API. Meanwhile we just return "undefined" and
  // let the application fail. return undefined!!\n\n,/*
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 * found in the LICENSE file at https://angular.io/license
 */

```
text nodes. *n * This is the native browser API style, e.g. operations are methods on individual objects like HTMLElement. With this style, no additional code is needed as a facade (reducing payload size). *n * */

export interface ObjectOrientedRenderer3 {
  createContext(data: string): RComment;
  createElement(tagName: string): RElemen

telementNS(namespace: string, tagName: string): RElemen

textNode(data: string): RTElemen

querySelector(selectors: string): RElemen

createText(value: string): RTElemen

/**
 * This property is allowed to be null / undefined *n * in which case the view engine won't call it. *n * This is used as a performance optimization for production mode. */

ObjectOrientedRenderer3: renderer is ProceduralRenderer3 {
  return !(renderer as any).listen}

/** Returns whether the `renderer` is a `ProceduralRenderer3` */
export function isProceduralRenderer(renderer: ProceduralRenderer3|

ObjectOrientedRenderer3): renderer is ProceduralRenderer3 {
  return !!((renderer as any).listen)
}

/**
 * Procedural style of API needed to create elements and text nodes. *n * In non-native browser environments (e.g. platforms such as web-workers), this is the facade that enables element manipulation. This also facilitates backwards compatibility *n * with Render2. */

export interface ProceduralRenderer3 {
  destroy(): void;

  createComment(value: string): RComment;
  createElement(name: string, namespace?: string|null): RElement;

createText(value: string): RTElemen

/**
 * This property is allowed to be null / undefined. */

destroyNode?: ((node: RNode) => void)|null;

appendChild(parent: RElemen, newChild: RNode): void;


removeChild(parent: RElemen, oldChild: RNode, isHostElement?: boolean): void;

selectAllElement(selectorOrNode: string|any, preserveContent?: boolean): RElemen

parentNode(node: RNode): RElement

nextSibling(node: RNode): RNode|null;

setAttribute(el: RElement, name: string, value: string, namespace?: string|null): void;

removeAttribute(el: RElement, name: string, namespace?: string|null): void;

toClass(el: RElement, name: string): void;

removeClass(el: RElement, name: string): void;

setAttributeNS(namespaceURI: string, qualifiedName: string, value: string): void;

addEventListener(type: string, listener: EventListener, useCapture?: boolean): void;

removeEventListener(type: string, listener?: EventListener, options?: boolean): void;

setProperty?(name: string, value: any): void;

setValue(node: RText|RComment, value: string): void;

// TODO(misko): Deprecate in favor of addEventListener/removeEventListener

listen(target: GlobalTargetName|RNode, eventName: string, callback: (event: any) => boolean|void): () => void;

/**
 * Subset of API needed for appending elements and text nodes. */

export interface RNode {
  /**
   * Returns the parent Element, Document, or DocumentFragment
   */
  parentNode: RNode|null;

  /**
   * Returns the parent Element if there is one
   */
  parentElement: RElement|null;

  /**
   * Gets the Node immediately following this one in the parent's childNodes
   */
  nextSibling: RNode|null;

  /**
   * Removes a child from the current node and returns the removed node
   * @param oldChild the child node to remove
   */

removeChild(oldChild: RNode): RNode;

appendChild(newChild: RNode): RNode;

/**
 * Subset of API needed for writing attributes, properties, and setting up listeners on Element. */

export interface RCssStyleDeclaration {
  removeProperty(propertyName: string): string;

  setProperty(propertyName: string, value: string|null, priority?: string): void;

  // NOTE: This hack is necessary so we don't erroneously get a circular dependency on failure based on types.

export interface RDomTokenList {
  add(token: string): void;

  remove(token: string): void;

export interface RText extends RNode {
  textContent: string|null;
}

export interface RComment extends RNode {
  textContent: string|null;
}

Note: This hack is necessary so we don't erroneously get a circular dependency.
For efficiency reasons we often put several different data types (RNode, LView, LContainer) in same location in LView. This is because we don't want to pre-allocate space for it when because the storage is sparse. This file contains utilities for dealing with such data types. *NOTE* How do we know what is stored at a given location in LView?

- `Array.isArray(value) === false` => RNode (The normal storage value)
- `Array.isArray(value) === true` => then the value[0] represents the wrapped value. *NOTE* `typeof value[TYPE] === 'object'` => LView
- `typeof value[TYPE] === true` => LContainer

NOTE: it is assumed that Array.isArray and typeof operations are very efficient.

---

```javascript
/**
 * @param value wrapped value of RNode, LView, LContainer
 */
export function unwrapRNode(value: RNode | LView | LContainer): RNode {
  while (Array.isArray(value)) {
    value = value[HOST] as any;
  }
  return value as RNode;
}

/**
 * Returns LView or null if not found.
 * @param value wrapped value of RNode, LView, LContainer
 */
export function unwrapLView(value: RNode | LView | LContainer): LView | null {
  while (Array.isArray(value)) {
    // This check is same as isLView() but we don't call at as we don't want to call
    // `Array.isArray()` twice and give JITer more work for inlining.
    if (typeof value[TYPE] === 'object') return value as LView;
    value = value[HOST] as any;
  }
  return null;
}

/**
 * Returns LContainer or null if not found.
 * @param value wrapped value of RNode, LView, LContainer
 */
export function unwrapLContainer(value: RNode | LView | LContainer): LContainer | null {
  while (Array.isArray(value)) {
    // This check is same as isLContainer() but we don't want to call at as we don't want to call
    // `Array.isArray()` twice and give JITer more work for inlining.
    if (value[TYPE] === true) return value as LContainer;
    value = value[HOST] as any;
  }
  return null;
}

/** Retrieves a value from any LView or TData. */
export function load<T>(view: LView | TData, index: number): T {
  ngDevMode && assertIndexInRange(view, index + HEADER_OFFSET);
  return view[index + HEADER_OFFSET];
}
```
import {assertDefined, assertEqual} from '../util/assert';
import {assertLViewOrUndefined} from './assert';
import {DirectiveDef} from './interfaces/definition';
import {TNode} from './interfaces/node';
import {CONTEXT, DECLARATION_VIEW, LView, OpaqueViewState, TData, TVIEW, TView} from './interfaces/view';
import {MATH_ML_NAMESPACE, SVG_NAMESPACE} from './namespaces';
import {getTNode} from './util/view_utils';

/**
 *
 */
interface LFrame {
  /**
   * Parent LFrame.
   *
   * This is needed when `leaveView` is called to restore the previous state.
   */
  parent: LFrame;

  /**
   * Child LFrame.
   *
   * This is used to cache existing LFrames to relieve the memory pressure.
   * An LFrame can have multiple child LFrames.
   */
  child: LFrame|null;

  /**
   * State of the current view being processed.
   * An array of nodes (text, element, container, etc), pipes, their bindings, and
   * any local variables that need to be stored between invocations.
   */
  lView: LView|null;

  /**
   * Current TVIEW `DECLARATION_VIEW`, LView, OpaqueViewState, TData, TVIEW, TView} from
   * Interface DECLARATION, CONTEXT, LFrame, LFrame
   */
  TVIEW;
index.

/*
 * The last viewData retrieved by nextContext().
 * Allows building nextContext() and reference() calls.
 * e.g. const inner = x().Simplicit; const outer = x().Simplicit;
 * Store the element depth count. This is used to identify the root elements of the template
 * so that we can then attach patch data 'LView' to only those elements. We know that those
 * are the only places where the patch data could change, this way we will save on numbers
 * of places where that patching occurs.
 * An elementDepthCount: number;
 * Current namespace to be used when creating elements
 * An currentNamespace: string;null;
 * The root index from which pure function instructions should calculate their binding
 * indices. In component views, this is TView.bindingStartIndex. In a host binding
 * context, this is the TView.expandoStartIndex + any dirs/hostVars before the given dir.
 * An bindingRootIndex: number;
 * Current index of a View or Content Query which needs to be processed.
 * We iterate over the list of Queries and increment current query index at every step.
 * An currentQueryIndex: number;
 * Root index from which pure function instructions should calculate their binding
 * indices.
 */

interface InstructionState {
  lFrame: LFrame;
  bindingsEnabled: boolean;
  checkNoChangesMode: boolean;
}

export const instructionState: InstructionState = {
  lFrame: createLFrame(null),
  bindingsEnabled: true,
  checkNoChangesMode: false,
};

export function getElementDepthCount() {
  return instructionState.lFrame.elementDepthCount;
}

export function increaseElementDepthCount() {
  instructionState.lFrame.elementDepthCount++;
}

export function decreaseElementDepthCount() {
  instructionState.lFrame.elementDepthCount--;
}

export function getBindingsEnabled(): boolean {
  return instructionState.bindingsEnabled;
}

/**
 * Enables directive matching on elements.
 *
 * Example:
 * ```
 * <my-comp my-directive>
 *   Should match component / directive.
 * </my-comp>
 * <div ngNonBindable>
 *   <!-- disableBindings() -->
 *   <my-comp my-directive>
 *     Should not match component / directive because we are in ngNonBindable.
 *   </my-comp>
 *   <!-- enableBindings() -->
 * </div>
 * ```
 *
 * @codeGenApi
 */
export function enableBindings(): void {
  instructionState.bindingsEnabled = true;
}

/**
 * Disables directive matching on element.
 *
 * Example:
 * ```
 * <my-comp my-directive>
 *   Should match component / directive.
 * </my-comp>
 * <div ngNonBindable>
 *   <!-- disableBindings() -->
 *   <my-comp my-directive>
 *     Should not match component / directive because we are in ngNonBindable.
 *   </my-comp>
 *   <!-- enableBindings() -->
 * </div>
 * ```
 *
 * @codeGenApi
 */
export function disableBindings(): void {
  instructionState.bindingsEnabled = false;
}

/**
 * Return the current `LView`.
 */
export function getLView(): LView {
  return instructionState.lFrame.lView;
}

/**
 * Return the current `TView`.
 */
export function getTView(): TView {
  return instructionState.lFrame.tView;
}

/**
 * Restores `contextViewData` to the given OpaqueViewState instance.
 * Used in conjunction with the getCurrentView() instruction to save a snapshot
 * of the current view and restore it when listeners are invoked. This allows
 * walking the declaration view tree in listeners to get vars from parent views.
 * @codeGenApi
 */
export function restoreView(viewToRestore: OpaqueViewState) {
  return instructionState.lFrame.tView;
}
instructionState.lFrame.previousOrParentTNode;
} // TODO(misko): remove this from the LView since it is ngDevMode=true mode only

return instructionState.checkNoChangesMode;
} // top level variables should not be exported for performance reasons (PERF_NOTES.md)

export function getBindingRoot() {
  return instructionState.lFrame.lFrame;
}

export function setBindingRootForHostBindings(
    bindingRootIndex: number, currentDirectiveIndex: number) {
  const lFrame = instructionState.lFrame;
  lFrame.bindingIndex = lFrame.bindingRootIndex = bindingRootIndex;
  setCurrentDirectiveIndex(currentDirectiveIndex);
}

export function getCurrentDirectiveIndex(): number {
  return instructionState.lFrame.currentDirectiveIndex;
}

export function setCurrentDirectiveIndex(currentDirectiveIndex: number): void {
  instructionState.lFrame.currentDirectiveIndex = currentDirectiveIndex;
}

export function getCurrentDirectiveDef(tData: TData): DirectiveDef<any>|null {
  const currentDirectiveIndex = instructionState.lFrame.currentDirectiveIndex;
}

export function getCurrentQueryIndex(): number {
  return instructionState.lFrame.currentQueryIndex;
}

export function setCurrentQueryIndex(value: number): void {
  instructionState.lFrame.currentQueryIndex = value;
}

/**
 * This is a lightweight version of the `enterView` which is needed by the DI system.
 * @param newView
 * @param tNode
 */
export function enterDI(newView: LView, tNode: TNode) {
  ngDevMode && assertLViewOrUndefined(newView);
  const newLFrame = allocLFrame();
  instructionState.lFrame = newLFrame;
  newLFrame.previousOrParentTNode = tNode;
  newLFrame.lView = newView;
}

/**
 * Swap the current lView with a new lView.
 * For performance reasons we store the lView in the top level of
 * the module. This way we minimize the number of properties to read. Whenever a new view
 * is entered we have to store the lView for later, and when the view is exited the state has to be restored.
 */
export function enterView(newView: LView, tNode: TNode) {
  ngDevMode && assertLViewOrUndefined(newView);
  const newLFrame = allocLFrame();
  newLFrame.previousOrParentTNode = tNode;
  newLFrame.lView = newView;
}

assertLViewOrUndefined(newView);
assertEqual(newLFrame.tView, null, 'Expected clean LFrame');
assertEqual(newLFrame.selectedIndex, 0, 'Expected clean LFrame');
assertEqual(newLFrame.currentDirectiveIndex, -1, 'Expected clean LFrame');
assertEqual(newLFrame.currentNamespace, null, 'Expected clean LFrame');
assertEqual(newLFrame.bindingRootIndex, -1, 'Expected clean LFrame');
assertEqual(newLFrame.previousOrParentTNode, null!, 'Expected clean LFrame');

assertEqual(newLFrame.elementDepthCount, 0, 'Expected clean LFrame');
assertEqual(newLFrame.currentQueryIndex, 0, 'Expected clean LFrame');

const tView = newView[TVIEW];

const instructionState = {
  lFrame: newLFrame,
  previousOrParentTNode: tNode!,
  tView: tView,
  currentQueryIndex: 0,
  parent: parent!,
  child: null!,
  bindingRootIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  bindingIndex: -1,
  contextLView: null!,
  lView: null!,
  isParent: true,
  lFrame: LFrame,
  contextLView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
  currentNamespace: null,
  currentDirectiveIndex: -1,
  elementDepthCount: 0,
  contextLView: null!,
  lView: null!,
  isParent: true,
  bindingIndex: -1,
element.

export function getSelectedTNode() {
  const lFrame = instructionState.lFrame;
  return getTNode(lFrame.tView, lFrame.selectedIndex);
}

export function getSelectedTNodeFromIndex(index) {
  const lFrame = instructionState.lFrame;
  return getTNode(lFrame.tView, index);
}

/**
 * Sets the namespace used to create elements to `null`, which forces element creation to use
 * `createElement` rather than `createElementNS`.
 */
export function namespaceHTML() {
  instructionState.lFrame.currentNamespace = null;
}

/**
 * Sets the namespace used to create elements to `null`, which forces element creation to use
 * `createElement` rather than `createElementNS`.
 */
export function namespaceHTMLInternal() {
  instructionState.lFrame.currentNamespace = null;
}

export function getNamespace(): string|null {
  return instructionState.lFrame.currentNamespace;
}

/*
 * @license
 * Copyright Google LLC 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 {AfterContentChecked, AfterContentInit, AfterViewChecked, AfterViewInit, DoCheck, OnChanges, OnDestroy, OnInit} from '../interface/lifecycle_hooks';
import {assertEqual, assertNotEqual} from '../util/assert';
import {assertFirstCreatePass} from './assert';
import {NgOnChangesFeatureImpl} from './features/ng_onchanges_feature_impl';
import {DirectiveDef} from './interfaces/definition';
import {TNode} from './interfaces/node';
import {FLAGS, HookData, InitPhaseState, LView, LViewFlags, PREORDER_HOOK_FLAGS, PreOrderHookFlags, TView} from './interfaces/view';
import {getCheckNoChangesMode} from './state';

/**
 * Adds all directive lifecycle hooks from the given `DirectiveDef` to the given `TView`.
 * Must be run *only* on the first template pass.
 * Sets up the pre-order hooks on the provided `TView`, see `HookData` for details about the data structure.
 * @param directiveIndex The index of the directive in LView
 * @param directiveDef The definition containing the hooks to setup in tView
 * @param tView The current TView
 */
export function registerPreOrderHooks(directiveIndex: number, directiveDef: DirectiveDef<any>, tView: TView): void {
  ngDevMode && assertFirstCreatePass(tView);
  const {ngOnChanges, ngOnInit, ngDoCheck} =
      directiveDef.type.prototype as OnChanges & OnInit & DoCheck;

  if (ngOnChanges as Function | undefined) {
    const wrappedOnChanges =
      NgOnChangesFeatureImpl(directiveDef);
    (tView.preOrderHooks || (tView.preOrderHooks = [])).push(directiveIndex, wrappedOnChanges);
    (tView.preOrderCheckHooks || (tView.preOrderCheckHooks = [])).push(directiveIndex, wrappedOnChanges);
  }

  if (ngOnInit) {
    (tView.preOrderHooks || (tView.preOrderHooks = [])).push(0 - directiveIndex, ngOnInit);
  }

  if (ngDoCheck) {
    (tView.preOrderHooks || (tView.preOrderHooks = [])).push(directiveIndex, ngDoCheck);
    (tView.preOrderCheckHooks || (tView.preOrderCheckHooks = [])).push(directiveIndex, ngDoCheck);
  }
}

/**
 * Loops through the directives on the provided `TNode` and queues hooks to be run that are not initialization hooks.
 * Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
 * Content, view, and destroy hooks for projected components and directives must be called *before* their hosts.
 * Sets up the content, view, and destroy hooks on the provided `TView`.
 * Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
 * Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
 * Sets up the content, view, and destroy hooks on the provided `TView`.
 * Multiple directives with the same hook function are run *after* each other.
 * Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
 */
export function registerPostOrderHooks(tView: TView, tNode: TNode) {
  ngDevMode && assertFirstCreatePass(tView);
  // It's necessary to loop through the directives at the directed element order.
  // It's necessary to loop through the directives at the directed element order.
  // Content, view, and destroy hooks for projected components and directives must be called *before* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TNode`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
  // Content, view, and destroy hooks for projected components and directives must be called *after* their hosts.
  // Sets up the content, view, and destroy hooks on the provided `TView`.
  // Multiple directives with the same hook function are run *after* each other.
  // Should be executed during `elementEnd()` and similar to `onChanges` to preserve hook execution order.
ngAfterViewInit, ngAfterViewChecked, ngOnDestroy } = lifecycleHooks;

if (ngAfterContentInit) {
  (tView.contentHooks || (tView.contentHooks = [])).push(-i, ngAfterContentInit);
}

if (ngAfterContentChecked) {
  (tView.contentCheckHooks || (tView.contentCheckHooks = [])).push(i, ngAfterContentChecked);
}

if (ngAfterViewInit) {
  (tView.viewHooks || (tView.viewHooks = [])).push(i, ngAfterViewInit);
}

if (ngAfterViewChecked) {
  (tView.viewHooks || (tView.viewHooks = [])).push(-i, ngAfterViewChecked);
}

if (ngOnDestroy) {
  (tView.destroyHooks || (tView.destroyHooks = [])).push(-i, ngOnDestroy);
}

/**
 * Executing hooks requires complex logic as we need to deal with 2 constraints.
 *
 * 1. Init hooks (ngOnInit, ngAfterContentInit, ngAfterViewInit) must all be executed once and
 * only * once, across many change detection cycles. This must be true even if some hooks throw, or if
 * some recursively trigger a change detection cycle. * To solve that, it is required to track the state of the execution of
 * these init hooks. * This is done by storing and maintaining flags in the view: the (@link InitPhaseState), * and the
 * index within that phase. This can be seen as a cursor in the following structure: * the form of
 * the nodes that were * executed once. This is a light version of executeInitAndCheckPreOrderHooks where we can skip read
 * write of the init-hooks related flags. * @param lView The LView where hooks are defined * @param hooks
 * Hooks to be run * @param nodeId 3 cases depending on the value: * - undefined: all hooks from the array
 * should be executed (post-order case) * - null: execute hooks only from the saved index until the end of the array
 * (pre-order case, when flushing the remaining hooks) * - number: execute hooks only from the saved index
 * until node index exclusive (pre-order case), when executing select(number) * * execution of
 * executeCheckHooks(lView: View, hooks: HookData, nodeId?: number|null) {
 * callHooks(lView, hooks, InitPhaseState.InitPhaseCompleted, nodeId); * * executes post-order init and check hooks (one of
 * AfterViewInit, AfterViewChecked), * * given a view where there are * pending init hooks to be executed. * * @param lView The LView where hooks are defined * @param hooks
 * Hooks to be run * @param initPhase A phase for which hooks should be run * @param nodeId 3 cases depending on the value: * - undefined: all hooks from the array should be executed (post-order case) * - null: execute hooks only from the saved index until the end of the array
 * (pre-order case, when flushing the remaining hooks) * - number: execute hooks only from the saved index until that node index exclusive (pre-order case), when executing select(number) * * execution of
 * executeInitAndCheckHooks(lView: View, hooks: HookData, initPhase?: number|null) {
 * callHooks(lView, hooks, initPhaseState, nodeId?): number|null) {
 * assertNotEqual(lView.initPhase, InitPhaseState.InitPhaseCompleted) * * your pre-order hooks should not be called more than once); * if (!lView[FLAGS] & LViewFlags.InitPhaseStateMask) === initPhase) {
 * callHooks(lView, hooks, initPhase, nodeId); * * executes incrementInitPhaseFlags(lView: View, initPhase: InitPhaseState): void {
 * ngDevMode & assertNotEqual(lView.initPhase, InitPhaseState.InitPhaseCompleted) * * Hook hooks should not be incremented after all init hooks have been run.); * let flags = lView[FLAGS]; * if ((flags & LViewFlags.InitPhaseStateMask) === initPhase) {
 * flags &= ~LViewFlags.IndexWithinInitPhaseReset; * flags += LViewFlags.InitPhaseStateIncrementer; * lView[FLAGS] = flags; * * calls lifecycle hooks with * their contexts, skipping init hooks if it's not * the first LView pass * * @param currentView The current
 * view * @param arr The array in which the hooks are found * @param initPhaseState the current state of the init phase
 * * @param currentNodeId 3 cases depending on the value: * - undefined: all hooks from the array
 * should be executed (post-order case) * - null: execute hooks only from the saved index until the end of the array
 * (pre-order case, when flushing the remaining hooks) * * number: execute hooks only from the saved index
 * */

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```typescript
ngAfterViewInit,
      ngAfterViewChecked,
      ngOnDestroy
    } = lifecycleHooks;

    if
```
until that node index exclusive (pre-order\n * case, when executing select(number));

  if (typeof hook ===
    'number') {
    lastNodeIndexFound = arr[i] as number;
    if (currentNodeIndex !== null &&
        lastNodeIndexFound >= currentNodeIndex) {
      break;
    }
  } else {
    const isInitHook = arr[i] < 0;
    if (isInitHook)
      currentView[PREORDER_HOOK_FLAGS] +=
    PreOrderHookFlags.NumberOfInitHooksCalledIncrementer;
    if (lastNodeIndexFound < nodeIndexLimit ||
        nodeIndexLimit == -1) {
      callHook(currentView, initPhase, arr, i);
      currentView[PREORDER_HOOK_FLAGS] =
          (currentView[PREORDER_HOOK_FLAGS] &
          PreOrderHookFlags.NumberOfInitHooksCalledMask) + i +
          2;
    }
  }
}

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

import {InjectionToken} from '../../di/injection_token';
import {InjectFlags} from 'https://angular.io/license

import {TDirectiveHostNode} from './node';
import {LView, TData} from './view';

export const TNODE = 8;
export const PARENT_INJECTOR

/**
 * Represents a relative location of parent
 * injector.
 *
 * The interfaces encodes number of parents `LView`'s to traverse and index in the `LView`
 * pointing to the parent injector.
 */
export interface RelativeInjectorLocation {
  __brand__: 'RelativeInjectorLocationFlags';
}

export const enum RelativeInjectorLocationFlags {
  InjectorIndexMask =
      0b111111111111111,
  ViewOffsetShift = 16,
  NO_PARENT = -1,
}

export const NO_PARENT_INJECTOR: RelativeInjectorLocation = -1 as any;

/**
 * Each injector is saved in 9 contiguous
 * slots in `LView` and 9 contiguous slots in
 * `TView.data`. This allows us to store information about the current
 * node's tokens (which\n * can be shared in `TView`) as well as the tokens of its ancestor nodes (which cannot be\n * shared, so they live in `LView`).\n * Each of these slots (aside from the last slot) contains a bloom filter. This
 * bloom filter\n * determines whether a directive is available on the associated node or not. This prevents us\n * from
 * searching the directives array at this level unless it's probable the directive is in it.\n * See:
 * https://en.wikipedia.org/wiki/Bloom_filter for more about bloom filters.\n * Because all injectors have been
 * flattened into `LView` and `TVView.data`, they cannot typed\n * using interfaces as they were previously. The start
 * index of each `LInjector` and `TInjector`\n * will differ based on where it is flattened into the main array, so it's not
 * possible to known\ * the indices ahead of time and save their types here. The interfaces are still included here\n * for
 * documentation purposes.\n * export interface LInjecto
 *\n * /interface/injector\n *\n * */

}
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/*
 * array where existing instances of injectables are stored. This is used in case
 * of multi
 * shadow is needed. See ‘multi’ field documentation.
 *</*
 * The TNode of the same element injector.
 */

export function isFactory(obj: any): obj is NodeInjectorFactory {
  return obj instanceof NodeInjectorFactory;
}

// Note: This
hack is necessary so we don’t erroneously get a circular dependency
failure based on types.

export const unusedValueExportToPlacateAjd = 1;

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 */

import {assertDefined, assertEqual} from '../util/assert';

import {TContainerNode, TElementContainerNode, TElementNode, TIcuContainerNode, TNode, TNodeType, TProjectionNode} from './interfaces/node';

export function assertNodeType(tNode: TNode, type: TNodeType.Container): asserts tNode is TContainerNode;
export function assertNodeType(tNode: TNode, type: TNodeType.Element): asserts tNode is TElementNode;
export function assertNodeType(tNode: TNode, type: TNodeType.ElementContainer): asserts tNode is TElementContainerNode;
export function assertNodeType(tNode: TNode, type: TNodeType.IcuContainer): asserts tNode is TIcuContainerNode;
export function assertNodeType(tNode: TNode, type: TNodeType.Projection): asserts tNode is TProjectionNode;
export function assertNodeType(tNode: TNode, type: TNodeType.View): asserts tNode is TViewNode;

function typeName(type: TNodeType): string {
  if (type == TNodeType.Projection) return 'Projection';
  if (type == TNodeType.Container) return 'Container';
  if (type == TNodeType.IcuContainer) return 'IcuContainer';
  if (type == TNodeType.View) return 'View';
  if (type == TNodeType.Element) return 'Element';
  if (type == TNodeType.ElementContainer) return 'ElementContainer';
  return '<unknown>';
the element

* @returns the index value that was last accessed in the attributes array

export function setUpAttributes(renderer: Renderer3, native: REElement, attrs: TAttributes): number {
  const isProc = isProceduralRenderer(renderer);

  let i = 0;
  while (i < attrs.length) {
    const value = attrs[i];
    if (typeof value === 'number') {
      // only namespaces are supported. Other value types (such as style/class
      // entries) are not supported in this function.
      if (value === AttributeMarker.NamespaceURI) {
        break;
      } // we just landed on the marker value ... therefore
      // we should skip to the next entry
      const namespaceURI = attrs[i++] as string;
      const attrName = attrs[i++ as string];
      const attrVal = attrs[i++ as string];
      ngDevMode && ngDevMode.rendererSetAttribute++;
      isProc ?
          (renderer as ProceduralRenderer3).setAttribute(native, attrName, attrVal, namespaceURI) :
            native.setAttributeNS(namespaceURI, attrName, attrVal);
    } else {
      // attrName is string
      const attrName = value as string;
      const attrVal = attrs[i++ as string];
      // Standard attributes
      ngDevMode && ngDevMode.rendererSetAttribute++;
      if (isAnimationProp(attrName)) {
        if (isProc) {
          (renderer as ProceduralRenderer3).setProperty(native, attrName, attrVal);
        }
      } else {
        isProc ?
            (renderer as ProceduralRenderer3).setAttribute(native, attrName, attrVal as string) :
            native.setAttribute(attrName, attrVal as string);
      }
      i++;
    }
  }

  // another piece of code may iterate over the same attributes array.
  // Therefore it may be helpful to return the exact spot where the attributes array exited
  // whether by running into an unsupported marker or if all the static values were
  // iterated over.
  return i;
}

/**
 * Test whether the given value is a marker that indicates that the following
 * attribute values in a `TAttributes` array are only the
 * names of attributes, and not name-value pairs.
 * @param marker The attribute marker to test.
 * @returns true if the marker is a "name-only" marker (e.g. `Bindings`, `Template` or `I18n`).
 */
export function isNameOnlyAttributeMarker(marker: string|AttributeMarker|CssSelector) {
  return marker === AttributeMarker.Bindings || marker === AttributeMarker.Template ||
      marker === AttributeMarker.I18n;
}

export function isAnimationProp(name: string): boolean {
  // Perf note: accessing charCodeAt to check for the first character of a string is faster as
  // compared to accessing a character at index 0 (ex. name[0]).
  return name.charCodeAt(0) === CharCode.AT_SIGN;
}

/**
 * Merges `src` `TAttributes` into `dst` `TAttributes` removing any duplicates in the process.
 * This merge function keeps the order of attrs same.
 *
 * @param dst Location of where the merged `TAttributes` should end up.
 * @param src `TAttributes` which should be appended to `dst`
 */
export function mergeHostAttrs(dst: TAttributes|null, src: TAttributes|null): TAttributes|null {
  if (src === null || src.length === 0) {
    // do nothing
  } else if (dst === null || dst.length === 0) {
    // We have source, but dst is empty, just make a copy.
    dst = src.slice();
  } else {
    let srcMarker:
    AttributeMarker = AttributeMarker.ImplicitAttributes;
    for (let i = 0; i < src.length; i++) {
      const item =
      src[i as string];
      if (typeof item === 'number') {
        srcMarker = item;
      } else {
        if (srcMarker === AttributeMarker.NamespaceURI) {
          // Case where we need to consume `key1`, `key2`, `value` items.
        } else if (
            srcMarker === AttributeMarker.ImplicitAttributes ||
            srcMarker === AttributeMarker.Styles) {
          // Case where we have to consume `key1` and `value` only.
        } else {
          const dstMarker = AttributeMarker.NamespaceURI;
        } // Case where we need to consume `key1` only.
        deferHostAttr(dst, srcMarker, item as string, null, src[i as string as string]);
      }
      // Copy completed.
      dst = mergeHostAttribute(dst, srcMarker, item as string, null, src[i as string as string]);
      deferHostAttr(dst, srcMarker, item as string, null, src[i as string as string]);
      // Append to template attributes.
    }
  }
  return dst;
}

/**
 * Append `key`/`value` to existing `TAttributes` taking region marker and
 * duplicates into account.
 *
 * @param dst Location of where the merged `TAttributes` should end up.
 * @param src `TAttributes` which should be appended to `dst`
 * @param marker The attribute marker to test.
 * @param key1 Key to add.
 * @param value Value to add or to overwrite.
 */
export function deferHostAttr(dst: TAttributes, srcMarker: AttributeMarker, item as string, null, src[i as string as string]): void {
  // Assume that new markers will be inserted at the end.
  let markerInsertPosition = dst.length;
  if (marker === AttributeMarker.ImplicitAttributes) {
    markerInsertPosition = -1;
  } else {
    while (i <
    dst.length) {
      const dstValue = dst[i++ as string];
      if (typeof dstValue === 'number') {
        if (dstValue === marker) {
          markerInsertPosition = -1;
          break;
        } else if (dstValue > marker) {
          // We need
to save this as we want the markers to be inserted in specific order. ...i - 1; 

const item = dst[i];
if (typeof item === 'number') {
  // since `i` started as the index after the marker, we did not
  // find it if we are at the next mark
  markerInsertPosition = i - 1;
  break;
}
}

// search until you find place of insertion
while (i < dst.length) {
  const item = dst[i];
  if (typeof item === 'number') {
    // since `i` started as the index after the marker, we did not
    // find it if we are at the next marker
    break;
  } else if (item === key1) {
    // We already have same token
    if (key2 === null) {
      if (value !== null) {
        dst[i + 1] = value;
      }
      return;
    }
  } else if (key2 === dst[i + 1]) {
    dst[i + 2] = value;
    return;
  }
  // Increment counter,
  i++;
  if (key2 !== null) i++;
  if (value !== null) i++;
}

// insert at location.
if (markerInsertPosition !== -1) {
  dst.splice(markerInsertPosition, 0, marker);
  i = markerInsertPosition + 1;
}

// insert key1 and key2 after marker
(dst[i++] = key1) && (key2 !== null) && (dst[i++] = key2) && (value !== null) && (dst[i++] = value);

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 * @import [NO_PARENT_INJECTOR, RelativeInjectorLocation, RelativeInjectorLocationFlags] from
 * './interfaces/injector';
 * @import {DECLARATION_VIEW, LView} from './interfaces/view';
 */

export function hasParentInjector(parentLocation: RelativeInjectorLocation): boolean {
  return parentLocation !== NO_PARENT_INJECTOR;
}

export function getParentInjectorIndex(parentLocation: RelativeInjectorLocation): number {
  return (parentLocation as any as number) & RelativeInjectorLocationFlags.InjectorIndexMask;
}

export function getParentInjectorViewOffset(parentLocation: RelativeInjectorLocation): number {
  return (parentLocation as any as number) >> RelativeInjectorLocationFlags.ViewOffsetShift;
}

/**
 * Unwraps a parent injector location number to find the view offset from the current injector,
 * then walks up the declaration view tree until the view is found that contains the parent.
 * @param location The location of the parent injector, which contains the view offset
 * @param startView The LView instance from which to start walking up the view tree
 * @returns The LView instance that contains the parent injector
 */
export function getParentInjectorView(location: RelativeInjectorLocation, startView: LView): LView {
  let viewOffset = getParentInjectorViewOffset(location);
  let parentView = startView;
  // For most cases, the parent injector can be found on the host node (e.g. for component
  // or container), but we must keep the loop here to support the rarer case of deeply nested
  // <ng-template> tags or inline views, where the parent injector might live many views above the child injector.
  while (viewOffset > 0) {
    parentView = parentView[DECLARATION_VIEW]!
    viewOffset--; // above the child injector.
  }
  return parentView;
}

/**
 * The special delimiter we use to separate property names, prefixes,
 * and suffixes in property binding metadata. See storeBindingMetadata().
 */

Unicode \"REPLACEMENT CHARACTER\" (U+FFFD) as a delimiter because it is a very uncommon character that is unlikely to be part of a user's property names or interpolation strings. If it is in fact used in a property binding, DebugElement.properties will not return the correct value for that binding. However, there should be no runtime effect for real applications.

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*/

```javascript
export const INTERPOLATION_DELIMITER = '';

/**
 * Unwrap a value which might be behind a closure (for forward declaration reasons).
 */
export function maybeUnwrapFn<T>(value: T|(() => T)): T {
  if (value instanceof Function) {
    return value();
  } else {
    return value;
  }
}

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 */

import {isForwardRef, resolveForwardRef} from '../di/forward_ref';
import {InjectionToken} from '../di/injection_token';
import {Injector} from '../di/injector';
import {injectRootLimpMode, setInjectImplementation} from '../di/injector_compatibility';
import {getInjectorDef} from '../di/interface/defs';
import {InjectFlags} from '../di/interface/injector';
import {Type} from '../interface/type';
import {assertDefined, assertEqual} from '../util/assert';
import {noSideEffects} from '../util/closure';

import {assertDirectiveDef} from './assert';
import {getFactoryDef} from './definition';

/**
 * Defines if the call to `inject` should include `viewProviders` in its resolution.
 * This is set to true when we try to instantiate a component. This value is
 * reset in `getNodeInjectable` to a value which matches the declaration location of the token about to be instantiated. This is done so that if we are injecting a token which was declared outside of `viewProviders` we don't accidentally pull `viewProviders` in. For example:

```javascript
class MyService {
  constructor(public value: String) {}
}

class MyComponent {
  constructor(myService: MyService, value: String) {
    expect(value).toEqual('viewProviders');
    expect(myService.value).toEqual('providers');
  }
}
```

This is set to true when we try to instantiate a component. This value is reset in `getNodeInjectable` to a value which matches the declaration location of the token about to be instantiated. This is done so that if we are injecting a token which was declared outside of `viewProviders` we don't accidentally pull `viewProviders` in. For example:

```javascript
class MyService {
  constructor(public value: String) {}
}

class MyComponent {
  constructor(myService: MyService, value: String) {
    expect(value).toEqual('viewProviders');
    expect(myService.value).toEqual('providers');
  }
}
```

```javascript
let includeViewProviders = true;

export function setIncludeViewProviders(v: boolean): boolean {
  const oldValue = includeViewProviders;
  includeViewProviders = v;
  return oldValue;
}
```

```javascript
const BLOOM_SIZE = 256;
const BLOOM_MASK = BLOOM_SIZE - 1;

/** Counter used to generate unique IDs for directives. */
let nextNgElementId = 0;

/**
 * Registers this directive as present in its node's injector by
 * flipping the directive's corresponding bit in the injector's bloom filter.
 * This number is generated by a counter used to generate unique IDs.
 * The larger this number, the fewer directives that will
 * share slots, and thus, the fewer false positives when checking for the existence of a directive.
 */
const BLOOM_SIZE = 256;
const BLOOM_MASK = BLOOM_SIZE - 1;

```
ID on the directive type, so if something tries to inject the directive
// we can easily retrieve the ID and hash it into the bloom bit that should be checked
if (id === null) {
  id = (type as any)[NG_ELEMENT_ID] = nextNgElementId++;
} // We only have BLOOM_SIZE (256) slots in our bloom filter (8 buckets * 32 bits each),
// so all unique IDs must be modulo-ed into a number from 0 - 255 to fit into the filter.
const bloomBit = id & BLOOM_MASK;
// Create a mask that targets the specific bit associated with the directive.
// JS bit operations are 32 bits, so this will be a number between 2^0 and 2^31, corresponding
// to bit positions 0 - 31 in a 32 bit integer.
const mask = 1 << bloomBit;
// Use the raw bloom bit number to determine which bloom filter bucket we should check:
// e.g: bf0 = [0 - 31], bf1 = [32 - 63], bf2 = [64 - 95], bf3 = [96 - 127], etc
const b7 = bloomBit & 0x80;
const b6 = bloomBit & 0x40;
const b5 = bloomBit & 0x20;
const tData = tView.data as number[];
if (b7) {
  const injectorIndex = tNode.injectorIndex;
  const parentLoc = getParentInjectorLocation(tNode, hostView);
  const injectorIndex = tNode.injectorIndex;
  return injectorIndex;
} else {
  for (let i = 0; i < 8; i++) {
    tData[injectorIndex + i] = (tView[injectorIndex + i] | tView[parentInjectorIndex + i]);
  }
}

/**
 * Creates (or gets an existing) injector for a given element or container.
 * @param tNode for which an injector should be retrieved / created.
 * @returns Node injector
 */
export function getOrCreateNodeInjectorForNode(
  tNode: TElementNode|TContainerNode, hostView: LView): number {
  const existingInjectorIndex = getInjectorIndex(tNode, hostView);
  if (existingInjectorIndex !== -1) {
    return existingInjectorIndex;
  }

  const tView = hostView[TVIEW];
  if (tView.firstCreatePass) {
    tNode.injectorIndex = hostView.length;
    insertBloom(tView.data, tNode); // foundation for node bloom
    insertBloom(hostView, null);     // foundation for cumulative bloom
    insertBloom(tView.blueprint, null);
  }

  const parentLoc = getParentInjectorLocation(tNode, hostView);
  const injectorIndex = tNode.injectorIndex;

  // If a parent injector can't be found, its location is set to -1.
  // In that case, we don't need to set up a cumulative bloom
  if (hasParentInjector(parentLoc)) {
    const parentIndex = getParentInjectorIndex(parentLoc);
    const parentLView = getParentInjectorView(parentLoc, hostView);
    const parentData = parentLView[TVIEW].data as any;
    // Creates a cumulative bloom filter that merges the parent's bloom filter
    // and its own cumulative bloom (which contains tokens for all ancestors)
    for (let i = 0; i < 8; i++) {
      hostView[injectorIndex + i] = (tView[injectorIndex + i] | parentLView[parentInjectorIndex + i]);
    }
  }

  hostView[injectorIndex + PARENT_INJECTOR] = parentLoc;
  return injectorIndex;
}

/**
 * Finds the index of the parent injector, with a view offset if applicable.
 * Used to set the * parent injector initially.
 * Returns a combination of number of `ViewData` we have to go up and index in that `ViewData`
 */
export function getParentInjectorLocation(tNode: TNode, view: LView): RelativeInjectorLocation {
  if (tNode.parent && tNode.parent.injectorIndex !== -1) {
    return tNode.parent.injectorIndex;
  }

  // For most cases, the parent injector index can be found on the host node (e.g. for component or container),
  // so this loop will be skipped, but we must keep the loop here to support
  // the rarer case of deeply nested <ng-template> tags or inline views.
  let hostTNodeno = view[T_HOST];
  let injectorIndex = -1;
  while (hostTNodeno && hostTNodeno.injectorIndex !== -1) {
    view = view[DECLARATION_VIEW]!
    hostTNodeno = view[T_HOST];
  }

  // After the first template pass, the injector index might exist but the parent value
  // might not have been calculated yet for this instance
  const injectorIndex = tNode.injectorIndex + PARENT_INJECTOR;
  return injectorIndex;
}

/**
 * Makes a type or an injection token public to the DI system by adding it to an injector's
 * bloom filter.
 * @param di The node injector in which a directive will be added
 * @param token The type or injection token to be made public
 */
export function diPublicInInjector(di: number, tView: TView, token: InjectionToken<any>|Type<any>): void {
  bloomAdd(di, tView, token);
}
Inject static attribute value into directive constructor.

```
constructor(@Attribute('title') title: string) { ... }
```

This method is used with `factory` functions which are generated as part of `@defineDirective` or `@defineComponent`. The method retrieves the static value of an attribute. (Dynamic attributes are not supported since they are not resolved at the time of injection and can change over time.)

```
ngDevMode &&
```

```
assertNodeOfPossibleTypes(tNode, [TNodeType.Container, TNodeType.Element, TNodeType.ElementContainer])

ngDevMode && assertDefined(tNode, 'expecting tNode');
```

```
if (attrNameToInject === 'class') {
  return tNode.classes;
}
```

```
if (attrNameToInject === 'style') {
  return tNode.styles;
}
```

```
const attrs = tNode.attrs;
```

```
while (i < attrsLength) {
  const value = attrs[i];

  // If we hit a `Bindings` or `Template` marker then we are done.
  if (isNameOnlyAttributeMarker(value)) break;

  // Skip namespaced attributes
  if (value === AttributeMarker.NamespaceURI) {
    // we skip the next two values
    // as namespaced attributes looks like
    // [..., AttributeMarker.NamespaceURI, 'http://someuri.com/test', 'test:exist', 'existValue', ...
    i = i + 2;
  } else if (typeof value === 'number') {
    // Skip to the first value of the marked attribute.
    i++;
    while (i < attrsLength && typeof attrs[i] === 'string') {
      i++;
    }
  } else if (value === attrNameToInject) {
    return attrs[i + 1] as string;
  } else {
    i = i + 2;
  }
```

```
if (tNode !== null) {
  const bloomHash = bloomHashBitOrFactory(token);
  // If the ID stored here is a function, this is a special object like ElementRef or TemplateRef
  // so just call the factory function to create it.
  if (typeof bloomHash === 'function') {
    enterDI(lView, tNode);
    try {
      const value = bloomHash();
      if (value == null && !(flags & InjectFlags.Optional)) {
        throw new Error(`No provider for ${stringifyForError(token)}!`);
      } else {
        return value;
      }
    } finally {
      leaveDI();
    }
  } else if (typeof bloomHash == 'number') {
    if (bloomHash === -1) {
      // `-1` is a special value used to identify `Injector` types.
      // A reference to the previous injector TView that was found while climbing the element tree.
      // injector tree.
      return null;
    }
    // If the token has a bloom hash, then it is a token which could be in NodeInjectors => ModuleInjector.
    *n * Look for the injector providing the token by walking up the node injector tree and then *n * the module injector tree.
    *n * This function patches `token` with `_NG_ELEMENT_ID_` which contains the id for the bloom filter. Negative values are reserved for special objects. *n * `-1` is reserved for injecting `Injector` (implemented by `NodeInjector`).
    *n * @param tNode The Node where the search for the injector should start.
    *n * @param lView The `LView` that contains the `tNode`
    *n * @param token The token to look for
    *n * @param flags Injection flags
    *n * @param notFoundValue The value to return when the injection flags is `InjectFlags.Optional`
    *n * @returns the value from the injector, `null` when not found, or `notFoundValue` if provided
    *
    ```
    try { [throw new Error('No provider for ' + stringForError(token) + '!')]; } else if (typeof value === 'number') { [if (value == null && (!flags && !InjectFlags.Optional)) [throw new Error('No provider for ' + stringForError(token) + '!')]; }
```

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potential match or until we know there\n  // *isn’t* a match.\n  while (injectorIndex !== -1) {\n    parentLocation = lView[injectorIndex + PARENT_INJECTOR];\n    // Check the current injector. If it matches,
    if (containsToken(lView[tView.data], injectorIndex,\n        // At this point, we have an injector which *may* contain the token, so we step through\n        // the providers and directives associated with the injector's corresponding node to get\n        // the instance.\n        const instance: T | null = searchTokensOnInjector<T>(\n          injectorIndex, lView, token, previousTView, flags,\n          hostTElementNode);\n        if (instance !== NOT_FOUND) {\n          // *isn’t* a match.\n          if (shouldSearchParent(flags, lView[TVIEW].data[injectorIndex + TNODE] === hostTElementNode)\n            && bloomHasToken(bloomHash, injectorIndex, lView) {\n            // The def wasn't found anywhere on this\n            // Traverse up the tree and continue searching.\n            previousTView = lView[TVIEW].data[injectorIndex + PARENT_INJECTOR];\n            // *isn’t* a match.\n            injectorIndex = getParentInjectorIndex(parentLocation);\n          }\n        }\n      }\n    if (flags & InjectFlags.Optional && notFoundValue === undefined) {\n      // This must be set or the NullInjector will throw\n      // for optional deps\n      notFoundValue = null;\n    }\n    // const moduleInjector = lView[INJECTOR];\n    // switch to `injectInjectorOnly` implementation for module\n    // injector, since module injector\n    // should not have access to Component/Directive DI scope (that may happen\n    // through\n    // `directiveInject` implementation)\n    const previousInjectImplementation =\n      setInjectImplementation(undefined);\n    try {\n      if (moduleInjector) {\n        return moduleInjector.get(token,\n          notFoundValue, flags & InjectFlags.Optional);\n      } else {\n        return injectRootLimpMode(token,\n          notFoundValue, flags & InjectFlags.Optional);\n      }\n    } finally {\n      setInjectImplementation(previousInjectImplementation);\n    }\n  }\n}

const NOT_FOUND = {};

function searchTokensOnInjector<T>(\n  injectorIndex: number, lView: LView, token: Type<T> | InjectionToken<T>,\n  previousTView: TView | null, flags: InjectFlags,\n  hostTElementNode: TNode | null) {\n  const currentTView = lView[TVIEW];\n  const tNode = currentTView.data[injectorIndex + TNODE] as TNode;\n  // First, we need to determine if view providers can be\n  // accessed by the starting element.\n  // There are two possibilities:\n  // 1) This is the first invocation `previousTView == null` which means that we are at the\n  // `TNode` of where injector is starting to look. In such a case the only time we are allowed\n  // to look into the ViewProviders is if:\n  // - we are on a component\n  // - AND the injector set `includeViewProviders` to true\n  // (implying that the token can see\n  // ViewProviders because it is the Component or a Service which itself was\n  // declared in\n  // ViewProviders)\n  // 2) `previousTView !== null` which means that we are now walking across the parent nodes.\n  // In such a case we are\n  // only allowed to look into the ViewProviders if:\n  // - We just crossed from child View to Parent View\n  // `previousTView !== currentTView`\n  // - AND the parent TNode is an Element.\n  // This means that we just\n  // came from the Component's View and therefore are allowed to see\n  // into the ViewProviders.\n  // (previousTView !== currentTView &\n  // (tNode.type == TNodeType.Element));\n  // This special case happens\n  // when there is a @host on the inject and when we are searching\n  // on the host element.\n  const\n  isHostSpecialCase = (flags & InjectFlags.Host) && hostTElementNode\n    tNode, currentTView, token, canAccessViewProviders, isHostSpecialCase) {\n    if (injectableIdx !== null) {\n      return getNodeInjectable(lView, currentTView, injectableIdx, tNode as TElementNode);\n    } else {\n      return NOT_FOUND;\n    }\n  }\n  unconst NOT_FOUND = {}\n  function searchTokensOnInjector<T>(injectorIndex: number, lView: LView, token: Type<T> | InjectionToken<T>,\n  previousTView: TView | null, flags: InjectFlags,\n  hostTElementNode: TNode | null) {\n    const currentTView = lView[TVIEW];\n    const tNode = currentTView.data[injectorIndex + TNODE] as TNode;\n    // The def wasn't found anywhere on this\n    // Traverse up the tree and continue searching.\n    previousTView = lView[TVIEW].data[injectorIndex + PARENT_INJECTOR];\n    // *isn’t* a match.\n    injectorIndex = getParentInjectorIndex(parentLocation);\n    // *isn’t* a match.\n  }\n
  if (flags & InjectFlags.Optional && notFoundValue === undefined) {\n    // This must be set or the NullInjector will throw\n    // for optional deps\n    notFoundValue = null;\n  }\n
  if ((flags & (InjectFlags.Self | InjectFlags.Host)) === 0) {\n    const moduleInjector = lView[INJECTOR];\n    // switch to `injectInjectorOnly` implementation for module\n    // injector, since module injector\n    // should not have access to Component/Directive DI scope (that may happen\n    // through\n    // `directiveInject` implementation)\n    const previousInjectImplementation =\n      setInjectImplementation(undefined);\n    try {\n      if (moduleInjector) {\n        return moduleInjector.get(token,\n          notFoundValue, flags & InjectFlags.Optional);\n      } else {\n        return injectRootLimpMode(token,\n          notFoundValue, flags & InjectFlags.Optional);\n      }\n    } finally {\n      setInjectImplementation(previousInjectImplementation);\n    }\n  }
  if (flags & InjectFlags.Optional) {\n    return
```
export function locateDirectiveOrProvider<T>(
    tNode: TNode, tView: TView, token:
    Type<T>|InjectionToken<T>|string, ln canAccessViewProviders: boolean, isHostSpecialCase: boolean|number): number|null {
    const nodeProviderIndexes = tNode.providerIndexes;
    const tInjectables = tView.data;
    const nodeInjectablesStart = nodeProviderIndexes & TNodeProviderIndexes.ProvidersStartIndexMask;
    const directivesStart = tNode.directiveStart;
    const directiveEnd = tNode.directiveEnd;
    constctpViewProvidersCount =
        nodeProviderIndexes >> TNodeProviderIndexes.CptViewProvidersCountShift;
    const startingIndex =
        canAccessViewProviders ? injectablesStart :
        tView.providersCount;
    // When the host special case applies, only the viewProviders and the component are visible
    ln const endIndex = isHostSpecialCase ?
        injectablesStart :
        injectablesStart +
        tView.data >> TNodeProviderIndexes.ComponentStartIndexMask;
    const nodeProviderIndexes =
        nodeProviderIndexes & TNodeProviderIndexes.ComponentProviderIndexesMask;
    for (let i = startingIndex; i < endIndex; i++) {
        const providerTokenOrDef =
            tInjectables[i] as InjectionToken<any>| Type<any>| DirectiveDef<any>| string;
        if (i < directivesStart && token === providerTokenOrDef ||
            i >= directivesStart && (providerTokenOrDef as DirectiveDef<any>).type === token) {
            return i;
        }
    }
    if (isHostSpecialCase) {
        const dirDef =
            tInjectables[directivesStart] as DirectiveDef<any>;
        if (dirDef &&& isComponentDef(dirDef) &&
            dirDef.type === token) {
            return directivesStart;
        }
    }
    return null;
}

/**
 * Retrieve or instantiate the injectable from
 * the `LView` at particular `index`.
 *
 * This function checks to see if the value has already been instantiated and if
 * so returns the`\n` cached `injectable`. Otherwise if it detects that the value is still a factory it\n * instantiates the `injectable` and caches the value.\n *\n * @param lView the `LView`\n * @param tView the `TView`\n * @param index the index\n * @param tNode the `TDirectiveHostNode`\n */
export function getNodeInjectable(
    lView: LView, tView: TView, index: number, tNode: TDirectiveHostNode): any {
    let value = lView[index];
    const tData = tView.data;
    if (isFactory(value)) {
        const factory: NodeInjectorFactory = value;
        if (factory.resolving) {
            throw new Error(`Circular dep for ${stringifyForError(tData[index])}`);
        }
        const previousIncludeViewProviders =
            setIncludeViewProviders(factory.canSeeViewProviders);
        factory.resolving = true;
        let previousInjectImplementation;
        if (factory.injectImpl) {
            previousInjectImplementation =
                setInjectImplementation(factory.injectImpl);
        }
        enterDI(lView, tNode);
        try {
            value = lView[index] =
                factory.factory(undefined, tData, lView, tNode);
            // This code path is hit for both directives and providers.\n            // For perf reasons, we want to avoid searching for hooks on providers.\n            // It does no harm to try (the hooks just won't exist), but the extra\n            // checks are unnecessary and this is a hot path. So we check to see\n            // if the index of the dependency is in the directive range for this\n            // tNode. If it's not, we know it's a provider and skip\n            // hook registration.\n            if (tView.firstCreatePass && index >= tNode.directiveStart) {
                ngDevMode &&
                    assertDirectiveDef(tData[index] as DirectiveDef<any>,
                        tView);
            }
        } finally {
            if (factory.injectImpl) setInjectImplementation(previousInjectImplementation);
            setIncludeViewProviders(previousIncludeViewProviders);
            factory.resolving = false;
            leaveDI();
        }
    }
    return value;
}

/**
 * Returns the bit in an injector's bloom filter that should be used to determine whether
 * or not\n * the directive might be provided by the injector.\n *\n * When a directive is public, it is added to the bloom
 * filter and given a unique ID that can be* retrieved on the Type. When the directive isn't public or the token is not a
 * directive `null` is returned as the node injector can not possibly provide that token.\n *\n * @param token the
 * @returns the matching bit to check in the bloom filter or `null` if the token is not known.\n * When the returned value is negative then it represents special values such as `Injector`\n */
export function
    bloomHashBitOrFactory(token: Type<any>|InjectionToken<any>|string): number|Function|
    undefined {
        ngDevMode &&
            assertDefined(token, 'token must be defined');
    if (typeof token === 'string') {
        return
            token.charCodeAt(0) || 0;
    }
    const tokenId: number|undefined =
        // First check with hasOwnProperty so
        // we don't get an inherited ID.\n        token.hasOwnProperty(NG_ELEMENT_ID) ? (token as
            any)[NG_ELEMENT_ID] : undefined;
    // Negative token IDs are used for special objects such as `Injector`\n    return (typeof tokenId === 'number' &&
        tokenId > 0) ?
        tokenId & BLOOM_MASK :
        tokenId;
    if (typeof tokenId === 'number') {
        // First check with `hasOwnProperty` so
        // we don't get an inherited ID.\n        token.hasOwnProperty(NG_ELEMENT_ID) ? (token as
            any)[NG_ELEMENT_ID] : undefined;
        // Negative token IDs are used for special objects such as `Injector`\n        return (typeof tokenId === 'number' &&
            tokenId > 0) ?
            tokenId & BLOOM_MASK :
            tokenId;
    }
    return (typeof tokenId === 'number') {
        // First check with `hasOwnProperty` so
        // we don't get an inherited ID.\n        token.hasOwnProperty(NG_ELEMENT_ID) ? (token as
            any)[NG_ELEMENT_ID] : undefined;
        // Negative token IDs are used for special objects such as `Injector`\n        return (typeof tokenId === 'number' &&
            tokenId > 0) ?
            tokenId & BLOOM_MASK :
            tokenId;
    }
    if (typeof tokenId === 'number') {
        // First check with `hasOwnProperty` so
        // we don't get an inherited ID.\n        token.hasOwnProperty(NG_ELEMENT_ID) ? (token as
            any)[NG_ELEMENT_ID] : undefined;
        // Negative token IDs are used for special objects such as `Injector`\n        return (typeof tokenId === 'number' &&
            tokenId > 0) ?
            tokenId & BLOOM_MASK :
            tokenId;
let value = number;  
if (b7) {  
  value = b6 ? injectorView[injectorIndex + 7] :  
  injectorView[injectorIndex + 6];  
b7 }  
else {  
  value = b6 ? injectorView[injectorIndex + 3] :  
  injectorView[injectorIndex + 2];  
b5 }  
  // If the bloom filter value has the bit  
  // corresponding to the directive's bloomBit flipped on,  
  // this injector is a potential match.  
  return !(value & mask);}

/**
 * Returns true if flags prevent parent injector from being searched for tokens
 * @function
 */
export function shouldSearchParent(flags: InjectFlags, isFirstHostTNode: boolean): boolean | number {
  return !(flags & InjectFlags.Self) && !(flags & InjectFlags.Host && isFirstHostTNode);
}

export class NodeInjector implements Injector {
  constructor(private _tNode: TElementNode | TContainerNode | TElementContainerNode | null, private _lView: LView) {
    this._tNode = _tNode;
    this._lView = _lView;
  }

  get(token: any, notFoundValue?: any): any {
    return getOrCreateInjectable(this._tNode, this._lView, token, undefined, notFoundValue);
  }
}

/**
 * @codegenApi
 */
export function getFactoryOf<T>(type: Type<any>): FactoryFn<T> | null {
  if (isForwardRef(type)) {
    return (() => {
      const factory = getFactoryOf<T>(resolveForwardRef(type));
      return factory ? factory() : null;
    }) as any;
  }

  let factory = getFactoryDef<T>(type);
  if (factory === null) {
    const injectorDef = getInjectorDef<T>(type);
    factory = injectorDef && injectorDef.factory;
  }
  return factory || null;
}

/**
 * @codegenApi
 */
export function getInheritedFactory<T>(type: Type<any>): (type: Type<T>) => T {
  return noSideEffects(() => {
    const ownConstructor = type.prototype.constructor;
    const objectPrototype = Object.prototype;
    let parent = Object.getPrototypeOf(type.prototype).constructor;

    // Go up the prototype
    while (parent && parent !== objectPrototype) {
      const factory = parent[NG_FACTORY_DEF] || getFactoryOf(type);  
      if (factory !== null) {
        parent = Object.getPrototypeOf(parent.prototype).constructor;
        // If we hit something that has a factory and the
        // factory isn't the same as the type, the
        // we've found the inherited factory. Note the check that the factory isn't the
        // same type
        // own factory is redundant in most cases, but if the user has custom decorators on the
        // class, this
        // lookup will start one level down in the prototype chain, causing us to
        // find the own factory first and
        // potentially triggering an infinite loop downstream. If (factory !== null) {
        // return factory;
        // There is no factory defined. Either this
        // was improper usage of inheritance
        // (no Angular decorator on the superclass) or there is no constructor at all
        // in the inheritance.
        // Since the two cases cannot be distinguished, then
        // latter has to be assumed.
        return 
      return factory;
      }
    }

    // There is no factory defined. Either this
    // was improper usage of inheritance
    // (no Angular decorator on the superclass) or there is no constructor at all
    // in the inheritance.
    return new type();
  });
}

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

export const ERROR_TYPE = 'ngType';
export const ERROR_DEBUG_CONTEXT = 'ngDebugContext';
export const ERROR_ORIGINAL_ERROR = 'ngOriginalError';
export const ERROR_LOGGER = 'ngLogger';

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 */

import {ERROR_DEBUG_CONTEXT, ERROR_LOGGER, ERROR_ORIGINAL_ERROR} from './util/errors';
import {DebugContext} from './view';

export function getType(error: Error): Function {
  return (error as any)[ERROR_TYPE];
}

export function getDebugContext(error: Error): DebugContext {
  return (error as any)[ERROR_DEBUG_CONTEXT];
}

export function getOriginalError(error: Error): Error {
  return (error as any)[ERROR_ORIGINAL_ERROR];
}

export function getErrorLogger(error: Error): (console: Console, ...values: any[]) => void {
  return (error as any)[ERROR_LOGGER];
}

export function defaultErrorLogger(console: Console, ...values: any[]) {
  console.error(...values);
}

export function wrappedError(message: string, originalError: any): Error {
  const error = new Error(`${message} caused by: ${originalError}`);
  error[ERROR_ORIGINAL_ERROR] = originalError;
  return error;
}

export function defaultDebugContext() {
  return new DebugContext();
}

export function defaultErrorLogger() {
  return defaultErrorLogger;
}

export function defaultErrorLogger(...values: any[]) {
  console.error(...values);
}

export function defaultDebugContext(...values: any[]) {
  return defaultDebugContext(...values);
}
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```typescript
import {getDebugContext, getErrorLogger, getOriginalError} from './errors';

/**
 * Provides a hook for centralized
 * exception handling.
 *
 * The default implementation of `ErrorHandler` prints error messages to the `console`.
 * To\n * intercept error handling, write a custom exception handler that replaces this default \n * as\n * appropriate for your\n */

export class ErrorHandler {
  /**
   * @internal
   */
  _console: Console = console;

  handleError(error: any): void {
    const originalError = this._findOriginalError(error);
    const context = this._findContext(error);

    // Note: Browser consoles show the place from where console.error was called.\n    // We can use this to give users additional information about the error:\n    const errorLogger = getErrorLogger(error);

    errorLogger(this._console, `ERROR`, error);
    if (originalError) {
      errorLogger(this._console, `ORIGINAL\nERROR`, originalError);
    }
    if (context) {
      errorLogger(this._console, `ERROR CONTEXT`, context);
    }
  }

  /** @internal */
  _findContext(error: any): any {
    if (error) {
      return getDebugContext(error) ?
        getDebugContext(error) :
        this._findContext(getOriginalError(error));
    }

    return null;
  }

  /** @internal */
  _findOriginalError(error: Error): any {
    let e = getOriginalError(error);
    while (e && getOriginalError(e)) {
      e = getOriginalError(e);
    }

    return e;
  }
}
```
```typescript
T: T;

function unwrapSafeValue<T>(value: T|SafeValue): T {
  return value instanceof SafeValueImpl ?
    value.changingThisBreaksApplicationSecurity as any as T :
    value as any as T;
}

function allowSanitizationBypassAndThrow(
    value: any, type: BypassType)
:return:

function getSanitizationBypassType(value: any): BypassType|null {
  return value instanceof SafeValueImpl &&
    value.getTypeName() as BypassType || null;
}

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

/**
 * This file is used to control if the default rendering pipeline
 * should be `ViewEngine` or `Ivy`.
 *
 * For more information on how to run and debug tests with either Ivy or
 * View Engine (legacy), see
 * https://angular.io/license#view-engine.
 */

let _devMode: boolean = true;
let _runModeLocked: boolean = false;

function isDevMode(): boolean {
  return _runModeLocked ?
    _devMode :
    true;
}

/**
 * Disable Angular's development mode, which turns off
 * assertions and other
 * checks within the framework.
 *
 * One important assertion this disables verifies that a
 * change detection pass
 * does not result in additional changes to any bindings (also known as
 * unidirectional
 * data flow).
 */

function enableProdMode(): void {
  if (_runModeLocked) {
    // Required a safe
    return;
  }
}
```

---

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  8475
throw new Error('Cannot enable prod mode after platform setup.');

  try {
    // Try to enable prod mode
    const body = new (window as any).DOMParser().parseFromString(html, 'text/html').body as HTMLBodyElement;
    body.removeChild(body.firstChild!);
    return body;
  } catch {
    return null;
  }
}

// Prefer using <template> element if supported.
const templateEl = this.inertDocument.createElement('template');
if ('content' in templateEl) {
  templateEl.innerHTML = html;
  return templateEl;
}

// Note that previously we used to do something like this.
this.inertDocument.body.innerHTML = html
  // and we returned the inert 'body' node. This was changed,
  // because IE seems to treat setting
  // 'innerHTML' on an inserted element differently, compared to one that hasn't
  // been inserted
  // yet. In particular, IE appears to split some of the text into multiple text nodes rather
  // than keeping them in a single one which ends up messing with Ivy's i18n parsing further
  // down the line. This has been worked around by creating a new inert 'body' and using it as
  // the root node in which we insert the
  this.inertDocument.createElement('body');
}

// The DOMParser exists in the global context and
// HTML parsing support is not as wide as other formats, see
export function isDOMParserAvailable() {
  try {
    return !!new (window as any).DOMParser();
  } catch {
    return false;
  }
}
null)
null)
\} catch (null return false);\}\}\}/**\n* @license
* Copyright Google LLC All Rights Reserved.\n* Use of this source code is governed by an MIT-style license that can be
* found in the LICENSE file at https://angular.io/license\n*/\n\nimport {isDevMode} from './util/is_dev_mode';\n\n/**
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 * that can be found in the LICENSE file at https://angular.io/license
 */

import {isDevMode} from '../util/is_dev_mode';

/**
 * A pattern that recognizes a commonly useful subset of URLs that are safe.\n* This regular expression matches a subset of URLs that will not cause script\n* execution if used in URL context within a HTML document. Specifically, this\* regular expression matches if (comment from here on and regex\n* compiled from Soy's EscapingConventions):\n* (1) Either an allowed protocol (http, https or ftp).\n* (2) or no protocol. A protocol must be followed by a colon. The below allows\* that by allowing colons only after one of the characters [/?#].\n* A colon after a hash (#) must be in the fragment.\n* Otherwise, a colon after a (?) must be in a query.\n* Otherwise, a colon after a single solidus (/) must be in a path.\n* Otherwise, a colon after a double solidus (//) must be in the authority.\n* The pattern disallows &, used in HTML entity declarations before one of the characters in [/?#]. This disallows HTML entities used in the\* protocol name, which should never happen, e.g. "h&l116:tp" for "http".\n* It also disallows HTML entities in the first path part of a relative path,\* e.g. "\floo\lt\bar\baz". Our existing escaping functions should not\* produce this. More importantly, it disallows masking of a colon, e.g. \"javascript&\$58:..\".\n* This regular expression was taken from the Closure sanitization library.\n* @const SAFE_URL_PATTERN = /^(?:(?:https?|mailto|ftp):|[^&:/?#]*(?:[/?#]|$))/gi;\n* A pattern that matches safe srcset values\n* @const SAFE_SRCSET_PATTERN = /^(?:(?:https?|file):|[^&:/?#]*(?:[/?#]|$))/gi;\n* A pattern that matches safe data URLs. Only matches image, video and audio types.\n* @const DATA_URL_PATTERN = /^(?:image\/(?:bmp|gif|jpeg|jpg|png|tiff|webp)|video\/(?:mpeg|mp4|ogg|webm)|audio\/(?:mp3|ogg|opus);base64,a-z0-9+\/=)*$/i;\n* function _sanitizeUrl(url: string): string {
  url = String(url);
  if (url.match(SAFE_URL_PATTERN) || url.match(DATA_URL_PATTERN)) return url;

  if (isDevMode()) {
    console.warn(`WARNING: sanitizing unsafe URL value ${url} (see http://g.co/ng/security#xss)`);
  }

  return 'unsafe:' + url;
}

export function sanitizeSrcset(srcset: string): string {
  srcset = String(srcset);
  return srcset.split(',').map((srcset) => _sanitizeUrl(srcset.trim())).join(', ');
}
OPTIONAL_END_TAG_ELEMENTS);\n// Attributes that have href and hence need to be sanitized\nexport const URI_ATTRS = tagSet('background,cite,href,itemtype,longdesc,poster,src,xlink:href');\n// Attributes that have special href set hence need to be sanitized\nexport const SRCSET_ATTRS = tagSet('srcset');\n\nconst HTML_ATTRS = tagSet('\n  abbr,accesskey,align,alt,autoplay,axis,bgcolor,border,cellpadding,cellspacing,class,clear,color,cols,colspan,' +\n  'compact,controls,coords,datetime,default,dir,download,face,headers,height,hidden,hreflang,hSPACE,' +\n  'ismap,itemscope,itemprop,kind,label,lang,language,loop,media,muted,nohref,nowrap,open,preload,rel,rev,role,rows\n  ,rowspan,rules,' +\n  'scope,scrolling,shape,size,sizes,span,srclang,start,summary,tabindex,title,translate,type,usemap,' +\n  'valign,value,vSPACE,\n');\n\n// Accessibility attributes as per WAI-ARIA 1.1 (W3C Working Draft 14 December 2018)\nconst ARIA_ATTRS = tagSet('aria-activedescendant,aria-atomic,aria-autocomplete,aria-busy,aria-checked,aria-colcount,aria-colindex,' +\n  'aria-coltags,aria-controls,aria-current,aria-describedby,aria-details,aria-disabled,aria-dropeffect,' +\n  'aria-errormessage,aria-expanded,aria-flowto,aria-grabbed,aria-haspopup,aria-hidden,aria-invalid,' +\n  'aria-keyshortcuts,aria-label,aria-labelledby,aria-level,aria-live,aria-modal,aria-multiline,' +\n  'aria-multiSelectable,aria-orientation,aria-owns,aria-placeholder,aria-posinset,aria-pressed,aria-re accidentally,\n  'aria-relevant,aria-required,aria-rolename,aria-rowcount,aria-rowindex,aria-rowspan,aria-selected,' +\n  'aria-setsize,aria-sort,aria-valuemax,aria-valuemin,aria-valuenow,aria-valuetext');\n\n// NB: This currently consciously doesn't support SVG. SVG sanitization has had several security\n// issues in the past, so it seems safer to leave it out if possible. If support for binding SVG via\n// innerHTML is required, SVG attributes should be added here.\n// NB: Sanitization does not allow &lt;form&gt; elements or other active elements (&lt;button&gt; etc). Those\n// can be sanitized, but they increase security surface area without a legitimate use case, so they\n// are left out here.\n\nexport const VALID_ATTRS = merge(URI_ATTRS, SRCSET_ATTRS, HTML_ATTRS, ARIA_ATTRS);
\n// Elements\n// whose content should not be traversed/preserved, if the elements themselves are invalid.\n\n// Typically,\n// &lt;invalid&gt;Some content&lt;/invalid&gt; would traverse (and in this case preserve)\n// 'Some content', but strip 'invalid-element' opening/closing tags. For some elements, though, we\n// don't want to preserve the content, if the elements themselves are going to be removed.\n\nconst SKIP_TRAVERSING_CONTENT_IF_INVALID_ELEMENTS =\n  tagSet('script,style,template');\n\n* SanitizingHtmlSerializer serializes a DOM fragment, stripping out any\nunsafe elements and unsafe\n* attributes.\n*\n    * // Explicitly track if something\n// was stripped, to avoid accidentally warning of sanitization just\n    * // because characters were re-encoded.\n\n/**\n* SanitizingHtmlSerializer serializes a DOM fragment, stripping out any\n* unsafe elements and unsafe\n* attributes.\n*\n* @param element The element to sanitize.\n* @return True if the element's\n* contents should be traversed.\n*/
private startElement(element: Element): boolean {
  const tagName = element.nodeName.toLowerCase();
  if (!VALID_ELEMENTS.hasOwnProperty(tagName)) {
    this.sanitizedSomething = true;
    return !SKIP_TRAVERSING_CONTENT_IF_INVALID_ELEMENTS.hasOwnProperty(tagName);\n  } else if (current.nodeType === Node.TEXT_NODE) {\n    if (current.nodeType === Node.ELEMENT_NODE) \n      current.traverseCurrent = this.startElement(current as Element);\n  } else if (current.nodeType === Node.ELEMENT_NODE) \n    current.traverseCurrent = this.startElement(current as Element);\n  else if (current.nodeType === Node.ELEMENT_NODE) \n    current.traverseCurrent = this.startElement(current as Element);\n  else if (current.nodeType === Node.ELEMENT_NODE) \n    current.traverseCurrent = this.startElement(current as Element);\n  else if (current.nodeType === Node.ELEMENT_NODE) \n    current.traverseCurrent = this.startElement(current as Element);\n
this.buf.push('<');\n this.buf.push(tagName);\n const elAttrs = element.attributes;\n for (let i = 0; i <
elAttrs.length; i++) {\n
const elAttr = elAttrs.item(i);\n
const attrName = elAttr!.name;\n
const lower =
attrName.toLowerCase();\n
if (!VALID_ATTRS.hasOwnProperty(lower)) {\n
this.sanitizedSomething =
true;\n
continue;\n
}\n
let value = elAttr!.value;\n
// TODO(martinprobst): Special case image URIs for
data:image/...\n
if (URI_ATTRS[lower]) value = _sanitizeUrl(value);\n
if (SRCSET_ATTRS[lower]) value =
sanitizeSrcset(value);\n
this.buf.push(' ', attrName, '=\"', encodeEntities(value), '\"');\n }\n this.buf.push('>');\n
return true;\n }\n\n private endElement(current: Element) {\n const tagName =
current.nodeName.toLowerCase();\n if (VALID_ELEMENTS.hasOwnProperty(tagName) &&
!VOID_ELEMENTS.hasOwnProperty(tagName)) {\n
this.buf.push('</');\n
this.buf.push(tagName);\n
this.buf.push('>');\n }\n }\n\n private chars(chars: string) {\n this.buf.push(encodeEntities(chars));\n }\n\n
checkClobberedElement(node: Node, nextNode: Node): Node {\n if (nextNode &&\n
(node.compareDocumentPosition(nextNode) &\n
Node.DOCUMENT_POSITION_CONTAINED_BY)
=== Node.DOCUMENT_POSITION_CONTAINED_BY) {\n
throw new Error(`Failed to sanitize html because
the element is clobbered: ${\n
(node as Element).outerHTML}`);\n }\n return nextNode;\n }\n}\n\n//
Regular Expressions for parsing tags and attributes\nconst SURROGATE_PAIR_REGEXP = /[\\uD800\\uDBFF][\\uDC00-\\uDFFF]/g;\n// ! to ~ is the ASCII range.\nconst NON_ALPHANUMERIC_REGEXP = /([^\\#~ |!])/g;\n\n/**\n * Escapes all potentially dangerous characters, so that the\n * resulting string can be safely inserted
into attribute or\n * element text.\n * @param value\n */\nfunction encodeEntities(value: string) {\n return
value.replace(/&/g, '&amp;')\n
.replace(\n
SURROGATE_PAIR_REGEXP,\n
function(match: string)
{\n
const hi = match.charCodeAt(0);\n
const low = match.charCodeAt(1);\n
return '&#' + (((hi 0xD800) * 0x400) + (low - 0xDC00) + 0x10000) + ';';\n
})\n
.replace(\n
NON_ALPHANUMERIC_REGEXP,\n
function(match: string) {\n
return '&#' + match.charCodeAt(0)
+ ';';\n
})\n
.replace(/</g, '&lt;')\n
.replace(/>/g, '&gt;');\n}\n\nlet inertBodyHelper:
InertBodyHelper;\n\n/**\n * Sanitizes the given unsafe, untrusted HTML fragment, and returns HTML text that is
safe to add to\n * the DOM in a browser environment.\n */\nexport function _sanitizeHtml(defaultDoc: any,
unsafeHtmlInput: string): string {\n let inertBodyElement: HTMLElement|null = null;\n try {\n inertBodyHelper
= inertBodyHelper || getInertBodyHelper(defaultDoc);\n // Make sure unsafeHtml is actually a string (TypeScript
types are not enforced at runtime).\n let unsafeHtml = unsafeHtmlInput ? String(unsafeHtmlInput) : '';\n
inertBodyElement = inertBodyHelper.getInertBodyElement(unsafeHtml);\n\n // mXSS protection. Repeatedly
parse the document to make sure it stabilizes, so that a browser\n // trying to auto-correct incorrect HTML cannot
cause formerly inert HTML to become dangerous.\n let mXSSAttempts = 5;\n let parsedHtml = unsafeHtml;\n\n
do {\n if (mXSSAttempts === 0) {\n
throw new Error('Failed to sanitize html because the input is
unstable');\n
}\n
mXSSAttempts--;\n\n
unsafeHtml = parsedHtml;\n
parsedHtml =
inertBodyElement!.innerHTML;\n
inertBodyElement = inertBodyHelper.getInertBodyElement(unsafeHtml);\n
} while (unsafeHtml !== parsedHtml);\n\n const sanitizer = new SanitizingHtmlSerializer();\n const safeHtml =
sanitizer.sanitizeChildren(\n
getTemplateContent(inertBodyElement!) as Element || inertBodyElement);\n if
(isDevMode() && sanitizer.sanitizedSomething) {\n
console.warn(\n
'WARNING: sanitizing HTML
stripped some content, see http://g.co/ng/security#xss');\n }\n\n return safeHtml;\n } finally {\n // In case
anything goes wrong, clear out inertElement to reset the entire DOM structure.\n if (inertBodyElement) {\n
const parent = getTemplateContent(inertBodyElement) || inertBodyElement;\n
while (parent.firstChild) {\n
parent.removeChild(parent.firstChild);\n }\n }\n }\n}\n\nexport function getTemplateContent(el: Node):
Node|null {\n return 'content' in (el as any /** Microsoft/TypeScript#21517 */) && isTemplateElement(el) ?\n
el.content :\n
null;\n}\nfunction isTemplateElement(el: Node): el is HTMLTemplateElement {\n return
el.nodeType === Node.ELEMENT_NODE && el.nodeName === 'TEMPLATE';\n}\n","/**\n * @license\n *
Copyright Google LLC 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 SecurityContext marks a
location that has dangerous security implications, e.g. a DOM property\n * like `innerHTML` that could cause Cross
Site Scripting (XSS) security bugs when improperly\n * handled.\n *\n * See DomSanitizer for more details on

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security in Angular applications.

```typescript
/**
 * @publicApi
 */
export enum SecurityContext {
  NONE = 0,
  HTML = 1,
  STYLE = 2,
  SCRIPT = 3,
  URL = 4,
  RESOURCE_URL = 5,
}

/**
 * @license
 * Copyright 2019 Google LLC 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 {getDocument} from '../render3/interfaces/document';
import {SANITIZER} from '../render3/interfaces/view';
import {getLView} from '../render3/state';
import {renderStringify} from '../render3/util/misc_utils';

import {allowSanitizationBypassAndThrow, BypassType, unwrapSafeValue} from './bypass';
import {_sanitizeHtml as _sanitizeHtml} from './html_sanitizer';
import {Sanitizer} from './sanitizer';
import {SecurityContext} from './security';
import {_sanitizeUrl as _sanitizeUrl} from './url_sanitizer';

/**
 * An `html` sanitizer which converts untrusted `html` **string** into trusted string by removing
 * dangerous content. This method parses the `html` and locates potentially dangerous content (such as urls and javascript) and removes it. It is possible to mark a string as trusted by calling
 * @link bypassSanitizationTrustHtml
 *
 * @param unsafeHtml untrusted `html`, typically from the user.
 * @returns `html` string which is safe to display to user, because all of the dangerous javascript
 * and urls have been removed.
 */
export function sanitizeHtml(unsafeHtml: any): string {
  const sanitizer = getSanitizer();
  if (sanitizer) {
    return sanitizer.sanitize(SecurityContext.HTML, unsafeHtml) || '';
  }
  if (allowSanitizationBypassAndThrow(unsafeHtml, BypassType.Html)) {
    return unwrapSafeValue(unsafeHtml);
  }
  return _sanitizeHtml(getDocument(), renderStringify(unsafeHtml));
}

/**
 * A `style` sanitizer which converts untrusted `style` **string** into trusted string by removing
 * dangerous content.
 * It is possible to mark a string as trusted by calling
 * @link bypassSanitizationTrustStyle
 * @param unsafeStyle untrusted `style`, typically from the user.
 * @returns `style` string which is safe to bind to the `style` properties.
 */
export function sanitizeStyle(unsafeStyle: any): string {
  const sanitizer = getSanitizer();
  if (sanitizer) {
    return sanitizer.sanitize(SecurityContext.STYLE, unsafeStyle) || '';
  }
  if (allowSanitizationBypassAndThrow(unsafeStyle, BypassType.Style)) {
    return unwrapSafeValue(unsafeStyle);
  }
  return renderStringify(unsafeStyle);
}

/**
 * A `url` sanitizer which converts untrusted `url` **string** into trusted string by removing
 * dangerous content.
 * This method parses the `url` and locates potentially dangerous content (such as javascript) and removes it. It is possible to mark a string as trusted by calling
 * @link bypassSanitizationTrustUrl
 * @param unsafeUrl untrusted `url`, typically from the user.
 * @returns `url` string which is safe to bind to the `src` properties such as `<img src>`, because all of the dangerous javascript and urls have been removed.
 */
export function sanitizeUrl(unsafeUrl: any): string {
  const sanitizer = getSanitizer();
  if (sanitizer) {
    return sanitizer.sanitize(SecurityContext.URL, unsafeUrl) || '';
  }
  if (allowSanitizationBypassAndThrow(unsafeUrl, BypassType.Url)) {
    return unwrapSafeValue(unsafeUrl);
  }
  return _sanitizeUrl(renderStringify(unsafeUrl));
}

/**
 * A `url` sanitizer which only lets trusted `url`s through.
 * This passes only `url`s marked trusted by calling
 * @link bypassSanitizationTrustResourceUrl
 * @param unsafeResourceUrl untrusted `url`, typically from the user.
 * @returns `url` string which is safe to bind to the `src` properties such as `<img src>`, because only trusted `url`s have been allowed to pass.
 */
export function sanitizeResourceUrl(unsafeResourceUrl: any): string {
  const sanitizer = getSanitizer();
  if (sanitizer) {
    return sanitizer.sanitize(SecurityContext.RESOURCE_URL, unsafeResourceUrl) || '';
  }
  return unwrapSafeValue(unsafeResourceUrl);
}
```

---

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unwrapSafeValue(unsafeScript);  
  }  
  throw new Error('unsafe value used in a script context');

/**
 * Detects which sanitizer to use for URL property, based on tag name and prop name.
 * The rules are based on the RESOURCE_URL context config from the packages/compiler/src/schema/dom_security_schema.ts.
 * If tag and prop names don't match Resource URL schema, use URL sanitizer.
 */
export function getUrlSanitizer(tag: string, prop: string) {
  if ((prop === 'src' && (tag === 'embed' || tag === 'frame')) ||
    (prop === 'href' && (tag === 'base' || tag === 'link'))) {
    return sanitizeResourceUrl;
  }
  return sanitizeUrl;
}

/**
 * Sanitizes URL, selecting sanitizer function based on tag and property names.
 * This function is used in case we can't define security context at compile time, when only prop name is available. This happens when we generate host bindings for Directives/Components. The tag element is unknown at compile time, so we defer calculation of specific sanitizer to runtime.
 */
export function sanitizeUrlOrResourceUrl(unsafeUrl: any, tag: string, prop: string): any {
  return getUrlSanitizer(tag, prop)(unsafeUrl);
}

validateAgainstEventProperties
validateAgainstEventAttributes
getSanitizer

/**
 * Creates an `Array` constructor with a given name. This is useful when looking for memory consumption to see what time of array it is.
 * @param name Name to give to the constructor
 * @returns A subclass of `Array` if possible. This can only be done in environments which support `class` construct.
 */
export function createNamedArrayType(name: string): typeof Array {
  // This should never be called in prod mode, so let's verify that is the case.
  if (ngDevMode) {
    try {
      // We need to do it this way so that TypeScript does not down-level the below code.
      const FunctionConstructor: any = createNamedArrayType.constructor;
      return (new FunctionConstructor('Array', `return class ${name} extends Array{}`))(Array);
    } catch (e) {
      // If it does not work just give up and fall back to regular Array.
      return Array;
    }
  } else {
    throw new Error(`Looks like we are in ` +
        `\'prod mode\', but we are creating a named array type, which is wrong! Check your code`);
  }
}

const CAMEL_CASE_REGEXP = /([A-Z])/g;

function camelCaseToDashCase(input: string): string {
  return input.replace(CAMEL_CASE_REGEXP, (...m: any[]) => '-' + m[1].toLowerCase());
}

normalizeDebugBindingValue
import {getComponentLViewByIndex, getNativeByTNodeOrNull, readPatchedData, unwrapRNode} from './interfaces/view';
import {getComponentLViewByIndex, getNativeByTNodeOrNull, readPatchedData, unwrapRNode} from './interfaces/view';

/**
 * Returns the matching `LContext` data for a given DOM node, directive or component instance.
 *
 * This function will examine the provided DOM element, component, or directive instance\'s
 * monkey-patched property to derive the `LContext` data. Once called then the monkey-patched
 * value will be that of the newly created `LContext`...
 *
 * If the monkey-patched value is the `LView` instance then the context value for that
 * target will be created and the monkey-patch reference will be updated. Therefore when this
 * function is called it may mutate the provided element\'s, component\'s or any of the associated
 * directive\'s monkey-patch values.
 *
 * If the monkey-patch value is not detected then the code will walk up the DOM until an element
 * is found which contains a monkey-patch reference. When that occurs then the provided
 * element\'s will be updated with a new context (which is then returned).
 *
 * If the monkey-patch value is not detected for a component/directive instance then it will throw
 * an error (all components and directives should be automatically monkey-patched by Ivy).
 */
export function getLContext(target: any): LContext|null {
  let mpValue = readPatchedData(target);
  if (mpValue) {
    // only when it's an array is it considered an LView instance
    // otherwise it's an already constructed LContext instance
    if (Array.isArray(mpValue)) {
      const lView: LView = mpValue!
      let nodeIndex: number;
      let component: any = undefined;
      let directives: any[]|null|undefined = undefined;

      if (isComponentInstance(target)) {
        nodeIndex = findViaComponent(lView, target);
        if (nodeIndex == -1) {
          throw new Error('The provided component was not found in the application');
        }
        component = target;
      } else if (isDirectiveInstance(target)) {
        nodeIndex = findViaDirective(lView, target);
        if (nodeIndex == -1) {
          throw new Error('The provided directive was not found in the application');
        }
        directives = getDirectivesAtNodeIndex(nodeIndex, lView, false);
      } else {
        nodeIndex = findViaNativeElement(lView, target as RElement);
        if (nodeIndex == -1) {
          return null;
        }
      }

      // the goal is not to fill the entire context full of data because the lookups are expensive. Instead, only the target data (the element, component, container, ICU) // expression or directive details are filled into the context. If called multiple times // with different target values then the missing target data will be filled in.
      const native = unwrapRNode(lView[nodeIndex]);
      const existingCtx = readPatchedData(native);
      const context: LContext = (existingCtx && !Array.isArray(existingCtx)) ?
        createLContext(lView, nodeIndex, native) :
        (mpValue as LContext) || null;

      // only when the component has been discovered then update the monkey-patch
      if (component && context.component === undefined) {
        context.component = component;
        attachPatchData(context.component, context);
      }

      // only when the directives have been discovered then update the monkey-patch
      if (directives && context.directives === undefined) {
        context.directives = directives;
        for (let i = 0; i < directives.length; i++) {
          attachPatchData(directives[i], context);
        }
      }

      attachPatchData(context.native, context);
      mpValue = context;
    }
  } else {
    const rElement = target as RElement;
    ngDevMode && assertDomNode(rElement);

    // if the context is not found then we need to traverse upwards up the DOM // to find the nearest element that has already been monkey patched with data
    const native = unwrapRNode(lView[nodeIndex]);
    const existingCtx = readPatchedData(native);
    const context = createLContext(lView, nodeIndex, native);
    attachPatchData(context.component, context);
  }

  return (mpValue as LContext) || null;
}

/**
 * Creates an empty instance of a `LContext` context
 */
function createLContext(lView: LView, nodeIndex: number, native: RNode): LContext {
  return {
    lView,
    nodeIndex,
    native,
    component: undefined,
    directives: undefined,
    localRefs: undefined,
  };
}

/**
 * Takes a component instance and returns the view for that component.
 */
export function componentInstance
  * @returns The component\'s view
  */

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```javascript
getComponentViewByInstance(componentInstance: { }): LView

let tNode = lView.firstChild
while (tNode) {
  const native = getNativeByTNodeOrNull(tNode, lView);
  if (native === target) {
    tNode = traverseNextElement(tNode);
  } else if (tNode.next) {
    tNode = tNode.next;
  } else {
    // Let's take the following template: <div><span>text</span></div><component/>
    // After checking the text node, we need to find the next node that has a \text\`\text\`` target.
    // In this case the parent `div`, so that we can find the component.
    while (tNode.parent && !tNode.parent.next) {
      tNode = tNode.parent;
    }
    tNode = tNode.parent;
  } return tNode.parent && !tNode.parent.next
}

const rootComponent = rootComponentView.CONTEXT
if (rootComponent === componentInstance) {
  // we are dealing with the root element here therefore we know that the
  // element is the very first element after
  // the HEADER data in the LView
  const directiveIndexEnd = getDirectiveIndexEnd(lView);
  return tNode = tNode.directiveStart;
  const directiveIndexEnd = tNode.directiveStart
  for (let i = 0; i < directiveIndexEnd; i++) {
    if (i === directiveIndexEnd) {
      return tNode.index;
    }
  }
}
```

---

*Export function getDirectivesAtNodeIndex*

```javascript
export function getDirectivesAtNodeIndex(
    nodeIndex: number, lView: LView,
    includeComponents: boolean): any[]|null {
  const tNode = lView.firstChild
  while (tNode) {
    const directiveIndexStart = tNode.directiveStart
    const directiveIndexEnd = tNode.directiveEnd
    for (let i = directiveIndexStart; i < directiveIndexEnd; i++) {
      if (i === directiveIndexEnd) {
        return tNode.index;
      }
    }
  }
  return lView.slice(directiveIndexStart, directiveIndexEnd);
}
```

---

*Export function getComponentAtNodeIndex*
export function discoverLocalRefs(lView: LView, nodelIndex: number): {[key: string]: any} {
  const tNode = lView[TVIEW].data[nodelIndex] as TNode;
  if (tNode && tNode.localNames) {
    const result: {[key: string]: any} = {};
    let localIndex = tNode.index + 1;
    for (let i = 0; i < tNode.localNames.length; i += 2) {
      result[tNode.localNames[i]] = lView[localIndex];
      localIndex++;
    }
    return result;
  }
  return null;
}

/**
 * Returns a
 * map of local references (local reference name => element or directive instance) that can be
 * found in the LICENSE file at https://angular.io/license
 */
import {InjectorType} from '../di/interface/defs';
import {stringify} from '../util/stringify';

import {TNode} from './interfaces/node';
import {LView, TVIEW} from './interfaces/view';
import {INTERPOLATION_DELIMITER} from './util/misc_utils';

/** Called when directives inject each other (creating a circular dependency) */
export function throwCyclicDependencyError(token: any): never {
  throw new Error(`Cannot instantiate cyclic dependency! ${token}`);
}

/** Called when there are multiple component selectors that match a given node */
export function throwMultipleComponentError(tNode: TNode): never {
  throw new Error(`Multiple components match node with tagname ${tNode.tagName}`);
}

export function throwMixedMultiProviderError() {
  throw new Error(`Cannot mix multi providers and regular providers!`);
}

export function throwInvalidProviderError(ngModuleType?: InjectorType<any>, providers?: any[], provider?: any) {
  let ngModuleDetail = '';
  if (ngModuleType && providers) {
    const providerDetail = providers.map(v => v == provider ? '?' + provider + '?' : '...');
    ngModuleDetail = ` - only instances of Provider and Type are allowed, got: [${providerDetail.join(', ')}]`;  
  }
  throw new Error(`Invalid provider for the NgModule '${stringify(ngModuleType)}'${ngModuleDetail}`);
}

/** Throws an ExpressionChangedAfterChecked error if checkNoChanges mode is on. */
export function throwErrorIfNoChangesMode(creationMode: boolean, oldValue: any, currValue: any, propName?: string): never|void {
  const field = propName ? ` for '${propName}'` : '';
  let msg = `ExpressionChangedAfterItHasBeenCheckedError: Expression has changed after it was checked. Previous value${field}: '${oldValue}'. Current value: '${currValue}'.`;
  if (creationMode) {
    msg += ` It seems like the view has been created after its parent and its children have been dirty checked.` + ` Has it been created in a change detection hook?`;  
  }
  throw new Error(msg);
}

/** Constructs an object that contains details for the ExpressionChangedAfterItHasBeenCheckedError:
 * - property name (for property bindings or interpolations)
 * - old and new values, enriched using information from metadata
 *
 * More information on the metadata storage format can be found in `storePropertyBindingMetadata` function.
 */
export function getExpressionChangedErrorDetails(lView: LView, bindingIndex: number, oldValue: any, newValue: any): {propName?: string, oldValue: any, newValue: any} {
  const tData = lView[TVIEW].data[bindingIndex];
  const metadata = tData[bindingIndex];

  if (typeof metadata === 'string') {
    if (metadata.indexOf(INTERPOLATION_DELIMITER) > -1) {
      return constructDetailsForInterpolation(lView, bindingIndex, metadata, newValue);
    }
    // metadata for property binding
    return {propName: metadata, oldValue, newValue};
  }

  // metadata is not available for this expression, check if this expression is a part of the
  // property interpolation by going from the current binding index left and look for a string that
  // contains INTERPOLATION_DELIMITER, the layout in
  // tView.data for this case will look like this:
  // [',..., 'idPrefix' and 'suffix', null, null, ...] if (metadata == null) {
  // let idx = bindingIndex - 1; 
  // while (typeof tData[idx] !== 'string' && tData[idx + 1] !== null) {
  //  idx--;
  // let const meta = tData[idx];
  //  if (typeof meta === 'string') {
  //    const matches = meta.match(new
  //    return
  //  }
}
RegExp(INTERPOLATION_DELIMITER, 'g'));
      // first interpolation delimiter separates property name from
      // property interpolations, so we subtract one from total number of found
      // delimiters
      if (matches && (matches.length - 1) > bindingIndex - idx) {
        return constructDetailsForInterpolation(lView, idx, bindingIndex, meta, newValue);
      }
    }
  }
  return {propName: undefined, oldValue, newValue};
}

/**
 * @license
 * Copyright Google LLC 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 {KeyValueArray} from '../../util/array_utils';
import {TStylingRange} from '../interfaces/styling';
import {CssSelector} from './projection';
import {RNode} from './renderer';
import {LView, TView} from './view';

/**
 * TNodeType corresponds to the TNode `type` property.
 */
export const enum TNodeType {
  /**
   * The TNode contains information about an LContainer for
   * embedded views.
   */
  Container = 0,
  /**
   * The TNode contains information about an `<ng-content>`
   */
  Projection = 1,
  /**
   * The TNode contains information about an LView
   */
  View = 2,
  /**
   * The TNode contains information about a DOM element aka @link RNode.
   */
  Element = 3,
  /**
   * The TNode contains information about a DOM element aka @link RNode.
   */
  ElementContainer = 4,
  /**
   * The TNode contains information about an ICU comment used in `i18n`.
   */
  IcuContainer = 5,
}

/**
 * Converts `TNodeType` into human readable text.
 * Make sure this matches with `TNodeType`
 */
export const TNodeTypeAsString = [
  'Container',         // 0
  'Projection',        // 1
  'View',              // 2
  'Element',           // 3
  'ElementContainer',  // 4
  'IcuContainer'       // 5
] as const;

/**
 * Corresponds to the TNode.flags property.
 */
export const enum TNodeFlags {
  /** Bit #1 - This bit is set if the
   * node is a host for any directive (including a component) @link isDirectiveHost
   */
  isDirectiveHost = 0x1,

  /**
   * Bit #2 - This bit is set if the
   * node is a host for a component.
   *
   * Setting this bit implies that the `isDirectiveHost` bit is set as
   * well.
   */
  isComponentHost = 0x2,

  /** Bit #3 - This bit is set if the node has been projected @link isProjected
   */
  isProjected = 0x4,

  /**
   * Bit #4 - This bit is set if any directive on this node has content queries
   */
  hasContentQuery = 0x8,

  /** Bit #5 - This bit is set if the node has directives with host bindings.
   */
  hasHostBindings = 0x10,

  /** Bit #6 - This bit is set if the node has any `class` inputs
   */
  hasClassInput = 0x20,

  /** Bit #7 - This bit is set if the node has been detached by i18n
   */
  isDetached = 0x40,

  /** Bit #8 - This bit is set if
   * the node has directives with host bindings.
   */
  hasHostBindings = 0x80,
}

/**
 * Corresponds to the TNode.providerIndexes property.
 */
export const enum TNodeProviderIndexes {
  /** The
   * index of the first provider on this node is encoded on the least significant bits.
   */
  ProvidersStartIndexMask = 0b00000000000011111111111111111111,

  /**
   * The count of view providers from the component on this
   * node is
   */
  CptViewProvidersCountShift = 20,
  CptViewProvidersCountShifter = 0b00000000000100000000000000000000,
}

/**
 * A set of marker values
 * to be used in the attributes arrays. These markers indicate that some
 * items are not regular attributes and the
 * processing should be adapted accordingly.
 */
export const enum AttributeMarker {
  /**
   * An implicit
   * marker which indicates that the value in the array are of `attributeKey`,
   * `attributeValue` format.
   *
   * NOTE: This is implicit as it is the type when no marker is present in array. We indicate that
   * it should not be
   * present at runtime by the negative number.
   */
  ImplicitAttributes = -1,

  /**
   * Marker indicates that the
   * following 3 values in the attributes array are:
   * namespaceUri, attributeName, attributeValue
   * in that order.
   */
  NamespaceURI = 0,

  /**
   * Signals class declaration.
   *
   * Each value following `Classes`
   */
  Classes = 1,

  /**
   * Signals style declaration.
   *
   * Each pair of values
   * following `Styles` designates a style name and value to include on the
   * element.
   */
  Styles = 2,

  /**
   * Signals that the following attribute names were extracted from input or output
   * bindings.
   */
  * For example, given the following HTML:
   */

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TNodeProviderIndexes

/** The name associated with this node. */

* tagName: string

/** Attributes associated with an element. We need to store attributes to support various use-cases */

* (attribute injection, content projection with selectors, directives matching).

* Attributes are stored statically because reading them from the DOM would be too slow for

* content projection and queries.

* Since attr will always be calculated first, they will never need to be marked undefined by

* other instructions.

* For regular attributes a name of an attribute and its value alternate in the array.

* e.g. ['role', 'checkbox']

* This array can contain flags that will indicate 'special attributes' (attributes within

* namespaces, attributes extracted from bindings and outputs).

* TAttributes

* Same as `TNode.attrs` but contains merged data across all directive host bindings.

* We need to keep 'attrs' as unmerged so that it can be used for attribute selectors.

* We merge attributes here so that it can be used in a performant way for initial rendering.

* The 'attrs' are merged in first pass in following order:

* - Component's `hostAttrs`

* - Directives' `hostAttr`

* - Template `TNode.attrs` associated with the current `TView`.

* The mergedAttrs:

* A set of local names under which a given element is exported in a template and

* visible to queries. An entry in this array can be created for different reasons:

* - an element itself is referenced, ex.: `<div #foo>`

* - a component is referenced, ex.: `<my-cmpt #foo>`

* - a directive is referenced, ex.: `<!--my-cmpt #foo=.directiveExportAs-->`

* A given element might have different local names and those names can be associated

* with a directive. We store local names at even indexes while odd indexes are

* reserved

* for directive index in a view (or '-1' if there is no associated directive).

* Some examples:

* `<!--my-cmpt #foo=.directiveExportAs-->` => `["foo", -1, null]

* `<my-cmpt #foo>` => `["foo", myCmptIdx]

* `<div #foo>` => `["foo", -1]

* `<div #foo="directiveExportAs">` => `["foo", myCmptIdx, "bar", directiveIdx]

* From div to an LContainer with inline views, the container will need to store separate static data for each of its view blocks (`TView[]`). Otherwise, nodes in inline views with the same index as nodes in their parent views will overwrite each other, as they are in the same template.

* Each index in this array corresponds to the static data for a certain view. So if you had V(0) and V(1) in a container, you might have:

* [[tagName: 'div', attrs: ...], null], // V(0) TView

* [[tagName: 'button', attrs ...], null] // V(1) TView

* If this TNode corresponds to an LContainer with a template (e.g. structural directive), the template's TView will be stored here.

* The TView or TViews attached to this node.

* If this TNode corresponds to an LContainer with inline views, the container will need to store separate static data for each of its view blocks (`TView[]`). Otherwise, nodes in inline views with the same index as nodes in their parent views will overwrite each other, as they are in the same template.

* Each index in this array corresponds to the static data for a certain view. So if you had V(0) and V(1) in a container, you might have:

* [[tagName: 'div', attrs: ...], null], // V(0) TView

* [[tagName: 'button', attrs ...], null] // V(1) TView

* If this TNode corresponds to an LContainer with a template (e.g. structural directive), the template's TView will be stored here.

* The TView or TViews attached to this node.

* If this TNode corresponds to an LContainer with inline views, the container will need to store separate static data for each of its view blocks (`TView[]`). Otherwise, nodes in inline views with the same index as nodes in their parent views will overwrite each other, as they are in the same template.
If the `projection` stores the content nodes which are to be projected.

- The nodes represent categories defined by the selector. For example:

  ```html
  <div class="SOME_CLASS" />
  ```

  Imagine:
  ```html
  <div style="color: highest;" my-dir>
  ```
  @Directive({
  host: {
    style: "width:200px;" }
  })
  ```

  In the above case:
  ```html
  * - 'color: lowest' is stored with `styleProp('color', ctx.exp)`;
  ```
  instruction
  ```html
  * - 'color: highest' is the residual and is stored here:
  ```
  * - 'undefined': not initialized;
  ```
  initialized but 'styles' is 'null'

  A collection of all `style` static values for an element excluding host sources.

  - There are one or more initial `style`'s on an element (e.g. 
  ```html
  <div style="width:200px;">"
  ```
  Must be stored separately from
  ```html
  tNode.styles` to facilitate setting directive's inputs that shadow the `style` property. If we used `tNode.styles` as
  ```html
  * - without `projection` it would be difficult to efficiently traverse nodes to be projected.
  ```
  If typeof projection == 'number' then `TNode` is a

  A collection of all `style` static values for an element (including from host).

  - There are one or more initial `style`'s on a directive/component host

  When there are styling instructions than each instruction stores the static styling

  `styles`.

  When there are one or more initial classes on an element

  ```html
  <div style="width:200px;">"
  ```
  Must be stored separately from
  ```html
  tNode.styles` to facilitate setting directive's inputs that shadow the `class` property. If we used `tNode.classes` as
  ```html
  * - without `projection` it would be difficult to efficiently traverse nodes to be projected.
  ```
  If typeof projection == 'number' then `TNode` is a

  A collection of all `class` static values for an element (including from host).

  - There are one or more initial classes on an element (e.g. 
  ```html
  <div class="one two three" />
  ```
  Must be stored separately from
  ```html
  tNode.classes` to facilitate setting directive's inputs that shadow the `class` property. If we used `tNode.classes` as
  ```html
  * - without `projection` it would be difficult to efficiently traverse nodes to be projected.
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  - There are one or more initial classes on an element (e.g. 
  ```html
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  ```
  Must be stored separately from
  ```html
  tNode.classes` to facilitate setting directive's inputs that shadow the `class` property. If we used `tNode.classes` as
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  ```
  Must be stored separately from
  ```html
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  ```html
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  A collection of all `class` static values for an element (including from host).

  - There are one or more initial classes on an element (e.g. 
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  <div class=\"one two three\" />
  ```
  Must be stored separately from
  ```html
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  <div class=\"one two three\" />
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  Must be stored separately from
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  ```html
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  A collection of all `class` static values for an element (including from host).

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  <div class=\"one two three\" />
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  Must be stored separately from
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  <div class=\"one two three\" />
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  Must be stored separately from
  ```html
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  <div class=\"one two three\" />
  ```
  Must be stored separately from
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  - There are one or more initial classes on an element (e.g. 
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  <div class=\"one two three\" />
  ```
  Must be stored separately from
  ```html
  tNode.classes` to facilitate setting directive's inputs that shadow the `class` property. If we used `tNode.classes` as
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  * - without `projection` it would be difficult to efficiently traverse nodes to be projected.
  ```
  If typeof projection == 'number' then `TNode` is a

  A collection of all `class` static values for an element (including from host).

  - There are one or more initial classes on an element (e.g. 
  ```html
  <div class=\"one two three\" />
  ```
  Must be stored separately from
  ```html
  tNode.classes` to facilitate setting directive's inputs that shadow the `class` property. If we used `tNode.classes` as
  ```html
  * - without `projection` it would be difficult to efficiently traverse nodes to be projected.
  ```
  If typeof projection == 'number' then `TNode` is a

  A collection of all `class` static values for an element (including from host).

  - There are one or more initial classes on an element (e.g. 
  ```html
  <div class=\"one two three\" />
  ```
  Must be stored separately from
  ```html
  tNode.classes` to facilitate setting directive's inputs that shadow the `class` property. If we used `tNode.classes` as
  ```html
  * - without `projection` it would be difficult to efficiently traverse nodes to be projected.
  ```
  If typeof projection == 'number' then `TNode` is a
bindings in the template.

- If no template bindings but there are host bindings, the head value will point to the last

- host binding for `\`class\`\` (not the head of the linked list), tail will be 0.

- * See: `style_binding_list.ts` for details.

- This is used by `insertTStylingBinding` to know where the next styling

 binding should be inserted so that they can be sorted in priority order.

- * classBindings:

  TStylingRange

- * Stores the head/tail index of the class bindings.

- * - If no bindings, the head and tail will both be 0.

- * - If there are template bindings, stores the head/tail of the style bindings in the

  template.

- If no template bindings but there are host bindings, the head value will point to the last

  host binding for `\`style\`\` (not the head of the linked list), tail will be 0.

- * See: `style_binding_list.ts` for details.

- This is used by `insertTStylingBinding` to know where the next styling binding should be inserted so that they can be sorted in priority order.

- * Element nodes will have parents unless they are the first node of a component or

  * embedded view (which means their parent is in a different view and must be retrieved using viewData[HOST_NODE]).

- * parent:

  TElementNode

- null

- `TTextNode` extends `TNode`;

- ** Static data for a text node

- *export interface

- TElementNode extends TNode { in the data[] array */

- * index: number;

- * child: TElementNode|TElementContainerNode|TContainerNode|TProjectionNode|null;

- */

- * Element

- nodes will have parents unless they are the first node of a component or

  * a component without projection, it will be null.*/

- * projection:

  (TNode|RNode[

  ])[]

  | null| null/** Static data for an LContainer */

  *export interface

  TContainerNode extends TNode { in the data[] array.

- * - If it's -1, this is a dynamically created container node that isn't stored in

  * data[] (e.g. when you inject ViewContainerRef). */

- * index: number;

- * child: null|null */

- * Container nodes will have parents unless they are the first node of a component or embedded view

- * - They are dynamically created

  * parent: TElementNode

  * TElementContainerNode

  * null

  * `TView` extends `TNode`;

  * ** Static data for an <ng-container> */

  *export interface

  TElementContainerNode extends TNode { in the LView[] array. */

- * index: number;

- * child: TElementNode

- TElementContainerNode

- | TView

  | null/** Index in the LView[] array. */

- * index: number;

- * child: TElementNode

- | TTextNode

  | TElementContainerNode

  | TProjectionNode

  | null/** Static data for an LProjectionNode */

  *export interface

  TProjectionNode extends TNode { in the data[] array */

- * index: number;

- * child: TElementNode

- | TTextNode

  | TElementContainerNode

  | TContainerNode

  | TProjectionNode

  | null/** Static data for an ICU expression */

  *export interface

  TICuContainerNode extends TNode { in the data[] array */

- * index: number;

- * child: TElementNode

- | TTextNode

  | TElementContainerNode

  | TContainerNode

  | TProjectionNode

  | null/** Static data for an view */

  *export interface

  TVNode extends TNode { in the data[] array */

- * index: number;

- * child: TElementNode

- | TElementContainerNode

  | TContainerNode

  | TProjectionNode

  | null/** Static data for an directiveHostNode =

  *export type

  TElementNode

  | TElementContainerNode

  | TContainerNode

  | TProjectionNode

  | null/** This mapping is necessary so we can set input properties and output listeners

  * properly at runtime when property names are minified or aliased. */

- * Key: unminified / public input or output name

  * Value: array containing minified / internal name and related directive

  index

- * The value must be an array to support inputs and outputs with the same name

  * on the same node.

- */

- *union type representing all TNode types that can host a directive

- *export type

  TDirectiveHostNode =

  TElementNode

  | TElementContainerNode

  | TContainerNode

  | TProjectionNode

  | null/** This is using an object map because using the Map type would be too slow

  * [key: string]: PropertyAliasValue

  | null/** Store the runtime input or output names for all the directives. */

- *
* i+0: directive instance index\n * i+1: privateName \n * e.g. [0, 'change-minified']\n
PropertyAliasValue = (number|string)|[]\n
This array contains information about input properties that\nneed to be set once from attribute data. It's ordered by\n* directiv index (relative to element) so it's simple to\nlook up a specific directive's initial input data.\n* Within each sub-array:\n  * i+0: attribute name\n  * i+1: minified/internal input name\n  * i+2: initial value\n  * If a directive on a node does not have any input\nproperties\n  * that should be set from attributes, its index is set to null\na to avoid a sparse array.\n
* i+0: directive instance index\n * i+1: privateName \n
* e.g. 
  
*/
export type PropertyAliasValue = (number|string)[];

/**
 * This array contains information about input properties that
 * need to be set once from attribute data. It's ordered by
 * directive index (relative to element) so it's simple to
 * look up a specific directive's initial input data.\n
 * Within each sub-array:\n  * i+0: attribute name\n  * i+1: minified/internal input name\n  * i+2: initial value\n  * If a directive on a node does not have any input
 * properties that should be set from attributes, its index is set to null
 * to avoid a sparse array.\n
 * e.g. 
  
*/
export type InitialInputData = (null|InitialInputs)null[];

/**
 * Used by InitialInputData to store input properties that
 * should be set once from attributes.\n
 * Within each sub-array:\n  * i+0: attribute name
  * i+1: minified/internal input name
  * i+2: initial value
  * If a directive on a node does not have any input
 * properties that should be set from attributes, its index is set to null
 * to avoid a sparse array.\n
 * e.g. 
  
*/
export type InitialInputs = string[];

// Note: This hack is necessary so we don't erroneously get a circular dependency
failure based on types\n
export const unusedValueExportToPlacateAdj = 1;\n
/**
 * Type representing a set of TNodes that can have local refs
 * (#foo) placed on them.\n * An exported type TNodeWithLocalRefs =
 * TContainerNode|TElementNode|TElementContainerNode;\n
 * @param tNode\n * An exported function that has ClassInput(tNode: TNode)\n * { return (tNode.flags &\n * TNodeFlags.ClassInput) !== 0;\n * return (tNode.flags &\n * TNodeFlags.ClassInput) !== 0;\n * Returns 'true' if the 'TNode' has a directive which has
 * @Input() for class binding.\n
 * e.g. 

 */
export function hasClassInput(tNode: TNode) {
  return (tNode.flags & TNodeFlags.hasClassInput) !== 0;
}

/**
 * Returns 'true' if the 'TNode' has a directive which has
 * @Input() for style binding.\n
 * e.g. 

 */
export function hasStyleInput(tNode: TNode) {
  return (tNode.flags & TNodeFlags.hasStyleInput) !== 0;
}

/**
 * Expresses a single CSS Selector.\n
 * Beginning of array
 * - First index: element name\n  * - Subsequent odd indices: attr names\n  * - Subsequent even indices: attr values\n
 * After SelectorFlags.CLASS flag
 * - Class name values\n * - @param tNode\n * An exported function that has ClassInput(tNode: TNode)\n * { return (tNode.flags &\n * TNodeFlags.ClassInput) !== 0;\n * return (tNode.flags &\n * TNodeFlags.ClassInput) !== 0;\n * Returns 'true' if the 'TNode' has a directive which has
 * @Input() for class binding.\n
 * e.g. 

 */
export type CssSelector = (string|SelectorFlags)null[];

/**
 * A list of CssSelectors.\n
 * A directive or component can have multiple selectors. This type is used for\n * defining the list of selectors in the selector\n
 * e.g. 

 */
export type CssSelectorList = CssSelectornull[];

/**
 * List of slots for a projection. A slot can
 * be either based on a parsed CSS selector
 * which will be used to determine nodes which are projected into that
 * slot\n * When set to `null`, the slot is reserved and can be used for multi-slot projection\n
 * e.g. 

 */
export type ProjectionSlots = (null|(*)null[]);

/** Flags used to build up CssSelectors\n * An exported const enum SelectorFlags\n
 * Indicates this is the beginning of a new negative selector\n * OR NOT 0b00001\n
 ** Mode for matching attributes\n
 ** Mode for matching tag names\n
 ** Mode for matching class names\n
 */

// Note: This hack is necessary so we don't erroneously get a
// circular dependency\n
export const unusedValueExportToPlacateAdj = 1;\n
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```typescript
import {classIndexOf} from '../../util/char_code';

/**
 * Returns an index of `classToSearch` in `className` taking token boundaries into account.
 * `classIndexOf('AB A', 'A', 0)` will be 3 (not 0 since 'AB!==A')
 */

export function classIndexOf(
    className: string,
    classToSearch: string, startingIndex: number): number {
  ngDevMode && assertNotEqual(classToSearch, '', 'can not look for "" string.');
  let end = className.length;
  while (true) {
    const foundIndex = className.indexOf(classToSearch, startingIndex);
    if (foundIndex === -1) return foundIndex;
    if (foundIndex === 0 || className.charCodeAt(foundIndex - 1) <= CharCode.SPACE) {
      // Ensure that it has leading whitespace
      let length = classToSearch.length;
      if (foundIndex + length === end ||
          className.charCodeAt(foundIndex + length) <= CharCode.SPACE) {
        // Ensure that it has trailing whitespace
        return foundIndex;
      }
    }
    // False positive, keep searching from where we left off.
    startingIndex = foundIndex + 1;
  }

  /**
   * Checks whether the `tNode` represents an inline template (e.g. `*ngFor`).
   *
   * @param tNode current TNode
   */
  export function hasTagAndTypeMatch(
      tNode: TNode, currentSelector: string, isProjectionMode: boolean): boolean {
    const tagNameToCompare = tNode.tagName;
    return currentSelector === tagNameToCompare;
  }
```

---

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 8491
```typescript
selector: *param node static data of the node to match
 *param selector: The selector to try matching against the node.
 *param isProjectionMode: if `true` we are matching for content projection, otherwise we are doing directive matching.
 *returns true if node matches the selector.
 *unexport function
isNodeMatchingSelector(tNode: TNode, selector: CssSelector, isProjectionMode: boolean): boolean {
    ngDevMode && assertDefined(selector[0], 'Selector should have a tag name');
    let mode = SelectorFlags.ELEMENT;
    const nodeAttrs = tNode.attrs || [];
    // Find the index of first attribute that has no value, only a name.
    const nameOnlyMarkerIndex = getNameOnlyMarkerIndex(nodeAttrs); // If we finish processing a :not selector and it hasn't failed, return false
    if (skipToNextSelector && !isPositive(mode)) {
        skipToNextSelector = false;
        mode = (current as number) | mode & SelectorFlags.NOT; // special case for matching against classes when a tNode has been instantiated with a class and style values as separate attribute values (e.g. ['title', 'CLASS', 'foo']) if ((mode & SelectorFlags.CLASS) & & tNode.attrs != null) {
            if (isPositive(mode)) return false;
            skipToNextSelector = true;
        } else {
            const selectorAttrValue = mode & SelectorFlags.CLASS ? current : selector[++i];
            // special case for matching against classes when a tNode has been instantiated with a class and style values as separate attribute values (e.g. ['title', 'CLASS', 'foo']) if ((mode & SelectorFlags.CLASS) & & tNode.attrs != null) {
                if (isPositive(mode)) return false;
                skipToNextSelector = true;
            } else {
                const attrIndexInNode = findAttrIndexInNode(attrName, nodeAttrs, isInlineTemplate(tNode), isProjectionMode);
                if (attrIndexInNode === -1) {
                    if (isPositive(mode)) return false;
                    skipToNextSelector = true;
                } else {
                    let nodeAttrValue: string;
                    if (attrIndexInNode > nameOnlyMarkerIdx) {
                        nodeAttrValue = '';
                    } else {
                        ngDevMode &&
                            assertNotEqual(nodeAttrs[attrIndexInNode], AttributeMarker.NamespaceURI,
                            'We do not match directives on namespaced attributes');
                        // we lowercase the attribute value to be able to match
                        // selectors without case-sensitivity // (selectors are already in lowercase when generated)
                        nodeAttrValue = (nodeAttrs[attrIndexInNode + 1] as string).toLowerCase();
                        const compareAgainstClassName = mode & SelectorFlags.CLASS ? nodeAttrValue : null;
                        if (compareAgainstClassName & &
                            classIndexOf(compareAgainstClassName, selectorAttrValue as string, 0) !== -1 ||
                            mode & SelectorFlags.ATTRIBUTE) {
                            skipToNextSelector = true;
                        } else {
                            skipToNextSelector = true;
                        }
                    }
                }
            }
        }
    }
    return isPositive(mode) || skipToNextSelector;
}

function isPositive(mode: SelectorFlags): boolean {
    return (mode & SelectorFlags.NOT) === 0;
}

/**
 * Examines the attribute's definition array for a node to find the index of
 * the attribute that matches the given name.
 */
const findAttrIndexInNode = (name: string, nodeAttrs: string[] | null, isInlineTemplate: boolean, isProjectionMode: boolean) => {
    let attrIndex = -1;
    if (isInlineTemplate) {
        for (let i = 0; i < nodeAttrs.length; i++) {
            if (nodeAttrs[i] === name) {
                attrIndex = i;
                break;
            }
        }
    } else {
        for (let i = 0; i < nodeAttrs.length; i++) {
            if (nodeAttrs[i] === name && nodeAttrs[i].startsWith('attrName')) {
                attrIndex = i;
                break;
            }
        }
    }
    return attrIndex;
}
```
Open Source Used in Secure Network Analytics (Stealthwatch) 7.4.0

| YES | * -- | YES | * @param name the name of the attribute to find in attrs

Directives | YES | * @param isInLineTemplate true if the node being matched is an inline template (e.g. `*ngFor`) rather than a manually expanded template node (e.g. `<ng-template>`).

| YES | * @param isProjectionMode true if we are matching against content projection otherwise we are matching against directives.

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>findAttrIndexInNode(</td>
<td>name: string, attrs: TAttributes</td>
<td>null, isInLineTemplate: boolean, isProjectionMode: boolean): number</td>
</tr>
<tr>
<td>let bindingsMode = false;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>while (i &lt; attrs.length)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>if (maybeAttrName === name)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>else if (maybeAttrName === AttributeMarker.ProjectAs)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>continue;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>if (maybeAttrName === AttributeMarker.Template)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>else if (maybeAttrName !== AttributeMarker.Template)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>this is a Template attribute in this scenario. break;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>else if (maybeAttrName === AttributeMarker.NamespaceURI)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>continue;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>function getProjectAsAttrValue(tNode: TNode): CssSelector</td>
<td>null</td>
<td></td>
</tr>
<tr>
<td>const nodeAttrs = tNode.attrs;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>if (nodeAttrs != null)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>const ngProjectAsAttrIdx = nodeAttrs.indexOf(AttributeMarker.ProjectAs);</td>
<td></td>
<td></td>
</tr>
<tr>
<td>if ((ngProjectAsAttrIdx &amp; 1) === 0)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>return nodeAttrs[ngProjectAsAttrIdx + 1] as CssSelector;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>return null;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>function getNameOnlyMarkerIndex(nodeAttrs: TAttributes)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>for (let i = 0; i &lt; nodeAttrs.length; i++)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>if (isNameOnlyAttributeMarker(nodeAttr))</td>
<td></td>
<td></td>
</tr>
<tr>
<td>return i;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>else</td>
<td></td>
<td></td>
</tr>
<tr>
<td>return nodeAttrs.length;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>function matchTemplateAttribute(attributes: TAttributes, name: string): number</td>
<td></td>
<td></td>
</tr>
<tr>
<td>let i = attributes.indexOf(AttributeMarker.Template);</td>
<td></td>
<td></td>
</tr>
<tr>
<td>if (i &gt; -1)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| i++;

| function maybeWrapInNotSelector(isNegativeMode: boolean, chunk: string): string |
| function stringifyCSSSelector(selector: CssSelector): string |
| function currentChunk += un; |
| attribute array to examine in


}{
    } else {
      //
      // Append current chunk to the final result in case we come across SelectorFlag, which
      // indicates that the previous section of a selector is over. We need to accumulate content in
      // between flags to make sure we wrap the chunk later in :not() selector if needed, e.g.
      // ```
      // Flags.ELEMENT | Flags.NOT, 'p', Flags.CLASS, 'foo', Flags.CLASS | Flags.NOT, 'bar'
      // ```
      // should be stringified to `:not(p.foo) :not(bar)`
      //
      // Note: for negative selector part, we accumulate content between flags until we find the
      // next negative flag. This is needed to support a case where ':not(' rule contains more than
      // one chunk, e.g. the following selector:
      // ```
      // ['', Flags.CLASS, '.classA', Flags.CLASS | Flags.NOT, '.classB', '.classC']
      // ```
      // should be transformed to `.classA :not(.classB :not(.classC))`
      //
      // For positive selector part, we accumulate content between flags until we find the
      // first positive flag, e.g.
      // ```
      // ['', Flags.CLASS, '.classA', Flags.CLASS | Flags.NOT, '.classB', '.classC']
      // ```
      // should be transformed to `.classA :not(.classB.classC)`.
      //
      if (currentChunk !== ''
      && !isPositive(valueOrMarker)) {
        result += maybeWrapInNotSelector(isNegativeMode, currentChunk);
        currentChunk = '';
      }
      mode = valueOrMarker;
      // According to CssSelector spec, once we come across
      'SelectorFlags.NOT', the negative
      // mode is maintained for remaining chunks of a selector.
      // isNegativeMode = isNegativeMode || !isPositive(mode);
      //
      // According to CssSelector spec, once we come across
      // `SelectorFlags.NOT` flag, the negative
      // mode is maintained for remaining chunks of a selector. Since
      // attributes and classes are
      // extracted only for "positive" part of the selector, we can stop here.
      if (!isPositive(mode)) break;
      mode = valueOrMarker;
    }
    i++;
  }
  if (currentChunk !== '') {
    result += maybeWrapInNotSelector(isNegativeMode, currentChunk);
  }
  return result;
}

/**
 * Generates string representation of CSS selector in parsed form.
 * ComponentDef and DirectiveDef are generated with the
 * selector in parsed form to avoid doing * additional parsing at runtime (for example, for directive matching).
 * However in some cases (for example, while bootstrapping a component), a string version of the selector is
 * required to query for
 * the host element on the page. This function takes the parsed form of a selector and returns a string
 * representation of a given selector in
 * *n * ComponentDef and DirectiveDef are generated with the
 * selector in parsed form to avoid doing * additional parsing at runtime (for example, for directive matching).

 * @param selectorList selector in parsed form
 * @returns string representation of a given selector
 */
export function stringifyCSSSelectorList(selectorList: CssSelectorList): string {
  return selectorList.map(stringifyCSSSelector).join(',');
}

/**
 * Extracts attributes and classes information from a given CSS selector.
 * This function is used while creating a component dynamically. In
 * this case, the host element
 *  *(that is created dynamically) should contain attributes and classes specified in
 * component's CSS
 * selector. The host element should contain all attributes and classes specified in
 * selector, as
 *  * ComponentDef and DirectiveDef are generated with the
 * selector in parsed form to avoid doing
 * *n * ComponentDef and DirectiveDef are generated with the
 * selector in parsed form to avoid doing * additional parsing at runtime (for example, for directive matching).

 * @param selector CSS selector in parsed form (in a form of array)
 * @returns object with `attrs` and `classes` fields that contain extracted information
 */
export function extractAttrsAndClassesFromSelector(selector: CssSelector): {
  attrs: string[],
  classes: string[]
} {
  const attrs: string[] = [];
  const classes: string[] = [];
  let i = 1;
  let mode = SelectorFlags.ATTRIBUTE;
  while (i < selector.length) {
    let valueOrMarker = selector[i];
    if (typeof valueOrMarker === 'string') {
      if (mode === SelectorFlags.ATTRIBUTE) {
        if (valueOrMarker !== '') {
          attrs.push(valueOrMarker,
          selector[++i] as string);
        }
      } else if (mode === SelectorFlags.CLASS) {
        classes.push(valueOrMarker,
        selector[++i] as string);
      }
    } else {
      //
      // According to CssSelector spec, once we come across
      'SelectorFlags.NOT', the negative
      // mode is maintained for remaining chunks of a selector. Since
      // attributes and classes are
      // extracted only for "positive" part of the selector, we can stop here.
      if (!isPositive(mode)) break;
      mode = valueOrMarker;
    }
    i++;
  }
  return {attrs, classes};
}

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

export interface NO_CHANGE {
  // This is a brand that ensures that this type can never match anything else
  __brand__: 'NO_CHANGE';
}

/** A special value which designates that a value has not changed. */
export const NO_CHANGE: NO_CHANGE =
    (typeof ngDevMode === 'undefined' || ngDevMode) ? {__brand__: 'NO_CHANGE'} : ({} as NO_CHANGE);

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 */

import {assertDefined} from '../../util/assert';
import {assertLView} from '../assert';
import {LContainer} from '../interfaces/container';
import {isLContainer, isLView} from '../interfaces/type_checks';
import {CHILD_HEAD, CONTEXT, FLAGS, LView, LViewFlags, NEXT, PARENT, RootContext} from '../interfaces/view';

import {readPatchedLView} from './view_utils';

/**
 * Gets the parent LView of the passed LView, if the PARENT is an LContainer, will get the parent of
 * that LContainer, which is an LView
 *  * ComponentDef and DirectiveDef are generated with the
 * selector in parsed form to avoid doing
 * *n * ComponentDef and DirectiveDef are generated with the
 * selector in parsed form to avoid doing * additional parsing at runtime (for example, for directive matching).

 * @param lView the lView whose parent to get
 */
export function getLViewParent(lView: LView): LView|null {
  ngDevMode && assertLView(lView);
  const parent = lView[PARENT];
  return
  isLContainer(parent) ? parent[PARENT]! : parent;
}

/**
 * Retrieve the root view from any component or
`LView` by walking the parent `LView` until * reaching the root `LView`. *\n  * *param componentOrLView
  any component or `LView` *\n  * *export function getRootView(componentOrLView: LView[]): LView {
    ngDevMode && assertDefined(componentOrLView, 'component');
    let lView = isLView(componentOrLView) ?
        componentOrLView : readPatchedLView(componentOrLView);
    while ((lView && !(lView[FLAGS] & LViewFlags.IsRoot)) {
      lView = lViewParent(lView)!
    }
    ngDevMode && assertLView(lView);
    return lView;
}`

`getRootContext` instance that is associated with * the application where the target is situated. It does this by walking the parent views until * if * gets to the root view, then getting the context off of that.

```ts
* (rf: RenderFlags, ctx: any) => {
  if (rf & 1) {
    text(0, 'Hello');
    text(1, 'Goodbye');
    element(2, 'div');
  }
  if (rf & 2) {
    advance(2); // Advance twice to the <div>.
    property('title', 'test');
  }
}`

`selectIndexInternal` (lView: LView, index: number, checkNoChangesMode: boolean) {
  void (*ngDevMode && assertGreaterThan(delta, 0, 'Can only advance
  forward');
  selectIndexInternal(index);
  getLView().getSelectedIndex() + delta,
  getCheckNoChangesMode());
}`

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import {assertGreaterThan, assertIndexInRange} from '../../util/assert';
import {executeCheckHooks, executeInitAndCheckHooks} from '../hooks';
import {FLAGS, HEADER_OFFSET, InitPhaseState, LView, LViewFlags, TView} from '../interfaces/view';
import {getCheckNoChangesMode, getLView, getSelectedIndex, getTView, setSelectedIndex} from '../state';

const hooksInitPhaseCompleted =
    (lView: LView) => {
      if (hooksInitPhaseCompleted) {
        const preOrderCheckHooks =
            lView.preOrderCheckHooks;
        if (preOrderCheckHooks !== null) {
          executeCheckHooks(lView,
            preOrderCheckHooks, index);
        }
      }
    }

const preOrderHooks =
    lView.preOrderHooks;
if (preOrderHooks !== null) {
  executeInitAndCheckHooks(lView, preOrderHooks,
    lView: LView, index: number, checkNoChangesMode: boolean) {
};
```

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* found in the LICENSE file at https://angular.io/license
* \n* import { KeyValueArray } from './util/array-utils';
* assertNumberInRange} from './util/assert';
* Value stored in the `TData` which is needed to re-concatenate
* the styling.\n * See: 'TStylingKeyPrimitive' and 'TStylingStatic' \n
* The primitive portion (`TStylingStatic` removed) of the value
* stored in the `TData` which isn't needed to re-concatenate the styling.\n * - `string`: Stores the property name.
* Used with `styleProp`/`classProp` instruction.\n * - `null`: Represents map, so there is no name. Used with
* `styleMap`/`classMap`.\n* `false`: Represents an ignore case. This happens when `styleProp`/`classProp`
* instruction\n * is combined with directive which shadows its input `@Input('class')`. That way the binding\n * should not participate in the styling resolution.\n* `/\n* export type TStylingKeyPrimitive = string|null|false|\n* Store the static values for the styling binding.\n * The `TStylingStatic` is just `KeyValueArray` where key `\"\"` (\n* stored at location 0) contains the\n * `TStylingKey` (stored at location 1). In other words this wraps the
* `TStylingKey` such that the\n * `\"\"` contains the wrapped value.\n * When instructions are resolving styling they may need to look forward or backwards in the linked\n * list to resolve the value. For this reason we have to make sure that he linked list also contains\n * the static values. However the list only has space for one item per
* styling instruction. For this\n * reason we store the static values here as part of the `TStylingKey`. This means that the\n * resolution function when looking for a value needs to first look at the binding value, and then\n * at `TStylingKey` (if it exists).\n * Imagine we have:\n * <div class=\"TEMPLATE\" my-dir>\n * @Directive(\n *   { host: { class: 'DIR', \n *     [class.dynamic]: 'exp' // classProp('dynamic', ctx.exp);\n *   }\n * )\n * </div>
 * tData[10] = <TStylingStatic>
* `{ 
*   '': 'dynamic', // This is the wrapped value of `TStylingKey`\n *   'DIR': true, // This is the default static value of directive binding.\n *   // in front of the template in the case of coming across additional styling
* instruction in the template\n * - in front of the template in the case of coming across additional instruction in the\n * - `hostBindings`.\n * Store the previous and next index into the `TData` where the\n * template\n * bindings can be found.\n * NODE: *duplicate* false implies that it is statically known that this binding will not collide\n * with other bindings and therefore there is no need to check other bindings. For example the\n * bindings in `<div [style.color]=\"exp\" [style.width]=\"exp\">` will never collide and will have\n * their bits set accordingly. Previous duplicate means that we may need to check previous if the\n * current binding is `null`. Next duplicate means that we may need to check
* next bindings if the\n * current binding is not `null`.\n * NOTE: `0` has special significance and represents `null` as
* in no additional pointer.\n * `false`: Represents an ignore case. This happens when `styleProp`/`classProp`
* instruction\n * is combined with directive which shadows its input `@Input('class')`. That way the binding\n * should not participate in the styling resolution.\n * - `null`: Represents map, so there is no name. Used with
* `styleMap`/`classMap`.\n * - `false`: Represents an ignore case. This happens when `styleProp`/`classProp`
* instruction\n * is combined with directive which shadows its input `@Input('class')`. That way the binding\n * should not participate in the styling resolution.\n * - `null`: Represents map, so there is no name. Used with
* `styleMap`/`classMap`.\n * - `false`: Represents an ignore case. This happens when `styleProp`/`classProp`
* instruction\n * is combined with directive which shadows its input `@Input('class')`. That way the binding\n * should not participate in the styling resolution.\n * - `null`: Represents map, so there is no name. Used with
* `styleMap`/`classMap`.\n * - `false`: Represents an ignore case. This happens when `styleProp`/`classProp`
* instruction\n * is combined with directive which shadows its input `@Input('class')`. That way the binding\n * should not participate in the styling resolution.\n * - `null`: Represents map, so there is no name. Used with
* `styleMap`/`classMap`.\n * - `false`: Represents an ignore case. This happens when `styleProp`/`classProp`
* instruction\n * is combined with directive which shadows its input `@Input('class')`. That way the binding\n * should not participate in the styling resolution.\n * - `null`: Represents map, so there is no name. Used with
* `styleMap`/`classMap`.\n * - `false`: Represents an ignore case. This happens when `styleProp`/`classProp`
* instruction\n * is combined with directive which shadows its input `@Input('class')`. That way the binding\n * should not participate in the styling resolution.\n * - `null`: Represents map, so there is no name. Used with
* `styleMap`/`classMap`.\n * - `false`: Represents an ignore case. This happens when `styleProp`/`classProp`
* instruction\n * is combined with directive which shadows its input `@Input('class')`. That way the binding\n * should not participate in the styling resolution.\n * - `null`: Represents map, so there is no name. Used with
* `styleMap`/`classMap`.\n
/**
 * This bit is set if the previous bindings contains a binding which could possibly cause a
 * duplicate. For example: `<div [style]="map"></style>`, the `width` binding will
 * have previous duplicate set. The implication is that if `width` binding becomes `null`, it
 * is necessary to defer the value to `map.width`. (Because `width` overwrites `map.width`).
 */

NEXT_DUPLICATE = 0x01;

/**
 * This bit is set to if the next binding contains a binding which could possibly cause a
 * duplicate. For example: `<div [style]="map"></style>`, the `map` binding will
 * have next duplicate set. The implication is that if `map.width` binding becomes not
 * `null`, it
 * is necessary to defer the value to `width`. (Because `width` overwrites `map.width`).
 */

NEXT_DUPLICATE = 0x01;

export function toTStylingRange(prev: number, next: number): TStylingRange {
  ngDevMode && assertNumberInRange(prev, 0, StylingRange.UNSIGNED_MASK);
  ngDevMode && assertNumberInRange(next, 0, StylingRange.UNSIGNED_MASK);
  return (prev << StylingRange.PREV_SHIFT | next << StylingRange.NEXT_SHIFT) as any;
}

export function getTStylingRangePrev(tStylingRange: TStylingRange): number {
  ngDevMode && assertNumber(tStylingRange, 'expected number');
  return ((tStylingRange as any as number) >> StylingRange.PREV_SHIFT) &
      StylingRange.UNSIGNED_MASK;
}

export function getTStylingRangePrevDuplicate(tStylingRange: TStylingRange, previous: number, 0, StylingRange.UNSIGNED_MASK): boolean {
  ngDevMode && assertNumber(tStylingRange, 'expected number');
  return ((tStylingRange as any as number) & StylingRange.PREV_DUPLICATE) ==
      StylingRange.PREV_DUPLICATE;
}

export function setTStylingRangePrev(
    tStylingRange: TStylingRange, previous: number): TStylingRange {
  ngDevMode && assertNumber(tStylingRange, 'expected number');
  ngDevMode && assertNumberInRange(previous, 0, StylingRange.UNSIGNED_MASK);
  return (((tStylingRange as any as number) & ~StylingRange.PREV_MASK) |
          (previous << StylingRange.PREV_SHIFT)) as any;
}

export function getTStylingRangeNext(tStylingRange: TStylingRange): number {
  ngDevMode && assertNumber(tStylingRange, 'expected number');
  return ((tStylingRange as any as number) & StylingRange.NEXT_MASK) >>
      StylingRange.NEXT_SHIFT;
}

export function setTStylingRangeNext(tStylingRange: TStylingRange, next: number): TStylingRange {
  ngDevMode && assertNumberInRange(next, 0, StylingRange.UNSIGNED_MASK);
  return (((tStylingRange as any as number) & ~StylingRange.NEXT_MASK) |
          next << StylingRange.NEXT_SHIFT) as any;
}

export function getTStylingRangeTail(tStylingRange: TStylingRange): number {
  ngDevMode && assertNumber(tStylingRange, 'expected number');
  return getTStylingRangeNext(tStylingRange); const next =

/**
 * Patch a `debug` property on top of the existing object.
 * NOTE: always call this method with `ngDevMode` &
 * @param obj Object to patch
 * @param debug Value to patch
 * @export function attachDebugObject(obj: any, debug: any): void {
 * if (ngDevMode) {
 * Object.defineProperty(obj, 'debug', { value: debug, enumerable: false });
 * } else {
 * throw new Error(`This method should be guarded with `ngDevMode` so that it can be tree shaken in production!`);
 * }
 * } /*
 * * @copyright Google LLC 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 function attachDebugGetter(obj: any, debugGetter: () => any): void {
  if (ngDevMode) {
    Object.defineProperty(obj, 'debug', { get: debugGetter, enumerable: false });
  } else {
    throw new Error('This method should be guarded with `ngDevMode` so that it can be tree shaken in production!' );
  }
}

export function attachDebugObject(obj: any, debugObject: any): void {
  if (ngDevMode) {
    Object.defineProperty(obj, 'debug', { get: debugObject, enumerable: false });
  } else {
    throw new Error('This method should be guarded with `ngDevMode` so that it can be tree shaken in production!' );
  }
}

/*
 * This file contains conditionally attached classes which provide human readable (debug) level
 * information for `LView`, `LContainer` and other internal data structures. These data structures
 * are stored internally as array which makes it very difficult during debugging to reason about the
 * current state of the system. `ngDevMode` * Patching the array with extra property does not change the array's hidden class* but it does not * change the cost of access,* therefore this patching should not have significant if any impact in `ngDevMode` mode. (see: https://jsperf.com/array-vs-monkey-patch-array)
 */

let LVIEW_COMPONENT_CACHE!: Map<string|null, Array<any>>;
let LVIEW_EMBEDDED_CACHE!: Map<string|null, Array<any>>;
let LVIEW_ROOT!: Array<any>;

interface TViewDebug extends ITView {
  type: TViewType;
}

/**
 * This function creates LView.
 */
export function cloneToLViewFromTViewBlueprint(tView: TView): LView {
  const debugTView = tView as TViewDebug;
  const lView = getLViewToClone(debugTView.type, tView.template && tView.template.name);
  return lView.concat(tView.blueprint) as any;
}

function getLViewToClone(type: TViewType, name: string|null): Array<any> {
  switch (type) {
    case TViewType.Root:
      if (LVIEW_ROOT === undefined) LVIEW_ROOT = new (createNamedArrayType('LRootView'))();
      return LVIEW_ROOT;
    case TViewType.Component:
      if (LVIEW_COMPONENT_CACHE === undefined) LVIEW_COMPONENT_CACHE = new Map();
      let componentArray = LVIEW_COMPONENT_CACHE.get(name);
      if (componentArray === undefined) {
        componentArray = new (createNamedArrayType('LComponentView'+ nameSuffix(name)))();
        LVIEW_COMPONENT_CACHE.set(name, componentArray);
      }
      return componentArray;
    case TViewType.Embedded:
      if (LVIEW_EMBEDDED_CACHE === undefined) LVIEW_EMBEDDED_CACHE = new Map();
      let embeddedArray = LVIEW_EMBEDDED_CACHE.get(name);
      if (embeddedArray === undefined) {
        embeddedArray = new (createNamedArrayType('LEmbeddedView'+ nameSuffix(name)))();
        LVIEW_EMBEDDED_CACHE.set(name, embeddedArray);
      }
      return embeddedArray;
    default:
      throw new Error('Unknown TViewType: ' + type);
  }
}

// ...other functions and classes...

// More code for LView, LContainer, and other internal data structures...

// Open Source Used in Secure Network Analytics (Stealthwatch) 7.4.0  8498

// More code for LView, LContainer, and other internal data structures...
string[] = []; if (this.flags & TNodeFlags.hasClassInput) flags.push('TNodeFlags.hasClassInput');
if (this.flags & TNodeFlags.hasClassContentQuery) flags.push('TNodeFlags.hasClassContentQuery');
if (this.flags & TNodeFlags.hasClassStyleInput) flags.push('TNodeFlags.hasClassStyleInput');
if (this.flags & TNodeFlags.hasClassHostBindings) flags.push('TNodeFlags.hasClassHostBindings');
if (this.flags & TNodeFlags.isComponentHost) flags.push('TNodeFlags.isComponentHost');
if (this.flags & TNodeFlags.isDirectHost) flags.push('TNodeFlags.isDirectHost');
if (this.flags & TNodeFlags.isDetached) flags.push('TNodeFlags.isDetached');
return flags.join('|');
}

get template_(): string {
    const buf:
string[] = [
];
    buf.push('<', this.tagName || this.type_);
    if (this.attrs) {
        for (let i = 0; i < this.attrs.length;)
{ 
        const attrName = this.attrs[i++];
        if (typeof attrName == 'number') {
            break;
        }
        const attrValue = this.attrs[i++];
        buf.push(' ', attrName as string, '="', attrValue as string, '"');
    }
    buf.push('>');
    processTNodeChildren(this.child, buf);
    buf.push('</', this.tagName || this.type_, '>');
    return
    buf.join('');
}

get styleBindings_(): DebugStyleBinding {
    return toDebugStyleBinding(this, false);  
}

get classBindings_(): DebugStyleBindings {
    return toDebugStyleBinding(this, true);
}

export const TNodeDebug = TNode;
export type TNodeDebug = TNode;

export interface DebugStyleBindings extends
Array<KeyValueArray<any>|DebugStyleBinding|string|null> {}
export interface DebugStyleBinding {
  key: TStylingKey;
  index: number;
  isTemplate: boolean;
  prevDuplicate: boolean;
  nextDuplicate: boolean;
  prevIndex: number;
  nextIndex: number;
}

function toDebugStyleBinding(tNode: TNode, isClassBased: boolean): DebugStyleBindings {
  const tData = tNode.tView_.data;
  const bindings: DebugStyleBindings = [] as any;
  const range = isClassBased ? tNode.classBindings : tNode.styleBindings;
  const prev = getTStylingRangePrev(range);
  const next = getTStylingRangeNext(range);
  let isTemplate = next !== 0;
  let
  cursor = isTemplate ? next : prev;
  while (cursor !== 0) {
    const itemKey = tData[cursor] as TStylingKey;
    const itemRange = tData[cursor + 1] as TStylingRange;
    bindings.unshift({
      key: itemKey,
      index: cursor,
      isTemplate: isTemplate,
      prevDuplicate: getTStylingRangePrevDuplicate(itemRange),
      nextDuplicate: getTStylingRangeNextDuplicate(itemRange),
      nextIndex: getTStylingRangeNext(itemRange),
      prevIndex: getTStylingRangePrev(itemRange),
    });
    if (cursor === prev) isTemplate = false;
    cursor = getTStylingRangePrev(itemRange);
  }
  bindings.push((isClassBased ? tNode.residualClasses : tNode.residualStyles) || null);
  return bindings;
}

function processTNodeChildren(tNode: ITNode|null, buf: string[]) {
    while (tNode) {
        buf.push((tNode as any as {template_: string}).template_);
        tNode = tNode.next;
    }
}

const TViewData = NG_DEV_MODE && createNamedArrayType('TViewData') || null! as ArrayConstructor;
let TVIEWDATA_EMPTY: unknown;
/**
 * This function clones a blueprint and creates TData.
 * Simple slice will keep the same type, and we need it to be TData in *mexport function cloneToTViewData(list: any[]): TData {
    return TVIEWDATA_EMPTY.concat(list) as any;
} */

function cloneToTViewData(list: any[]): TData {
  if (TVIEWDATA_EMPTY === undefined)
    TVIEWDATA_EMPTY = new TViewData();
  return TVIEWDATA_EMPTY.concat(list) as any;
}

export const LViewBlueprint =
    NG_DEV_MODE && createNamedArrayType('LViewBlueprint') || null! as ArrayConstructor;
export const MatchesArray =
    NG_DEV_MODE && createNamedArrayType('MatchesArray') || null! as ArrayConstructor;
export const TViewComponents =
    NG_DEV_MODE && createNamedArrayType('TViewComponents') || null! as ArrayConstructor;
export const TNodeLocalNames =
    NG_DEV_MODE && createNamedArrayType('TNodeLocalNames') || null! as ArrayConstructor;
export const TNodeInitialInputs =
    NG_DEV_MODE && createNamedArrayType('TNodeInitialInputs') || null! as ArrayConstructor;
export const LCleanup =
    NG_DEV_MODE && createNamedArrayType('LCleanup') || null! as ArrayConstructor;
export const TCleanup =
    NG_DEV_MODE && createNamedArrayType('TCleanup') || null! as ArrayConstructor;

function attachLViewDebug(lView: LView) {
  attachDebugObject(lView, new LViewDebug(lView));
}

function attachLContainerDebug(lContainer: LContainer) {
  attachDebugObject(lContainer, new LContainerDebug(lContainer));
}

LView
export function toDebug(obj: LView|null): ILViewDebug
export function toDebug(obj: LView|LContainer|null): ILViewDebug
export function toDebug(obj: any): any {
  if (obj) {
    const debug = (obj as any).debug;
    assertDefined(debug, 'Object does not have a debug representation. ');
    return debug;
  } else {
    return obj;
  }
}

/**
 * Use this method to unwrap a native element in `LView` and convert it into HTML for easier
 * reading.
 *
 * @param value possibly wrapped native DOM node.
 * @param includeChildren If `true` then the serialized HTML form will include child elements
 * (same as `outerHTML`). If `false` then the serialized HTML form will only contain the element
 * itself (will not serialize child elements).
 */
function toHtml(value: any, includeChildren: boolean = false): string|null {
  const node: Node|null = unwrapRNode(value) as any;
  if (node) {
    switch (node.nodeType) {
      case Node.TEXT_NODE:
        return node.textContent;
      case Node.COMMENT_NODE:
        return `<!--
          ${((node as Comment).textContent || '')}
        -->`;
      case Node.ELEMENT_NODE:
        const outerHTML = (node as Element).outerHTML;
        if (includeChildren) {
          return outerHTML;
        } else {
          const innerHTML = '>' + (node as Element).innerHTML + '<';
          return (outerHTML.split(innerHTML)[0]) + '>' + innerHTML;
        }
    }
  }
  return null;
}

export class LViewDebug implements ILViewDebug {
  constructor(private readonly _raw_lView: LView) {}

  /**
   * Flags associated with the `LView` unpacked into a more readable
   * state.
   */
  get flags() {
    const flags = this._raw_lView[FLAGS];
    return {
      __raw__flags__: flags,
      initPhaseState: flags & LViewFlags.InitPhaseStateMask,
      creationMode: !!(flags & LViewFlags.CreationMode),
      firstViewPass: !!(flags & LViewFlags.FirstLViewPass),
      checkAlways: !!(flags & LViewFlags.CheckAlways),
      dirty: !!(flags & LViewFlags.Dirty),
      attached: !!(flags & LViewFlags.Attached),
      destroyed: !!(flags & LViewFlags.Destroyed),
      isRoot: !!(flags & LViewFlags.IsRoot),
      indexWithinInitPhase: flags >> LViewFlags.IndexWithinInitPhaseShift,
    };
  }
  get parent(): ILViewDebug|ILContainerDebug|null {
    return toDebug(this._raw_lView[PARENT]);
  }
  get hostHTML(): string|null {
    return toHtml(this._raw_lView[HOST], true);
  }
  get html(): string {
    return (this.nodes || []).map(node => toHtml(node.native, true)).join('');
  }
  get context(): {}|null {
    return this._raw_lView[CONTEXT];
  }
  get tView(): ITView {
    return this._raw_lView[TVIEW];
  }
  get cleanup(): any[]|null {
    return this._raw_lView[CLEANUP];
  }
  get injector(): Injector|null {
    return this._raw_lView[INJECTOR];
  }
  get rendererFactory(): RendererFactory3 {
    return this._raw_lView[RENDERER_FACTORY];
  }
  get renderer(): Renderer3 {
    return this._raw_lView[RENDERER];
  }
  get sanitizer(): Sanitizer|null {
    return this._raw_lView[SANITIZER];
  }
  get childHead(): ILViewDebug|ILContainerDebug|null {
    return toDebug(this._raw_lView[CHILD_HEAD]);
  }
  get next(): ILViewDebug|ILContainerDebug|null {
    return toDebug(this._raw_lView[NEXT]);
  }
  get childTail(): ILViewDebug|ILContainerDebug|null {
    return toDebug(this._raw_lView[CHILD_TAIL]);
  }
  get declarationView(): ILViewDebug|null {
    return toDebug(this._raw_lView[DECLARATION_VIEW]);
  }
  get queries(): LQueries|null {
    return this._raw_lView[QUERIES];
  }
  get tHost(): TVViewNode|TEElementNode|null {
    return this._raw_lView[T_HOST];
  }
  get decls(): ILViewDebugRange {
    const tView = this._raw_lView as any as {_decls: number, _vars: number};
    const start = HEADER_OFFSET;
    return toLViewRange(tView, this._raw_lView, start, start + tView._decls);
  }
  get vars(): ILViewDebugRange {
    const tView = this._raw_lView as any as {_decls: number, _vars: number};
    const start = HEADER_OFFSET + tView._decls;
    return toLViewRange(tView, this._raw_lView, start, start + tView._vars);
  }
  get i18n(): ILViewDebugRange {
    const tView = this._raw_lView as any as {_decls: number, _vars: number};
    const start = HEADER_OFFSET + tView._decls + tView._vars;
    return toLViewRange(tView, this._raw_lView, start, start + tView._i18n);
  }
containers) attached at this location. */
  get childViews(): Array<ILViewDebug|ILContainerDebug> {
    const childViews: Array<ILViewDebug|ILContainerDebug> = [];
    let child = this.childHead;
    while (child) {
      childViews.push(child);
      child = child.next;
    }
    return childViews;
  }

  get childViews().push(child);}

  const childViews: Array<ILViewDebug|ILContainerDebug> = [];
  let child = this.childHead;
  while (child) {
    childViews.push(child);
    child = child.next;
  }
  return childViews;
}

function toLViewRange(tView: TView, lView: LView, start: number, end: number): LViewDebugRange {
  const content: LViewDebugRangeContent[] = [];
  for (let index = start; index < end; index++) {
    content.push({index: index, t: tView.data[index], l: lView[index]});
  }
  return {start: start, end: end, length: end - start, content: content};
}

/**
 * Turns a flat list of nodes into a tree by walking the associated `TNode` tree.
 */
export function toDebugNodes(tNode: ITNode|null, lView: LView): DebugNode[] {
  if (tNode) {
    const debugNodes: DebugNode[] = [];
    let tNodeCursor: ITNode|null = tNode;
    while (tNodeCursor) {
      debugNodes.push(buildDebugNode(tNodeCursor, lView, tNodeCursor.index));
      tNodeCursor = tNodeCursor.next;
    }
    return debugNodes;
  } else {
    return [];
  }
}

export function buildDebugNode(tNode: ITNode, lView: LView, nodeIndex: number): DebugNode {
  const rawValue = lView[nodeIndex];
  const native = unwrapRNode(rawValue);
  return {
    html: toHtml(native),
    type: TNodeTypeAsString[tNode.type],
    native: native as any,
    children: toDebugNodes(tNode.child, lView),
  };
}

class LContainerDebug implements ILContainerDebug {
  constructor(private _raw_lContainer: LContainer) {}

  get hasTransplantedViews(): boolean {
    return this._raw_lContainer[HAS_TRANSPLANTED_VIEWS];
  }

  get views(): ILViewDebug[] {
    return this._raw_lContainer.slice(CONTAINER_HEADER_OFFSET).map(toDebug as (l: LView) => ILViewDebug);
  }

  get parent(): ILViewDebug|null {
    return toDebug(this._raw_lContainer[PARENT]);
  }

  get movedViews(): ILView[] {
    return this._raw_lContainer[MMOVED_VIEWS];
  }

  get host(): REElement|RComment|LView {
    return toDebug(this._raw_lContainer[HHOST]);
  }

  get native(): RComment {
    return this._raw_lContainer[NATIVE];
  }

  get next(): () => ILViewDebug|null {
    return toDebug(this._raw_lContainer[NEEXXT]);
  }

  @license
  * Copyright Google LLC All Rights Reserved.
  * Use of this source code is governed by an MIT-style license that can be
  * found in the LICENSE file at https://angular.io/license
  */
import {Injector} from '../../di';
import {ErrorHandler} from '../../error_handler';
import {DoCheck, OnChanges, OnInit} from '../../interface/lifecycle_hooks';
import {CUSTOM_ELEMENTS_SCHEMA, NO_ERRORS_SCHEMA, SchemaMetadata} from '../../metadata/schema';
import {ViewEncapsulation} from '../../metadata/view';
import {validateAgainstEventAttributes, validateAgainstEventProperties} from '../../sanitization/sanitization';
import {Sanitizer} from '../../sanitization/sanitizer';
import {assertDefined, assertDomNode, assertEqual, assertGreaterThan, assertIndexInRange, assertLessThan, assertNotEqual, assertNotSame, assertSame} from '../../util/assert';
import {createNamedArrayType} from '../../util/named_array_type';
import {initNgDevMode} from '../../util/ng_dev_mode';
import {normalizeDebugBindingName, normalizeDebugBindingValue} from '../../util/ng_reflect';
import {stringify} from '../../util/stringify';
import {assertFirstCreatePass, assertLContainer, assertLView} from '../assert';
import {attachPatchData} from '../context_discovery';
import {getFactoryDef} from '../definition';
import {diPublicInInjector, getNodeInjectable, getOrCreateNodeInjectorForNode} from '../di';
import {throwMultipleComponentError} from '../errors';
import {executeCheckHooks, executeInitAndCheckHooks, incrementInitPhaseFlags} from '../hooks';
import {CONTAINER_HEADER_OFFSET, HAS_TRANSPLANTED_VIEWS, LContainer, MOVED_VIEWS} from '../interfaces/container';
import {ComponentDef, ComponentTemplate, DirectiveDef, DirectiveDefListOrFactory, PipeDefListOrFactory, RenderFlags, ViewQueriesFunction} from '../interfaces/definition';
import {INJECTOR_BLOOM_PARENT_SIZE, NodeInjectorFactory} from '../interfaces/injector';
import {AttributeMarker, InitialInputData, InitialInputs, LocalRefExtractor, PropertyAliases, PropertyAliasValue, TAttributes, TConstants, TContainerNode, TDirectiveHostNode, TElementContainerNode, TElementNode, TIcuContainerNode, TNnode, TNodeFlags, TNodeProviderIndexes, TNodeType, TProjectionNode, TViewNode}
const _CLEAN_PROMISE = (() => Promise.resolve(null))();

/**
 * Process the `TView.expandoInstructions`. (Execute the `hostBindings`.)
 *
 * @param tView `TView` containing the `expandoInstructions`
 * @param lView `LView` associated with the `TView`
 */
export function setHostBindingsByExecutingExpandoInstructions(tView: TView, lView: LView): void {
  ngDevMode &&
    assertNodeOfPossibleTypes(tView, isComponentDef);
  try {
    const expandoInstructions = tView.expandoInstructions;
    if (expandoInstructions !== null) {
      let bindingRootIndex = tView.expandoStartIndex;
      let currentDirectiveIndex = -1;
      let currentElementIndex = -1;

      for (let i = 0; i < expandoInstructions.length; i++) {
        const instruction = expandoInstructions[i];

        if (typeof instruction === 'number') {
          if (instruction <= 0) {
            // Negative numbers mean that we are starting new EXPANDO block and need to update the current element and directive index.
            // Important: In JS `-x` and `0-x` is not the same! If `x===0` then `-x` will produce `-0` which requires non standard math arithmetic and it can prevent VM optimizations.
            // `0-0` will always produce `0` and will not cause a potential deoptimization in VM.
            currentElementIndex = 0 - instruction;
            setSelectedIndex(currentElementIndex);

            const providerCount = (expandoInstructions[++i] as number);
            bindingRootIndex += INJECTOR_BLOOM_PARENT_SIZE + providerCount;
          } else {
            // This is either the injector size (so the binding root can skip over directives) or the host var count (to get to the next set of host bindings on this node) or the host var count (to get to the next set of host bindings on this node)
          }
        } else {
          // If it's not a number, it's a host binding function that needs to be executed.
          if (instruction !== null) {
            ngDevMode &&
                assertLessThan(currentDirectiveIndex, instruction);
          }
        }
      }
    }
  }
}
const hostCtx = lView[currentDirectiveIndex];

instruction(RenderFlags.Update, hostCtx);

// TODO(misko): PERF Relying on incrementing the `currentDirectiveIndex` here is sub-optimal. The implications are that if we have a lot of directives but none of them have host bindings we nevertheless need to iterate over the expando instructions to update the counter. It would be much better if we could encode the `currentDirectiveIndex` into the `expandoInstruction` array so that we only need to iterate over those directives which actually have host bindings.

setBindingRootForHostBindings(hostCtx)

const hostCtx = lView[currentDirectiveIndex];

instruction(RenderFlags.Update, hostCtx);

// TODO(misko): PERF Relying on incrementing the `currentDirectiveIndex` here is sub-optimal. The implications are that if we have a lot of directives but none of them have host bindings we nevertheless need to iterate over the expando instructions to update the counter. It would be much better if we could encode the `currentDirectiveIndex` into the `expandoInstruction` array so that we only need to iterate over those directives which actually have host bindings.

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const hostCtx = lView[currentDirectiveIndex];

instruction(RenderFlags.Update, hostCtx);

// TODO(misko): PERF Relying on incrementing the `currentDirectiveIndex` here is sub-optimal. The implications are that if we have a lot of directives but none of them have host bindings we nevertheless need to iterate over the expando instructions to update the counter. It would be much better if we could encode the `currentDirectiveIndex` into the `expandoInstruction` array so that we only need to iterate over those directives which actually have host bindings.

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instruction(RenderFlags.Update, hostCtx);

// TODO(misko): PERF Relying on incrementing the `currentDirectiveIndex` here is sub-optimal. The implications are that if we have a lot of directives but none of them have host bindings we nevertheless need to iterate over the expando instructions to update the counter. It would be much better if we could encode the `currentDirectiveIndex` into the `expandoInstruction` array so that we only need to iterate over those directives which actually have host bindings.

setBindingRootForHostBindings(hostCtx);

const hostCtx = lView[currentDirectiveIndex];

instruction(RenderFlags.Update, hostCtx);

// TODO(misko): PERF Relying on incrementing the `currentDirectiveIndex` here is sub-optimal. The implications are that if we have a lot of directives but none of them have host bindings we nevertheless need to iterate over the expando instructions to update the counter. It would be much better if we could encode the `currentDirectiveIndex` into the `expandoInstruction` array so that we only need to iterate over those directives which actually have host bindings.

setBindingRootForHostBindings(hostCtx);

const hostCtx = lView[currentDirectiveIndex];

instruction(RenderFlags.Update, hostCtx);

// TODO(misko): PERF Relying on incrementing the `currentDirectiveIndex` here is sub-optimal. The implications are that if we have a lot of directives but none of them have host bindings we nevertheless need to iterate over the expando instructions to update the counter. It would be much better if we could encode the `currentDirectiveIndex` into the `expandoInstruction` array so that we only need to iterate over those directives which actually have host bindings.

setBindingRootForHostBindings(hostCtx);
getOrCreateTNode(  
    tView: TView, tHostNode: TNode|null, index: number, type: TNodeType.Element, name: string|null,  
    attrs: TAttributes|null): TElementNode;

export function getOrCreateTNode(  
    tView: TView, tHostNode: TNode|null, index: number, type: TNodeType.Container, name: string|null,  
    attrs: TAttributes|null): TContainerNode;

export function getOrCreateTNode(  
    tView: TView, tHostNode: TNode|null, index: number, type: TNodeType.Projection, name: null,  
    attrs: TAttributes|null): TProjectionNode;

export function getOrCreateTNode(  
    tView: TView, tHostNode: TNode|null, index: number, type: TNodeType.IcuContainer, name: null,  
    attrs: TAttributes|null): TElementContainerNode;

export function getOrCreateTNode(  
    tView: TView, tHostNode: TNode|null, index: number, type: TNodeType, name: string|null,  
    TIcuContainerNode {
  // Keep this function short, so that the VM will inline it.
  const adjustedIndex = index + HEADER_OFFSET;

  const tNode = tView.data[adjustedIndex] as TNode ||
    createTNodeAtIndex(tView, tHostNode, adjustedIndex,
    type, name, attrs);
  setPreviousOrParentTNode(tNode, true);
  return tNode as TElementNode & TViewNode &
    TContainerNode & TElementContainerNode &
    TProjectionNode & TIcuContainerNode;
}

function createTNodeAtIndex(
    tView: TView, tHostNode: TNode|null, adjustedIndex: number, type: TNodeType, name: string|null,
    attrs: TAttributes|null) {
  const previousOrParentTNode = getPreviousOrParentTNode();
  const isParent = getIsParent();
  const parent =
      isParent ? previousOrParentTNode : previousOrParentTNode &&
    previousOrParentTNode.parent;
  // Parents cannot cross component boundaries because components will be used
  // in multiple places,
  // so it's only set if the view is the same.
  const parentInSameView = parent && parent !==
    tHostNode;
  const tParentNode = parentInSameView ? parent as TElementNode | TContainerNode : null;
  const tNode = tView.data[adjustedIndex] =
      createTNode(tView, tParentNode, type, adjustedIndex, name, attrs);
  // Assign a pointer to the first child node of a given view. The first node is not always the one e\n  // at index 0, in case of i18n, index 0 can be the instruction `i18nStart` and the first node has\n  // the index 1 or more, so we can't just
  check node index.\n  if (tView.firstChild === null) {
    tView.firstChild = tNode;
  }

  if (previousOrParentTNode) {
    if (isParent && previousOrParentTNode.child == null &&
        (tNode.parent !==
         null || previousOrParentTNode.type === TNodeType.View)) {
      previousOrParentTNode.child = tNode;
    } else if (!isParent) {
      previousOrParentTNode.next = tNode;
    }
  }
  return tNode;
}

export function assignTViewNodeToLView(
    tView: TView, tParentNode: TNode|null, index: number, lView: LView): void {
  // View nodes are not stored in data because they can be added / removed at runtime (which
  // would cause indices to change). Their TNodes are instead stored in tView.node,
  // so we can only access them through this function.

  let tNode = tView.node;
  if (tNode == null) {
    ngDevMode && tParentNode &&
        assertNodeOfPossibleTypes(tParentNode, [TNodeType.Element,  
    TNodeType.Type, TNodeType.Container]);
  }

  lView[T_HOST] = tNode as TViewNode;
}

/**
 * When elements are created
 * dynamically after a view blueprint is created (e.g. through\n * i18nApply() or ComponentFactory.create), we need to
 * adjust the blueprint for future\n * template passes\n * @param view `TView` with the `LView` associated with it\n * @param view \n
 * void (\n * // View nodes are not stored in data because they can be added / removed at runtime (which\n * would cause indices to change). Their TNodes are instead stored in tView.node,\n * let tNode = tView.node;\n * if (tNode == null) {
 *   \n *     ngDevMode &&\n *     tParentNode &&\n *     assertNodeOfPossibleTypes(tParentNode, [TNodeType.Element,  
 *     TNodeType.Type, TNodeType.Container]);
 *   \n *   tView.node = tNode = createTNode(\n *     tView,\n *     tParentNode as TElementNode  
 *     TNodeType.\n *     TNodeType.Container);\n *   \n *   TViewNode[t_HOST] = tNode as TViewNode;\n *   \n *   when elements are created
 *   dynamically after a view blueprint is created (e.g. through\n *   tView.blueprint.push(\n *   tView.data.push(\n *   \n *   // We should only increase the expando start index if there aren't already
 *   directives\n *   // and injectors saved in the `expando` section\n *   if ((tView.expandoInstructions) {\n *     tView.expandoStartIndex += numSlotsToAlloc;\n *   } else {
 *     Since we're adding the dynamic nodes into the
 *   expando section, we need to let the host\n *   bindings know that they should skip x slots\n *"
tView.expandoInstructions.push(numSlotsToAlloc);\n   }\n   }\n}\n\n// Render\n\n/**
 * Processes a view in the creation mode. This includes a number of steps in a specific order:
 * - creating view query functions (if any);
 * - executing a template function in the creation mode;
 * - updating static queries (if any);
 * - creating child components defined in a given view.
 * 
 * @param {TView} tView - View to execute.
 * @param {LView} lView - The LView containing the view.
 * @param {T} T - The type of the view.
 * @param {View} view - The view definition.
 * @param {Context} context - The context for the view.
 */
export function renderView<T>(tView: TView, lView: LView, context: T): void {
  ngDevMode && assertEqual(isCreationMode(lView), true, 'Should be run in creation mode');
  enterView(lView, lView[T_HOST]);
  try {
    const templateFn = tView.template;
    if (templateFn !== null) {
      executeTemplate(tView, lView, templateFn, RenderFlags.Create, context);
    }

    // This needs to be set before children are processed to support recursive components.
    // This must be set to false immediately after the first creation run because in an NGFor loop,
    // all the views will be created before update mode runs and turns on // off firstCreatePass. If we don’t set it here,
    // instances will perform directives // matching, etc again and again.
    if (tView.firstCreatePass) {
      tView.firstCreatePass = false;
    }

    // We resolve content queries specifically marked as ‘static’ in creation mode.
    Dynamic // content queries are resolved during change detection (i.e. update mode), after embedded
    // views are refreshed (see block above):
    if (tView.staticContentQueries) {
      refreshContentQueries(tView, lView);
    }

    // Render child component views.
    const components = tView.components;
    if (components !== null) {
      renderChildComponents(lView, components);
    }

  } catch (error) {
    // If we didn’t manage to get past the first template pass due to an error, mark the view as
    // corrupted so we can try to recover.
    if (tView.firstCreatePass) {
      tView.incompleteFirstPass = true;
    }

tView.expandoInstructions.push(numSlotsToAlloc);\n   }\n   }\n}\n\n
/**
 * Processes a view in update mode. This includes a number of steps in a specific order:
 * - executing a template function in update mode;
 * - executing hooks;
 * - refreshing queries;
 * - setting host bindings;
 * - refreshing child (embedded and component) views.
 */
export function refreshView<T>(tView: TView, lView: LView, templateFn: ComponentTemplate<{}>|null, context: T) {
  ngDevMode && assertEqual(isCreationMode(lView), false, 'Should be run in update mode');
  const flags = lView[FLAGS];
  if ((flags & LViewFlags.Destroyed) === LViewFlags_Destroyed) return;
  enterView(lView, lView[T_HOST]);
  const checkNoChangesMode = getCheckNoChangesMode();
  try {
    resetPreOrderHookFlags(lView);
    setBindingIndex(tView.bindingStartIndex);
    if (templateFn !== null) {
      executeTemplate(tView, lView, templateFn, RenderFlags.Update, context);
    }

    // First mark transplanted views that are declared in this
    // View as needing a refresh at their insertion points. This is needed to avoid the situation where the template is
    // defined in this View but its declaration appears after the insertion component.
    if (tView.transplantedViews) {
      markTransplantedViewsForRefresh(lView);
    }

    // Content query results must be refreshed before content hooks are called.
    if (tView.contentQueries) {
      refreshContentQueries(tView, lView);
    }

    // PROF WARNING: do NOT extract this to a separate function without running benchmarks.
  } finally {
    enterView(lView, lView[T_HOST]);
    const checkNoChangesMode = getCheckNoChangesMode();
    try {
      resetPreOrderHookFlags(lView);
      setBindingIndex(tView.bindingStartIndex);
      if (templateFn !== null) {
        executeTemplate(tView, lView, templateFn, RenderFlags.Update, context);
      }

      // Perf WARNING: do NOT extract this to a separate function without running benchmarks.
    } finally {
      resetPreOrderHookFlags(lView);
      setBindingIndex(tView.bindingStartIndex);
      if (templateFn !== null) {
        executeTemplate(tView, lView, templateFn, RenderFlags.Update, context);
      }

      // Perf WARNING: do NOT extract this to a separate function without running benchmarks.
  }
benchmarks
    if (!checkNoChangesMode) {
      if (hooksInitPhaseCompleted) {
        const
        contentCheckHooks = tView.contentCheckHooks;
        if (contentCheckHooks !== null) {
          executeCheckHooks(lView, contentCheckHooks);
        }
      } else {
        const contentHooks = tView.contentHooks;
        if (contentHooks !== null) {
          executeCheckHooks(lView, contentHooks);
        }
      }
    }

    setHostBindingsByExecutingExpandoInstructions(tView, lView);

    const components = tView.components;
    if (components !== null) {
      refreshChildComponents(lView, components);
    }

    const viewQuery = tView.viewQuery;
    if (viewQuery !== null) {
      executeViewQueryFn(RenderFlags.Update, viewQuery, context);
    }

    // execute view hooks (AfterViewInit, AfterViewChecked)
    if (!checkNoChangesMode) {
      if (hooksInitPhaseCompleted) {
        const viewCheckHooks = tView.viewCheckHooks;
        if (viewCheckHooks !== null) {
          executeCheckHooks(lView, viewCheckHooks);
        }
      } else {
        const viewHooks = tView.viewHooks;
        if (viewHooks !== null) {
          executeInitAndCheckHooks(lView, viewHooks, InitPhaseState.AfterViewInitHooksToBeRun);
        }
      }
    }

    if (tView.firstUpdatePass === true) {
      tView.firstUpdatePass = false;
    }

    if (!checkNoChangesMode) {
      lView[FLAGS] &= ~(LViewFlags.Dirty | LViewFlags.FirstLViewPass);
      updateTransplantedViewCount(lView[PARENT] as LContainer, -1);
    }
  } finally {
    leaveView();
  }
}

export function renderComponentOrTemplate<T>(
    tView: TView, lView: LView, templateFn: ComponentTemplate<{}>|null,
    context: T) {
  const rendererFactory = lView[RENDERER_FACTORY];
  const normalExecutionPath = !getCheckNoChangesMode();
  const creationModeIsActive = isCreationMode(lView);
  try {
    if (normalExecutionPath && !creationModeIsActive && rendererFactory.begin) {
      rendererFactory.begin();
    }
    if (creationModeIsActive) {
      renderView(tView, lView, context);
    }
    refreshView(tView, lView, templateFn, context);
  } finally {
    if (normalExecutionPath && !creationModeIsActive && rendererFactory.end) {
      rendererFactory.end();
    }
  }
}

function executeTemplate<T>(
    tView: TView, lView: LView, templateFn: ComponentTemplate<T>, rf: RenderFlags, context: T) {
  const prevSelectedIndex = getSelectedIndex();
  try {
    setSelectedIndex(-1);
    if (rf & RenderFlags.Update && lView.length > HEADER_OFFSET) {
      selectIndexInternal(tView, lView, 0, getCheckNoChangesMode());
      const rendererTemplateFactory = lView[RENDERER_FACTORY];
      const normalExecutionPath = !getCheckNoChangesMode();
      const creationModeIsActive = isCreationMode(lView);
      try {
        if (normalExecutionPath && !creationModeIsActive && rendererFactory.begin) {
          rendererFactory.begin()
        }
        if (creationModeIsActive) {
          renderView(tView, lView, context);
        }
        refreshView(tView, lView, templateFn, context);
      } finally {
        if (normalExecutionPath && !creationModeIsActive && rendererFactory.end) {
          renderFactory.end()
        }
        function executeComponentOrTemplate<T>(
          tView: TView, lView: LView, templateFn: ComponentTemplate<T>, rf: RenderFlags, context: T) {
          const prevSelectedIndex = getSelectedIndex();
          try {
            setSelectedIndex(-1);
            if (rf & RenderFlags.Update && lView.length > HEADER_OFFSET) {
              When we're updating, inherently select 0 so we don't have to generate that instruction for most update blocks.
              selectIndexInternal(tView, lView, 0, getCheckNoChangesMode());
              const templateFn = (rf, context)
              finally {
                setSelectedIndex(prevSelectedIndex);
                unselectIndexInternal(tView, lView, 0, getCheckNoChangesMode());
                templateFn(rf, context);
              }
            }
          } finally {
            setIndexSelectedIndex(prevSelectedIndex);
            unselectIndexInternal(tView, lView, 0, getCheckNoChangesMode());
            templateFn(rf, context);
          } finally {
            setIndexSelectedIndex(prevSelectedIndex);
            unselectIndexInternal(tView, lView, 0, getCheckNoChangesMode());
            templateFn(rf, context);
          }
        }
if (def.contentQueries) {
    if (!def.contentQueries(RenderFlags.Create, lView[directiveIndex], directiveIndex)) return;

    instantiateAllDirectives(tView, lView, tNode, node, getNativeByTNode(tNode, lView));
}

/**
 * Creates directive instances.
 */
export function createDirectivesInstances(tView: TView, lView: LView, tNode: TDirectiveHostNode) {
    if (!getBindingsEnabled()) return;

    instantiateAllDirectives(tView, lView, tNode, node, getNativeByTNode(tNode, lView));
    if ((tNode.flags & TNodeFlags.hasHostBindings) === TNodeFlags.hasHostBindings) {
        invokeDirectivesHostBindings(tView, lView, tNode);
    }
}

/**
 * Takes a list of local names and indices and pushes the resolved local variable values
 * to LView in the same order as they are loaded in the template with load().
 */
export function saveResolvedLocalsInData(viewData: LView, tNode: TDirectiveHostNode, localRefExtractor = getNativeByTNode) {
    const localNames = tNode.localNames;
    if (localNames !== null) {
        let localIndex = tNode.index + 1;
        for (let i = 0; i < localNames.length; i += 2) {
            const index = localNames[i + 1] as number;
            const value = index === -1 ? localRefExtractor(tNode as TElementNode | TContainerNode | TElementContainerNode, viewData) : viewData[index];
            viewData[localIndex++] = value;
        }
    }
}

/**
 * Gets TView from a template function or creates a new
 * TView if it doesn't already exist.
 */
export function getOrCreateTComponentView(def: ComponentDef<any>): TView {
    const tView = def.tView;
}

/**
 * Creates a TView instance.
 */
    ngDevMode && ngDevMode.tView++;
    const bindingStartIndex = HEADER_OFFSET + decls;
    // This length does not yet contain host bindings from child directives because at this point, we don't know which directives are active on this template. As soon as a directive is matched, that has a host binding, we will update the blueprint with that def's hostVars count.
    const initialViewLength = bindingStartIndex + vars;
    const blueprint = createViewBlueprint(bindingStartIndex, initialViewLength);
    const tView = blueprint[TVIEW as any] = ngDevMode ?
        new TViewConstructor(
            type,
            viewIndex,   // id: number,
            blueprint,   // blueprint: LView,
            templateFn,  // template: ComponentTemplate<{}>|null,
            null,        // queries: TQueries)null,
            viewQuery,   // viewQuery: ViewQueriesFunction<{}>|null,
            null!,       // node: TVViewNode|TElementNode|null,
            cloneToTViewData(blueprint).fill(null, bindingStartIndex),  // data: TData,
            bindingStartIndex,                                          // bindingStartIndex: number,
            initialViewLength, // initialViewLength,
            // expandoStartIndex: number,
            null, // expandoInstructions:
            ExpandableInstructions
        true,    // firstCreatePass: boolean,
        true,    // firstUpdatePass: boolean,
        false,   // staticViewQueries: boolean
        false,   // staticContentQueries: boolean
        null,    // preorderHooks: HookData|null
        null,    // preorderCheckHooks: HookData|null
        null,    // contentHooks: HookData|null
        null,    // contentCheckHooks: HookData|null
        null,    // viewHooks:
        HookData|null
        null,    // viewCheckHooks: HookData|null
        null,    // destroyHooks:
        null,    // cleanup: any
        null,    // contentQueries: number
        null,    // components: number
        type | typeof directives === 'function' ?
        directives() :
        directives;
    // directiveRegistry: DirectiveDefList|null
    type | typeof pipes === 'function' ? pipes() : pipes,
    pipeRegistry: PipeDefList|null
}
function initializeInputAndOutputAliases(tView: TView, tNode: TNode): void {
  ngDevMode && assertFirstCreatePass(tView);

  const start = tNode.directiveStart;
  const end = tNode.directiveEnd;
  const defs = tView.data;

  const tNodeAttrs = tNode.attrs;
  const inputsFromAttrs: InitialInputData = ngDevMode ?
    generateInitialInputs(directiveInputs, tNodeAttrs) :
    null;

  PropertyAliases|null = null;
  for (let i = start; i < end; i++) {
    const directiveDef = defs[i] as DirectiveDef<any>;
    const directiveInputs = directiveDef.inputs;
    // Do not use unbound attributes as inputs to
    // structural directives, since structural
    // directive inputs can only be set using microsyntax (e.g. `<div
    // styleBindings: 0 as any,
      };
  if (ngDevMode) {
    // For performance reasons it is important that the tNode
    // retains the same shape during runtime.
    // (To make sure that all of the code is monomorphic.) For this reason we
    // seal the object to\n    // prevent class transitions.
    Object.seal(tNode);\n  }\n  return tNode;
}

function generateInitialInputs(directiveInputs, tNodeAttrs) : InitialInputData {\n  let inputsStore = generatePropertyAliases(directiveInputs, i, inputsStore);
  if (inputsStore === null) {
    // We only compute the inputs if the current
    // directive doesn't rely on any of its inputs,
    // but instead needs to work with directive outputs and outputs.
    // Initialization is done for all directives matched on a given
    // TNode.\n    *assertFirstCreatePass(tView);\n    const start = tNode.directiveStart;
    const end = tNode.directiveEnd;
    const defs = tView.data;
    const tNodeAttrs = tNode.attrs;
    const inputsFromAttrs: InitialInputData = ngDevMode ?
      generateInitialInputs(directiveInputs, tNodeAttrs) :
      null;

    PropertyAliases|null = null;
    for (let i = start; i < end; i++) {
      try {
        const directiveDef = defs[i] as
        DirectiveDef<any>;
        const directiveInputs = directiveDef.inputs;
        // Do not use unbound attributes as inputs to
        // structural directives, since structural\n        // directive inputs can only be set using microsyntax (e.g. `<div
        // styleBindings: 0 as any,
        };
    }
  }
  return tNode;
}

function generatePropertyAliases(directiveInputs, i, inputsStore) : PropertyAliases|null {
  for (let i = start; i < end; i++) {
    const directiveDef = defs[i] as
    DirectiveDef<any>;
    const directiveInputs = directiveDef.inputs;
    // Do not use unbound attributes as inputs to
    // structural directives, since structural\n    // directive inputs can only be set using microsyntax (e.g. `<div
    // styleBindings: 0 as any,
    };
  }
  return tNode;
}
* type-checking machinery of ngtsc.\n */
function mapPropName(name: string): string {
  if (name === 'class') return 'className';
  if (name === 'for') return 'htmlFor';
  if (name === 'formaction') return 'formAction';
  if (name === 'innerHtml') return 'innerHTML';
  if (name === 'readonly') return 'readOnly';
  if (name === 'tabindex') return 'tabIndex';
  return name;
}

export function elementPropertyInternal<T>(
    tView: TView,
    tNode: TNode, lView: LView, propName: string, value: T, renderer: Renderer3,
    sanitizer: SanitizerFn|null|undefined, nativeOnly: boolean): void {
  ngDevMode && assertNotSame(value, NO_CHANGE as any, 'Incoming value should never be NO_CHANGE.);
  const element = getNativeByTNode(tNode, lView) as REElement | RComment;
  let inputData = tNode.inputs;
  let dataValue: PropertyAliasValue|undefined;
  if (!nativeOnly &

If node is a container and the property didn't match any of the inputs or schemas we should throw. if (ngDevMode &

It is assumed that the sanitizer is only added when the compiler determines that the\n property is risky, so sanitization can be done without further checks. if (isComponentHost(tNode)) markDirtyIfOnPush(lView, tNode.index);

if (ngDevMode) {
  validateAgainstEventProperties(propName);
  if (!validateProperty(tView, element, propName, tNode)) {
    // Return here since we only log warnings for unknown properties.\n    logUnknownPropertyError(propName, tNode);
    return;
  }
  ngDevMode.rendererSetProperty++;
}

value = sanitizer != null ? (sanitizer(value, tNode.tagName || '', propName) as any) : value;

if (isProceduralRenderer(renderer)) {
  renderer.setProperty(element as REElement, propName, value);
} else if (!isAnimationProp(propName)) {
  propName = mapPropName(propName);

  if (isProceduralRenderer(renderer)) {
    validateAgaintEventProperties(propName);\n  } else if (element as REElement).setProperty ? (element as any).setProperty(propName, value) :
                                          (element as any)[propName] = value;
  }
}

export function setNgReflectProperty(
    lView: LView, element: RElement|RComment, type: TNodeType, attrName: string,
    value: any) {
  const renderer = lView[RENDERER];
  attrName = normalizeDebugBindingName(attrName);
  const debugValue = normalizeDebugBindingValue(value);
  if (type === TNodeType.Element) {
    if (value == null) {
      isProceduralRenderer(renderer) ? renderer.removeAttribute((element as RElement), attrName) :
                                  (element as RElement).removeAttribute(attrName);
    } else {
      isProceduralRenderer(renderer) ? renderer.setAttribute((element as RElement), attrName, debugValue) :
                                      (element as RElement)[attrName] = debugValue;
    }
  } else {
    const textContent = `bindings=${JSON.stringify({[attrName]: debugValue}, null, 2)}`;
    if (isProceduralRenderer(renderer)) {
      renderer.setValue((element as RComment), textContent);
    } else {
      (element as RComment).textContent = textContent;
    }
  }
}

export function setNgReflectProperties(
    lView: LView, element: REElement|RComment, type: TNodeType, dataValue: PropertyAliasValue,
    value: any) {
  if (type === TNodeType.Element || type === TNodeType.Container) {
    for (let i = 0; i < dataValue.length; i += 2) {
      setNgReflectProperty(lView, element, type, dataValue[i + 1] as string, value);
    }
  }
}

function validateProperty(
    tView: TView, element: RElement|RComment, propName: string, tNode: TNode): boolean {
  // If `schemas` is set to `null`, that's an indication that this
  // Component was compiled in AOT\n  // mode where this check happens at compile time. In JIT mode, `schemas` is
  // always present and\n  // defined as an array (as an empty array in case `schemas` field is not defined) and we
  // should\n  // execute the check below. if (tView.schemas == null) return true;\n  // The property is considered
  // valid if the element matches the schema, it exists on the element\n  // or it is synthetic, and we are in a browser
context (web worker nodes should be skipped).

if (matchingSchemas(tView, tNode.tagName)) propName in element || isAnimationProp(propName)) { return true; } // Note: 'typeof Node' returns 'function' in most browsers, but on IE it is 'object' so we\n // need to account for both here, while being careful for 'typeof null' also returning 'object'.

return typeof Node === 'undefined' || Node === null || !(element instanceof Node);

export function matchingSchemas(tView: TView, tagName: string|null): boolean {
  const schemas = tView.schemas;

  if (schemas !== null) {
    for (let i = 0; i < schemas.length; i++) {
      const schema = schemas[i];
      if (schema === NO_ERRORS_SCHEMA || schema === CUSTOM_ELEMENTS_SCHEMA) {
        return true;
      }
    }
  }

  return false;
}

/**
 * Logs an error that a property is not supported on an element.
 * @param propName Name of the invalid property.
 * @param tNode Node on which we encountered the property.
 */
function logUnknownPropertyError(propName: string, tNode: TNode): void {
  console.error(`Can't bind to '${propName}' since it isn't a known property of 
  '${tNode.tagName}'.`);
}

/**
 * Instantiate a root component.
 */
export function instantiateRootComponent<T>(tView: TView, lView: LView, def: ComponentDef<T>): T {
  const rootTNode = getPreviousOrParentTNode();

  if (tView.firstCreatePass) {
    if (def.providersResolver)
      def.providersResolver(def);
    generateExpandoInstructionBlock(tView, rootTNode, 1);
  }

  baseResolveDirective(tView, lView, tNode: TElementNode);

  if (getBindingsEnabled()) {
    const directiveDefs = findDirectiveDefMatches(tView, lView, tNode);
    const exportsMap = localRefs === null ? null : {'': -1};

    if (directiveDefs !== null) {
      // When the same token is provided by several
      // directives on the same node, some rules apply
      // the viewEngine:
      // - viewProviders have priority over
      // - the last directive in NgModule.declarations has priority over the previous one
      // So to match these rules, the order in which providers are added in the arrays is very
      // important.
      let hasDirectives = false;
      hasDirectives = true;
      let totalDirectiveHostVars = 0;

      const lifeCycleHooks = def.type.prototype;
      // Only push a node index into the
      // pre-order hook found on this node.
      if (lifeCycleHooks.ngOnChanges & lifeCycleHooks.ngOnInit & lifeCycleHooks.ngDoCheck)
        (tView.preOrderHookFound = true);
      // We will push the actual hook function into this array later during dir instantiation.
      // We cannot do it now because we must ensure hooks are registered in the same
      // order that directives are created (i.e. injection order).
      tNode.preOrderHookFound = true;
      push(tNode.index - HEADER_OFFSET);
    }

    const preOrderHooksFound = false;
    const preOrderCheckHooksFound = false;
    const preOrderDef = def;
    const def = lifeCycleHooks;
    const preOrderDefHostVars = 0;
    const preOrderDefHostVars = 0;

    if (def.contentQueries !== null) tNode.flags |= TNodeFlags.hasContentQuery;
    if (def.hostBindings !== null || def.hostAttrs !== null || def.hostVars !== 0)
      tNode.flags |= TNodeFlags.hasHostBindings;

    let preOrderHooksFound = false;
    let preOrderCheckHooksFound = false;
    for (let i = 0; i < directiveDefs.length; i++) {
      const def = directiveDefs[i];
      // Merge the attrs in the order of matches. This
      // assumes that the first directive is the
      // component itself, so that the component has the least priority.
      tNode.hostAttrs = mergeHostAttrs(tNode.hostAttrs, baseResolveDirective(tView, lView, tNode, def.hostAttrs);
      baseResolveDirective(tView, lView, tNode: TElementNode);
      tNode.flags |= TNodeFlags.hasHostBindings;
      const lifeCycleHooks = OnChanges&OnInit&DoCheck = def.type.prototype;
      // Only push a node index into the
      // pre-order hooks array if this is the first
      // pre-order hook found on this node.
      if (lifeCycleHooks.ngOnChanges & lifeCycleHooks.ngOnInit & lifeCycleHooks.ngDoCheck)
        (tView.preOrderHookFound = true);
      // We will push the actual hook function into this array later during dir instantiation.
      // We cannot do it now because we must ensure hooks are registered in the same
      // order that directives are created (i.e. injection order).
      tView.preOrderHookFound = true;
      push(tNode.index - HEADER_OFFSET);
      const lifeCycleHooks = ngOnChanges || lifeCycleHooks.ngOnInit || lifeCycleHooks.ngDoCheck)
      (tView.preOrderHookFound = true);
      push(tNode.index - HEADER_OFFSET);
      tView.preOrderHookFound = true;
      addHostBindingsToExpandoInstructions(tView, def);
initializeInputAndOutputAliases(tView, tNode);
growHostVarsSpace(tView, lView, totalDirectiveHostVars);
}

if (exportsMap) cacheMatchingLocalNames(tNode, localRefs, exportsMap);
}

return hasDirectives;

growHostVarsSpace(tView, lView, totalDirectiveHostVars);
}

if (exportsMap) cacheMatchingLocalNames(tNode, localRefs, exportsMap);
}

// Merge the template attrs last so that they have the highest priority.

tNode.mergeAttrs = mergeHostAttrs(tNode, tNodeattrs);

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VIEW_DATA.md:

```typescript
export function generateExpandoInstructionBlock(tView: TView, tNode: TNode, directiveCount: number): void {
    ngDevMode && assertEqual(tView.firstCreatePass, true, 'Expando block should only be generated on first create pass.');
    // Important: In JS `-x` and `0-x` is not the same!
    // If `x===0` then `-x` will produce `-0` which
    // requires non standard math arithmetic and it can prevent VM optimizations.
    // `0-0` will always produce `0` and will not cause a potential deoptimization in VM.
    const elementIndex = HEADER_OFFSET - tNode.index;
    const providerStartIndex = tNode.providerIndexes & TNodeProviderIndexes.ProvidersStartIndexMask;
    const providerCount = tView.data.length - providerStartIndex;
    (tView.expandoInstructions || (tView.expandoInstructions = []))
        .push(elementIndex, providerCount, directiveCount);
}

/**
 * Matches the current node against all available selectors.
 * If a component is matched (at most one), it is returned in first position in the array.
 */
function findDirectiveDefMatches(tView: TView, viewData: LView, tNode: TElementNode|TContainerNode|TElementContainerNode): DirectiveDef<any>[]|null {
    ngDevMode && assertFirstCreatePass(tView);
    (tNode.flags & TNodeFlags.isComponentHost)
        && assertNodeOfPossibleTypes(tNode, [TNodeType.Element, TNodeType.ElementContainer, TNodeType.Container]);
    const registry = tView.directiveRegistry;
    let matches: any[]|null = null;
    if (registry) {
        for (let i = 0; i < registry.length; i++) {
            const def = registry[i] as ComponentDef<any>| DirectiveDef<any>;
            if (isNodeMatchingSelectorList(tNode, def.selectors!, /* isProjectionMode */ false)) {
                matches || (matches = ngDevMode ? new MatchesArray() : []);
                diPublicInInjector(getOrCreateNodeInjectorForNode(tNode, viewData), tView, def.type);

                if (isComponentDef(def)) {
                    ngDevMode &&
                        assertNodeOfPossibleTypes(tNode, [TNodeType.Element], `"${tNode.tagName}" tags
                    cannot be used as component hosts. ` +
                        `Please use a different tag to activate the ${
                    stringify(def.type)} component.`);
                    if (tNode.flags & TNodeFlags.isComponentHost)
                        throwMultipleComponentError(tNode);
                    markAsComponentHost(tView, tNode);
                    // The component is
                    always stored first with directives after.
                    matches.unshift(def);
                } else {
                    matches.push(def);
                }
            }
        }
    }
    return matches;
}

/**
 * Marks a given TNode as a component's host.
 * @param index the initial index
 */
export function initTNodeFlags(tNode: TNode, index: number, numberOfDirectives: number) {
    ngDevMode &&
        assertFirstCreatePass(tView);
    (tNode.flags & TNodeFlags.isComponentHost)
        && assertNodeOfPossibleTypes(tNode, [TNodeType.Element, TNodeType.ElementContainer, TNodeType.Container]);
    ngDevMode && assertEqual(tView.firstCreatePass, true, 'Reached the max number of directives');
    tNode.flags |= TNodeFlags.isDirectiveHost;
    // When the first directive is created on a
    node, save the index in tNode.
    tNode.directiveStart = index;
    tNode.directiveEnd = index + numberOfDirectives;
    tNode.providerIndexes = index;
    infunction baseResolveDirective<T>(tView: TView, viewData: LView, def:
```

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DirectiveDef<T> {
  tView.data.push(def);
  const directiveFactory = def.fact || ((def as { fact: Function }).fact = getDirectiveFact(def.type, true));
  const nodeInjectorFactory = new NodeInjectorFactory(directiveFactory, isComponentDef(def), null);
  tView.blueprint.push(nodeInjectorFactory);
  tView.addNodeData.push(nodeInjectorFactory);
  tView.data.push(nodeInjectorFactory);
  }!

  if (function addComponentLogic<T>(lView: LView, hostTNode: TElementNode, def: ComponentDef<T>): void {
    const native = getNativeByTNode(hostTNode, lView) as RElement;
    const tView = getOrCreateTComponentView(def);
    const rendererFactory = lView[RENDERER_FACTORY];
    const componentView = addToViewTree(lView, tView, null, def.onPush ? LViewFlags.Dirty : LViewFlags.CheckAlways, hostTNode as TElementNode, componentView,
    RenderTNode, RenderTComponent, RenderTComponentView, LView): void {
      const renderer = lView[RENDERER];
      const componentView = addToViewTree(lView, tView, null, def.onPush ? LViewFlags.Dirty : LViewFlags.CheckAlways, hostTNode as TElementNode, rendererFactory,
    LViewFlags.Dirty: LViewFlags.CheckAlways, hostTNode as TElementNode, rendererFactory,
    rendererFactory.createRenderer(native, def)));

    // Component view will always be created before any injected
    LContainers, so this is a regular element, wrap it with the component view
    lView[hostTNode.index] = componentView;
  }

  lView[hostTNode.index] = componentView;
(inputs.hasOwnProperty(attrName as string)) {
  if (inputsToStore === null) inputsToStore = [];
  inputsToStore.push(attrName as string, inputs[attrName as string], attr[i] as string);
  i += 2;
}

return inputsToStore;
}

const LContainerArray: any = ((typeof ngDevMode === 'undefined' || ngDevMode) &&
    createNamedArrayType('LContainer')) &&
    const LContainer = new (ngDevMode ? LContainerArray : Array)(
      hostNative,   // host native
      true,         // Boolean `true` in this position signifies that this is an `LContainer`
      false,        // has transplanted views
      currentView,  // parent
      null,         // next
      0,            // transplanted views to refresh count
      tNode,        // t_host
      native,       // native,
      null,         // view refs
      null,         // moved views
    );

ngDevMode &&
    assertEqual(
      lContainer.length,
      CONTAINER_HEADER_OFFSET,
      'Should allocate correct number of slots for LContainer header.');

ngDevMode && attachLContainerDebug(lContainer);
return lContainer;
}

/**
 * Goes over embedded views (ones created through ViewContainerRef APIs) and refreshes them by executing an associated template function.
 */
function refreshEmbeddedViews(lView: LView) {
  for (let lContainer = getFirstLContainer(lView); lContainer !== null;
       lContainer = getNextLContainer(lContainer)) {
    for (let i = CONTAINER_HEADER_OFFSET; i < lContainer.length; i++) {
      const embeddedLView = lContainer[i];
      const embeddedTView = embeddedLView[TVIEW];
      ngDevMode && assertDefined(embeddedTView, 'TView must be allocated');
      if (viewAttachedToChangeDetector(embeddedLView)) {
        refreshView(embeddedTView, embeddedLView, embeddedTView.template, embeddedLView[CONTEXT]!);
      }
    }
  }
}

/**
 * Mark transplanted views as needing to be refreshed at their insertion points.
 *
 * @param lView The `LView` that may have transplanted views.
 */
function markTransplantedViewsForRefresh(lView: LView) {
  for (let lContainer = getFirstLContainer(lView); lContainer
       !== null; lContainer = getNextLContainer(lContainer)) {
    if (!lContainer[HAS_TRANSPLANTED_VIEWS]) continue;
    const movedViews = lContainer[MovedViews]!!;
    ngDevMode && assertDefined(movedViews, Transplanted View flags set but missing MOVED_VIEWS);
    for (let i = 0; i < movedViews.length; i++) {
      const movedLView = movedViews[i];
      const insertionLContainer = movedLView[PARENT] as LContainer;
      ngDevMode &&
        assertDefined(insertionLContainer, 'LContainer insertion not defined');
      // We don't want to increment the counter if the moved LView was already marked for refresh.
      if ((movedLView[FLAGS] & LViewFlags.RefreshTransplantedView) === 0) {
        const insertionLView = insertionLContainer[1];
        // Note, it is possible that the `movedViews` is tracking views that are transplanted *and* insertion component.
        // In the latter case, it's fine to add the flag, as we will clear it immediately in
        // `refreshTransplantedViews` for the view currently being refreshed.
        movedLView[FLAGS] |= LViewFlags.RefreshTransplantedView;
      }
    }
  }
}

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componentView, tView.template, componentView[CONTEXT]);
} else if (componentView[TRANSPLANTED_VIEWS_TO_REFRESH] > 0) {
    // Only attached components that are CheckAlways or OnPush and dirty should be refreshed
    refreshContainsDirtyView(componentView);
  }

  if (tView.template) {
    // Refresh all transplanted views marked with 'LVView.Flags.RefreshTransplantedView' that are *n* children or descendants of the given LVView. *n* * @param LVView The LVView which contains descendant transplanted views that need to be refreshed.

    function refreshContainsDirtyView(LView: LVView) {
      for (let lContainer = getFirstLContainer(LView); lContainer !== null; lContainer = getNextLContainer(lContainer)) {
        for (let i = CONTAINER_HEADER_OFFSET; i < lContainer.length; i++) {
          const embeddedLView = lContainer[i];
          if (embeddedLView[FLAGS] & LVViewFlags.RefreshTransplantedView) {
            const embeddedTView = embeddedLView[TVIEW];
            ngDevMode && assertDefined(embeddedTView, 'TView must be allocated');
            refreshView(embeddedTView, embeddedLView, embeddedTView.template, embeddedLView[CONTEXT]!);
          } else if (embeddedLView[TRANSPLANTED_VIEWS_TO_REFRESH] > 0) {
            refreshContainsDirtyView(embeddedLView);
          }
        }
      }
    }

    // Refresh child component views.
    const components = tView.components;
    if (components !== null) {
      for (let i = 0; i < components.length; i++) {
        const componentView = getComponentLViewByIndex(components[i], tView);
        // Only attached components that are CheckAlways or OnPush and dirty should be refreshed
        if (viewAttachedToChangeDetector(componentView) && componentView[TRANSPLANTED_VIEWS_TO_REFRESH] > 0) {
          refreshContainsDirtyView(componentView);
        }
      }
    }

    function renderComponent(hostLView: LView, componentHostIdx: number) {
      ngDevMode && assertEqual(isCreationMode(hostLView), true, 'Should be run in creation mode');
      const componentView = getComponentLViewByIndex(componentHostIdx, hostLView);
      const componentTView = componentView[TVIEW];
      syncViewWithBlueprint(componentTView, componentView);
      renderView(componentTView, componentView, componentView[CONTEXT]);
    }

    /**
     * Marks current view and all ancestors dirty.
     * Returns the root view because it is found as a byproduct of marking the view tree *n* dirty, and can be used by methods that consume markViewDirty() to easily schedule *n* change
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Otherwise, such methods would need to traverse up the view tree on a regular basis to perform change detection. Otherwise, such methods would need to traverse up the view tree on a regular basis to perform change detection.

```typescript
/**
 * Synchronously perform change detection on a root view and its components.
 *
 * @param lView The view which the change detection should be performed on.
 */
export function detectChangesInRootView(lView: LView): void {
  tickRootContext(lView[name_of_context] as RootContext);
}
```

```typescript
function executeViewQueryFn<T>(
    flags: RenderFlags,
    viewQueryFn: ViewQueriesFunction<T>, component: T): void {
  ngDevMode && assertDefined(viewQueryFn,
  'View queries function to execute must be defined.');
  setCurrentQueryIndex(0);
  viewQueryFn(flags,
    component);
}
```

```typescript
export function detectChangesInternal<T>(tView: TView,
    lView: LView, context: T) {
  const rendererFactory = lView[RENDERER_FACTORY];
  if (rendererFactory.begin) rendererFactory.begin();
  try {
    refreshView(tView, lView, tView.template, context);
  } catch (error) {
    handleError(lView, error);
    throw error;
  } finally {
    if (rendererFactory.end)
      rendererFactory.end();
  }
}
```

```typescript
export function checkNoChangesInternal<T>(tView: TView,
    view: LView, context: T) {
  setCheckNoChangesMode(true);
  try {
    detectChangesInternal(tView, view, context);
  } finally {
  setCheckNoChangesMode(false);
  }
}
```
@param interpolationParts static interpolation parts (for property interpolations)

export function storePropertyBindingMetadata(tData: TData, tNode: TNode, propertyName: string, bindingIndex: number, ...
...interpolationParts: string[]) {
  // Binding meta-data are stored only the first time a given property instruction is processed.
  // Since we don't have a concept of the "first update pass" we need to check for presence of the
  // binding meta-data to decide if one should be stored (or if was stored already).
  if (tData[bindingIndex] === null) {
    if (tNode.inputs != null) { tNode.inputs[propertyName] } 
    const propBindingIdxs = tNode.propertyBindings || (tNode.propertyBindings = []);
    propBindingIdxs.push(bindingIndex);
    let bindingMetadata = propertyName;
    if (interpolationParts.length > 0) { bindingMetadata +=
      INTERPOLATION_DELIMITER + interpolationParts.join(INTERPOLATION_DELIMITER); }
    tData[bindingIndex] = bindingMetadata;
  }
}

export function getLCleanup(view: LView): any[] {
  // Top level variables should not be
  return view[CLEANUP] || (view[CLEANUP] = ngDevMode ? new LCleanup() : []); 
}

function getTViewCleanup(tView: TView): any[] {
  return tView.cleanup || (tView.cleanup = ngDevMode ? new TCleanup() : []); 
}

/**
 * There are cases where the sub
 * component's renderer needs to be included
 * instead of the current renderer (see the componentSyntheticHost
 * instructions).
 */
export function loadComponentRenderer(currentDef: DirectiveDef<any>|null, tNode: TNode, lView: LView): Renderer3 {
  // TODO(FW-2043): the `currentDef` is null when host bindings are
  // invoked while creating root
  // component (see packages/core/src/render3/component.ts). This is not consistent
  // with the process
  // of creating inner directives at the current node to corresponding value.
  if (currentDef === null || isComponentDef(currentDef)) {
    lView = unwrapLView(lView[tNode.index])!;
  }
  return
}

/** Handles an error thrown in an LView. */
export function handleError(lView: LView, error: any): void {
  const injector = lView[INJECTOR];
  const errorHandler = injector ? injector.get(ErrorHandler, null) : null;
  errorHandler && errorHandler.handleError(error);
}

/**
 * Set the
 * inputs of directives at the current node to corresponding value.
 *
 * @param tView The current TView
 * @param lView the `LView` which contains the directives.
 * @param inputs mapping between the public "input"
 * name and privately-known,
 *        possibly minified, property names to write to.
 * @param value Value to set.
 */
export function setInputsForProperty(tView: TView, lView: LView, inputs: PropertyAliasValue, publicName: string, value: any): void {
  for (let i = 0; i < inputs.length;) {
    const index = inputs[i++];
    const privateName = inputs[i++];
    const instance = lView[index];
    ngDevMode && assertIndexInRange(lView, index + HEADER_OFFSET);
    const def = tView.data[index] as DirectiveDef<any>;
    if (def.setInput !== null) {
      def.setInput!(instance, value, publicName, privateName);
    } else {
      instance[privateName] = value;
    }
  }
}

/**
 * Updates a text binding at a given index in a given LView.
 */
export function textBindingInternal(lView: LView, index: number, value: string): void {
  ngDevMode && assertNotSame(value, NO_CHANGE as any, 'value should not be NO_CHANGE');
  ngDevMode && assertIndexInRange(lView, index + HEADER_OFFSET);
  const element = getNativeByIndex(lView, index) as any as RText;
  isProceduralRenderer(element) ? element.writeValue(value) : element.textContent = value;
}

/**
 * @license
 * Copyright Google LLC 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 {Renderer2} from '../core';
import {ViewEncapsulation} from '../metadata/view';
import {addToArray, removeFromArray} from '../util/array_utils';
import {assertDefined, assertDomNode, assertEqual, assertString} from '../util/assert';

import {assertLContainer, assertLView, assertTNodeForLView} from './assert';
import {attachPatchData} from './context_discovery';
import {CONTAINER_HEADER_OFFSET, HAS_TRANSPLANTED_VIEWS, LContainer, MOVED_VIEWS, NATIVE, unusedValueExportToPlacateAjd as unused1} from './interfaces/container';
import {ComponentDef} from './interfaces/definition';
import {NodeInjectorFactory} from './interfaces/injector';
import {TElementNode,
TNode, TNodeFlags, TNodeType, TProjectionNode, TViewNode, unusedValueExportToPlacateAjd as unused2} from './interfaces/node';
import {isProceduralRenderer, ProceduralRenderer3, RElement, Renderer3, RNode, RText, unusedValueExportToPlacateAjd as unused4} from './interfaces/renderer';
import {isLContainer, isLView} from './interfaces/type_checks';
import {CHILD_HEAD, CLEANUP, DECLARATION_COMPONENT_VIEW, DECLARATION_LCONTAINER, DestroyHookData, FLAGS, HookData, HOST, LView, LViewFlags, NEXT, PARENT, QUERIES, RENDERER, T_HOST, TVIEW, TView, unusedValueExportToPlacateAjd as unused5} from './interfaces/view';
import {assertNodeOfPossibleTypes, assertNodeType} from './node_assert';
import {getLViewParent} from './util/view_traversal_utils';
import {getNativeByTNode, unwrapRNode, updateTransplantedViewCount} from './util/view_utils';

const unusedValueToPlacateAjd = unused1 + unused2 + unused3 + unused4 + unused5;

export function getLContainer(tNode: TViewNode, embeddedView: LView): LContainer|null {
  ngDevMode && assertLView(embeddedView);
  const container = embeddedView[PARENT] as LContainer;
  if (tNode.index === -1) {
    return isLContainer(container) ? container : null;
  } else {
    ngDevMode && assertLContainer(container);
    return container;
  }
}

/**
 * Retrieves render parent for a given view.
 * Might be null if a view is not yet attached to any container.
 */
export function getContainerRenderParent(tViewNode: TViewNode, view: LView): RElement|null {
  const container = getLContainer(tViewNode, view);
  return container ? nativeParentNode(view[RENDERER], container[NATIVE]) : null;
}

const enum WalkTNodeTreeAction {
  /** node create in the native environment. Run on initial creation. */
  Create = 0,

  /** node insert in the native environment.
   * Run when existing node has been detached and needs to be re-attached.
   */
  Insert = 1,

  /** node detach from the native environment */
  Detach = 2,

  /** node destruction using the renderer's API */
  Destroy = 3,
}


/**
 * NOTE: for performance reasons, the possible actions are inlined within the function instead of
 * being passed as an argument.
 */
function applyToElementOrContainer(
    action: WalkTNodeTreeAction, renderer: Renderer3,
    parent: RElement|null,
    lNodeToHandle: RNode|LContainer|LView, beforeNode?: RNode|null) {
  if (lNodeToHandle != null) {
    let lContainer: LContainer|undefined;
    let isComponent = false;
    if (isLContainer(lNodeToHandle)) {
      lContainer = lNodeToHandle;
    } else if (isLView(lNodeToHandle)) {
      isComponent = true;
    }
    const rNode: RNode = unwrapRNode(lNodeToHandle);
    ngDevMode && !isProceduralRenderer(renderer) &&
    nestedDomNode(rNode);
    if (action === WalkTNodeTreeAction.Create && parent !== null) {
      if (beforeNode == null) {
        nativeAppendChild(renderer, parent, rNode);
      } else {
        nativeInsertBefore(renderer, parent, rNode || null);
      }
    } else if (action === WalkTNodeTreeAction.Insert && parent !== null) {
      nativeInsertBefore(renderer, parent, rNode, beforeNode || null);
    } else if (action === WalkTNodeTreeAction.Detach) {
      nativeRemoveNode(renderer, rNode, isComponent);
    } else if (action === WalkTNodeTreeAction.Destroy) {
      ngDevMode &&
      ngDevMode.rendererDestroyNode!(renderer as ProceduralRenderer3, rNode);
    }
    if (lContainer != null) {
      applyContainer(renderer, action, lContainer, parent, beforeNode);
    }
  }
}

export function createTextNode(value: string, renderer: Renderer3): RText {
  ngDevMode && ngDevMode.rendererCreateTextNode++;
  return isProceduralRenderer(renderer) ? renderer.createTextNode(value) : renderer.createText(value);
}
Because some root nodes of the view may be containers, we sometimes need to propagate deeply into the nested containers to remove all elements in the `view` from which elements should be added or removed. Whether or not elements should be added (if false, removing) is determined by the `insertMode` parameter.

```typescript
export function addRemoveViewFromContainer(
    tView: TView, lView: LView, insertMode: true, beforeNode: RNode|null): void;
export function addRemoveViewFromContainer(
    tView: TView, lView: LView, insertMode: false,
    beforeNode: null): void;
export function addRemoveViewFromContainer(
    tView: TView, lView: LView, insertMode: boolean, beforeNode: RNode|null): void {
  const renderParent = getContainerRenderParent(tView.node as TViewNode, lView);
  ngDevMode && assertNodeType(tView.node as TNode, TNodeType.View);
  if (renderParent) {
    const renderer = lView[RENDERER];
    applyView(tView, lView, renderer, action, renderParent, beforeNode);
  }
}
```

```typescript
/**
 * Detach a `LView` from the DOM by detaching its nodes.
 *
 * @param tView The `TView` of the `LView` to be detached
 * @param lView the `LView` to be detached.
 */
export function renderDetachView(tView: TView, lView: LView) {
  applyView(tView, lView, lView[RENDERER], WalkTNodeTreeAction.Detach, null, null);
}
```

```typescript
/**
 * Traverses down and up the tree of views and containers to remove listeners and
 * call onDestroy callbacks.
 *
 * Notes:
 *  - Because it's used for onDestroy calls, it needs to be bottom-up.
 *  - Must process containers instead of their views to avoid splicing
 *  - Using a while loop because it's faster than recursion
 *  - Destroy only called on movement to sibling or movement to parent (laterally or up)
 *  - Using a while loop because it's faster than recursion
 *  - Destroy hooks should be called in order from the bottom up
 *
 *  @param rootView The view to destroy
 */
export function destroyViewTree(rootView: LView): void {
  // If the view has no children, we can clean it up and return early.
  let lViewOrLContainer = rootView[CHILD_HEAD];
  if (!lViewOrLContainer) {
    return cleanUpView(rootView[TVIEW], rootView);
  }

  while (lViewOrLContainer) {
    let next: LView|LContainer|null = null;

    if (isLView(lViewOrLContainer)) {
      // If LView, traverse down to child.
      next = lViewOrLContainer[CHILD_HEAD];
    } else {
      ngDevMode && assertLContainer(lViewOrLContainer);
      // If container, traverse down to its first LView.
      const firstView: LView|undefined = lViewOrLContainer[CONTAINER_HEADER_OFFSET];
      if (firstView) {
        lViewOrLContainer = firstView;
        if (firstView) {
          // Only clean up view when moving to the side or up, as destroy hooks should be called in order from the bottom up.
          while (lViewOrLContainer && lViewOrLContainer !== rootView) {
            isLView(lViewOrLContainer) && cleanUpView(lViewOrLContainer[TVIEW], lViewOrLContainer);
            lViewOrLContainer = getParentState(lViewOrLContainer, rootView);
          }
          lViewOrLContainer.next = lViewOrLContainer && lViewOrLContainer[NEXT];
        } else {
          ngDevMode && assertLView(lViewOrLContainer);
          lViewOrLContainer = getContainerRenderParent(lViewOrLContainer, rootView);
          if (lViewOrLContainer === null) {
            lViewOrLContainer = rootView;
            isLView(lViewOrLContainer) && cleanUpView(lViewOrLContainer[TVIEW], lViewOrLContainer);
          } else {
            lViewOrLContainer = next;
          }
        }
      }
    }
  }
}
```

```typescript
/**
 * Inserts a view into a container.
 *
 * This adds the view to the container's array of active views in the correct position. It also adds the view's elements to the DOM if the container isn't a root node of another view (in that case, the view's elements will be added when the container's parent view is added later).
 *
 * @param tView The `TView` of the `LView` to insert
 * @param lView The view to insert
 */
export function insertView(tView: TView, lView: LView, lContainer: LContainer, index: number) {
  ngDevMode && assertLView(lView);
  ngDevMode && assertLContainer(lContainer);
  const indexInContainer = CONTAINER_HEADER_OFFSET + index;
  const containerLength = lContainer.length;

  if (index > 0) {
    lContainer[indexInContainer - 1][NEXT] = lView;
  }
  if (index < containerLength - CONTAINER_HEADER_OFFSET) {
    lView[NEXT] = lContainer[indexInContainer];
  } else {
    lContainer.push(lView);
  }
  lView[PARENT] = lContainer;
}
```
IView[DECLARATION_LCONTAINER];
} if (declarationLContainer !== null && lContainer !==
declarationLContainer) {
  trackMovedView(declarationLContainer, IView);
}

// sets the attached flag IView[FLAGS] |=
LViewFlags.Attached;
} else if (isProceduralRenderer(renderer)) {
  applyView(tView, lView, renderer, WalkTNodeTreeAction.Destroy, null, null);
}

destroyViewTree(lView);

IView[DECLARATION_LCONTAINER];
} if (declarationLContainer !== null && lContainer !==
declarationLContainer) {
  trackMovedView(declarationLContainer, IView);
}

// sets the attached flag IView[FLAGS] |=
LViewFlags.Attached;
} else if (isProceduralRenderer(renderer)) {
  applyView(tView, lView, renderer, WalkTNodeTreeAction.Destroy, null, null);
}

destroyViewTree(lView);

IView[DECLARATION_LCONTAINER];
} if (declarationLContainer !== null && lContainer !==
declarationLContainer) {
  trackMovedView(declarationLContainer, IView);
}

// sets the attached flag IView[FLAGS] |=
LViewFlags.Attached;
} else if (isProceduralRenderer(renderer)) {
  applyView(tView, lView, renderer, WalkTNodeTreeAction.Destroy, null, null);
}

destroyViewTree(lView);

IView[DECLARATION_LCONTAINER];
} if (declarationLContainer !== null && lContainer !==
declarationLContainer) {
  trackMovedView(declarationLContainer, IView);
}

// sets the attached flag IView[FLAGS] |=
LViewFlags.Attached;
} else if (isProceduralRenderer(renderer)) {
  applyView(tView, lView, renderer, WalkTNodeTreeAction.Destroy, null, null);
}

destroyViewTree(lView);

IView[DECLARATION_LCONTAINER];
} if (declarationLContainer !== null && lContainer !==
declarationLContainer) {
  trackMovedView(declarationLContainer, IView);
}

// sets the attached flag IView[FLAGS] |=
LViewFlags.Attached;
} else if (isProceduralRenderer(renderer)) {
  applyView(tView, lView, renderer, WalkTNodeTreeAction.Destroy, null, null);
}

destroyViewTree(lView);
back up the\n* tree in destroyViewTree.* *\n* Normally, the view's parent LView should be checked, but in the
case of\n* embedded views, the container (which is the view node's parent, but not the\n* LView's parent) needs to be checked for a possible next property.* *\n* @param lViewOrLContainer The LViewOrLContainer for which
we need a parent state\n* @param rootView The rootView, so we don't propagate too far up the view tree\n* @returns The correct parent LViewOrLContainer *\n*export function getParentState(lViewOrLContainer:
LView|LContainer, rootView: LView): LView|
    LContainer|null {
  let tNode;
  if
(isLView(lViewOrLContainer) && (tNode = lViewOrLContainer[T_HOST]) &&
  tNode.type ===
TNNodeType.View) {\n    // if it's an embedded view, the state needs to go up to the container, in case the\n   // container has a next\n    return getLContainer(tNode as TViewNode, IViewOrLContainer);\n  } else {\n    // otherwise, use parent view for containers or component views\n    return lViewOrLContainer[PARENT] ==
    rootView ? null : IViewOrLContainer[PARENT];\n  }
}

/**
 * Calls onDestroys hooks for all directives and
pipes in a given view and then removes all\n* listeners. Listeners are removed as the last step so events delivered in
the onDestroys hooks\n* can be propagated to @Output listeners.* *\n* @param viewRef ViewRef to clean up\n* @param tView The TVView that contains the TVView for the 'the\n* LView' to clean up\n* @param rootView The rootView, so we don't propagate too far up the view tree\n* @param tViewState TVViewState of the TVView\n* @returns The correct parent LViewOrLContainer
*/
function cleanUpView(viewRef, tView, rootView): void {
  if (!(rootView[FLAGS] & LViewFlags.Destroyed)) {
    // Usually the Attached flag is removed when the
view is detached from its parent, however\n    // if it's a root view, the flag won't be unset hence why we're also
removing on destroy\n    IView[FLAGS] &= ~LViewFlags.Attached;\n
    // Mark the LView as destroyed
    rootView[FLAGS] |= LViewFlags.Destroyed;

  executeOnDestroys(tView, rootView);
  removeListeners(tView, rootView);
  const hostTNode = rootView[T_HOST];
  // For component views only, the local renderer is destroyed as clean up time,\n  if (hostTNode &&
    hostTNode.type === TNodeType.Element &&
    isProceduralRenderer(rootView[RENDERER])) {\n    (rootView[RENDERER] as ProceduralRenderer3).destroy();\n
    const declarationContainer = rootView[DECLARATION_LCONTAINER];
    // we are dealing with an
    // embedded view that is still inserted into a container\n    if (declarationContainer !== null &&
      isLContainer(rootView[PARENT])) {\n      // and this is a projected view\n      if (declarationContainer !==
        IView[PARENT]) {\n        detachMovedView(declarationContainer, IView);\n      }\n      // For embedded views
      if (tView != null) {\n        const iQueries = IView[QUERIES] as IQuery[];
        if (iQueries !== null) {\n          iQueries.detachView(tView);\n        }
      }\n      // Remove listeners and unsubscribes from output subscriptions*
      for (let i = 0; i < tCleanup.length - 1; i += 2) {
        const context = tCleanup[i] as number;
        if (tCleanup[i + 1] === 'string') {\n          // This is a native DOM
          const idxOrTargetGetter = tCleanup[i + 1];\n          const target = typeof idxOrTargetGetter ===
          'function' ?
            idxOrTargetGetter(IView) \n            : unwrapRNode(IView[idxOrTargetGetter]);\n          const listener = ICleanup[idxOrTargetGetter];\n
          if (typeof listener === 'function') {\n            // Call listener function
            listener(context);\n          } else if (typeof listener === 'boolean') {\n            // native DOM listener registered with Renderer3
            if (target.removeEventListener) \n              target.removeEventListener(tCleanup[i], context, listener, useCaptureOrSubIdx);
          } else if (useCaptureOrSubIdx !== void(0)) {\n            // Subscription
            ICleanup[-useCaptureOrSubIdx].unsubscribe();\n          }
          IView[CLEANUP] = null;\n          ICleanup[useCaptureOrSubIdx] = null;\n          tCleanup[i] = null;\n        }\n        // This is a cleanup function that is grouped with the index of its context
        const context = ICleanup[useCaptureOrSubIdx];\n      }\n
    // Only call the destroy hook if the context has been requested.* *\n    if (!context instanceof
    NodeInjectorFactory) {\n      const toCall = destroyHooks[i + 1] as HookFn | HookData;\n      if
(Array.isArray(toCall)) {
  for (let j = 0; j < toCall.length; j += 2) {
    (toCall[j + 1] as HookFn).call(context[toCall[j] as number]);
  }
} else {
  toCall.call(context);
}

/**
 * Returns a native element if a node can be inserted into the given parent.
 * * @returns A native element if a node can be inserted into the given parent.
 * * @param {HTMLNode} node - The node to insert.
 * * @returns {HTMLNode} - The inserted node.
 * @example
 * let element = document.createElement('div');
 * let container = document.getElementById('container');
 * nativeInsertBefore(renderer, container, element, null);
 * *
 * <!-- This function is used to insert a child element into a container.
 * It checks if the container is a valid element or an ICU container and
 * determines if the insertion is delayed for reasons such as
 * projection.
 * -->
 */

/**
 * Inserts a native
 * node before another native node for a given parent using @link Renderer3.
 * This is a utility function that can
 * be used when native nodes were determined - it abstracts an actual renderer being used.
 * It inserts a native node before another native node for a given parent using @link Renderer3.
 * * @param {Renderer3} renderer - The renderer to use.
 * * @param {HTMLNode} parent - The parent node.
 * * @param {HTMLNode} child - The child node to insert.
 * * @param {HTMLNode} beforeNode - The node before which to insert the child.
 * * @returns {void}
 * @example
 * renderer: Renderer3,
 * parent: REElement,
 * child: RNode,
 * beforeNode: RNode:notNull;
 * void (
 *   node: ngDevMode &&
 *   assertNodeType(possibleTypes, [TNodeType.Element]));
 * return currentView[HOST] of node: HTMLNode &
 *   & TNodeType.Element;
 * return getNativeByTNode(parent: TNodeType.Element, currentView: View);
 * return nativeInsertBefore(renderer, parent: RElement, child: RNode, beforeNode: RNode);//
 */

/**
 * Inserts a native
 * node before another native node for a given parent using @link Renderer3.
 * * @param {Renderer3} renderer - The renderer to use.
 * * @param {HTMLNode} parent - The parent node.
 * * @param {HTMLNode} child - The child node to insert.
 * * @param {HTMLNode} beforeNode - The node before which to insert the child.
 * * @returns {void}
 * @example
 * renderer: Renderer3,
 * parent: REElement,
 * child: RNode,
 * beforeNode: RNode:notNull;
 * void (
 *   node: ngDevMode &&
 *   assertNodeType(possibleTypes, [TNodeType.Element]);
 * return currentView[HOST] of node: HTMLNode &
 *   & TNodeType.Element;
 * return getNativeByTNode(parent: TNodeType.Element, currentView: View);
 * return nativeInsertBefore(renderer, parent: RElement, child: RNode, beforeNode: RNode);//
 */

/**
 * Inserts a native
 * node before another native node for a given parent using @link Renderer3.
 * * @param {Renderer3} renderer - The renderer to use.
 * * @param {HTMLNode} parent - The parent node.
 * * @param {HTMLNode} child - The child node to insert.
 * * @param {HTMLNode} beforeNode - The node before which to insert the child.
 * * @returns {void}
 * @example
 * renderer: Renderer3,
 * parent: REElement,
 * child: RNode,
 * beforeNode: RNode:notNull;
 * void (
 *   node: ngDevMode &&
 *   assertNodeType(possibleTypes, [TNodeType.Element]);
 * return currentView[HOST] of node: HTMLNode &
 *   & TNodeType.Element;
 * return getNativeByTNode(parent: TNodeType.Element, currentView: View);
 * return nativeInsertBefore(renderer, parent: RElement, child: RNode, beforeNode: RNode);//
 */

/**
 * Inserts a native
 * node before another native node for a given parent using @link Renderer3.
 * * @param {Renderer3} renderer - The renderer to use.
 * * @param {HTMLNode} parent - The parent node.
 * * @param {HTMLNode} child - The child node to insert.
 * * @param {HTMLNode} beforeNode - The node before which to insert the child.
 * * @returns {void}
 * @example
 * renderer: Renderer3,
 * parent: REElement,
 * child: RNode,
 * beforeNode: RNode:notNull;
 * void (
 *   node: ngDevMode &&
 *   assertNodeType(possibleTypes, [TNodeType.Element]);
 * return currentView[HOST] of node: HTMLNode &
 *   & TNodeType.Element;
 * return getNativeByTNode(parent: TNodeType.Element, currentView: View);
 * return nativeInsertBefore(renderer, parent: RElement, child: RNode, beforeNode: RNode);//
 */

/**
 * Inserts a native
 * node before another native node for a given parent using @link Renderer3.
 * * @param {Renderer3} renderer - The renderer to use.
 * * @param {HTMLNode} parent - The parent node.
 * * @param {HTMLNode} child - The child node to insert.
 * * @param {HTMLNode} beforeNode - The node before which to insert the child.
 * * @returns {void}
 * @example
 * renderer: Renderer3,
 * parent: REElement,
 * child: RNode,
 * beforeNode: RNode:notNull;
 * void (
 *   node: ngDevMode &&
 *   assertNodeType(possibleTypes, [TNodeType.Element]);
 * return currentView[HOST] of node: HTMLNode &
 *   & TNodeType.Element;
 * return getNativeByTNode(parent: TNodeType.Element, currentView: View);
 * return nativeInsertBefore(renderer, parent: RElement, child: RNode, beforeNode: RNode);//
 */
parent, child, beforeNode); } else { 
  nativeAppendChild(renderer, parent, child); } 
} /* ** Removes a node from the DOM given its native parent. */

function nativeRemoveChild(renderer: Renderer3, parent: RElement, child: RNode, isHostElement: boolean): void {
  if (isProceduralRenderer(renderer)) {
    renderer.removeChild(parent, child, isHostElement);
  } else {
    nativeRemoveChild(renderer, parent, child);
  }
}

/** Removes a native node from the DOM given its native parent. */
function nativeParentNode(renderer: Renderer3, node: RNode): RElement|null {
  return (isProceduralRenderer(renderer) ?
    renderer.parentNode(node) : node.parentNode) as RElement;
}

/**
 * Returns a native sibling of a given native node.
 */
export function nativeNextSibling(renderer: Renderer3, node: RNode): RNode|null {
  return isProceduralRenderer(renderer) ?
    renderer.nextSibling(node) : node.nextSibling;
}

/**
 * Finds a native "anchor" node for cases where we can't append a native child directly
 * ("appendChild") and need to use a reference (anchor) node for the "insertBefore" operation.
 */
export function getNativeAnchorNode(parentTNode: TNode, lView: LView): RNode|null {
  if (parentTNode.type === TNodeType.View) {
    const lContainer = getLContainer(parentTNode as TViewNode, lView);
    if (lContainer === null) return null;
    const index = lContainer.indexOf(lView, CONTAINER_HEADER_OFFSET) - CONTAINER_HEADER_OFFSET;
    return getBeforeNodeForView(index, lContainer);
  } else if (
    parentTNode.type === TNodeType.ElementContainer ||
    parentTNode.type === TNodeType.IcuContainer)
  {
    return getNativeByTNode(parentTNode, lView);
  }
  return null;
}

/**
 * Returns the first native node for a given LView, starting from the
 * provided TNode.
 * Native nodes are returned in the order in which those appear in the native tree (DOM).
 */
function getFirstNativeNode(lView: LView, tNode: TNode|null): RNode|null {
  if (tNode !== null) {

    ngDevMode && assertNodeOfPossibleTypes(tNode, [
      TNodeType.Element, TNodeType.Container, TNodeType.ElementContainer, TNodeType.IcuContainer,
      TNodeType.Projection
    ]);

    const tNodeType = tNode.type;
    if (tNodeType === TNodeType.Element) {
      return getNativeByTNode(tNode, lView);
    } else if (tNodeType === TNodeType.Container) {
      return getBeforeNodeForView(-1, lView[tNode.index]);
    } else if (tNodeType === TNodeType.ElementContainer ||
      tNodeType === TNodeType.IcuContainer)
  {
    const elcuContainerChild = tNode.child;
    if (elcuContainerChild !== null)
      { return getFirstNativeNode(lView, elcuContainerChild); }
    else { return getFirstNativeNode(lView, tNode); }
  }
  return null;
}

/**
 * Removes
a native node itself using a given renderer. To remove the node we are looking up its parent from the native tree as not all platforms / browsers support the equivalent of node.remove().

```javascript
export function nativeRemoveNode(renderer: Renderer3, rNode: RNode, isHostElement?: boolean): void {
  const nativeParent = nativeParentNode(renderer, rNode);
  if (nativeParent) {
    nativeRemoveChild(renderer, nativeParent, rNode, isHostElement);
  }
}
```

A flag indicating if a node to be removed is a host of a component.

```javascript
/**
 * Performs the operation of 'action' on the node. Typically this involves inserting or removing
 * nodes on the LView or projection boundary.
 */
  const tNodeType = tNode.type;
  if (isProjection) {
    if (action === WalkTNodeTreeAction.Create) {
      rawSlotValue && attachPatchData(unwrapRNode(rawSlotValue), lView);
      tNode.flags |= TNodeFlags.isProjected;
    }
  }
  if ((tNode.flags & TNodeFlags.isDetached) !== TNodeFlags.isDetached) {
    applyNodes(renderer, action, tNode.child, lView, renderParent, beforeNode, false);
    applyToElementOrContainer(action, renderer, renderParent, rawSlotValue, beforeNode);
  } else if (tNodeType === TNodeType.IcuContainer) {
    applyProjectionRecursive(renderer, action, lView, tNode as TProjectionNode, renderParent, beforeNode);
  } else if (tNodeType === TNodeType.Element) {
    applyToElementOrContainer(action, renderer, renderParent, rawSlotValue, beforeNode);
  }
}
```

Things get more complicated with containers and projections. That is because coming across:

- Container: implies that we have to insert/remove/destroy the views of that container as well

- Projection: implies that we have to insert/remove/destroy the nodes of the projection.

The complication is that the nodes we are projecting can themselves have Containers

or OtherProjections:

As you can see this is a very recursive problem. Yes recursion is not most efficient but the code is complicated enough that trying to implement with recursion becomes unmaintainable.

```javascript
/**
 * `applyView` performs operation on the view as specified in `action` (insert, detach, destroy)
 * Inserting a view without projection or containers at top level is simple. Just iterate over the root nodes of the View, and for each node perform the 'action'. Things get more complicated with containers and projections. That is because coming across:
 * - Container: implies that we have to insert/remove/destroy the views of that container as well
 * - Projection: implies that we have to insert/remove/destroy the nodes of the projection.
 */
```
`applyProjectionRecursive` performs operation on the projection specified by `action` (insert, detach, destroy).
* Inserting a projection requires us to locate the projected nodes from the parent component. The complication is that those nodes themselves could be re-projected from their parent component.
* Inserting a projection requires us to locate the projected nodes from the parent component. The complication is that those nodes themselves could be re-projected from their parent component.

```javascript
function applyProjectionRecursive(
    renderer: Renderer3, action: WalkTNodeTreeAction,
    lView: LView,
    tProjectionNode: TProjectionNode,
    renderParent: HTMLElement|null,
    beforeNode: RNode|null) {
  if (Array.isArray(nodeToProjectOrRNodes)) {
    for (let i = 0; i < nodeToProjectOrRNodes.length; i++) {
      const rNode = nodeToProjectOrRNodes[i];
      applyToElementOrContainer(action, renderer, renderParent, rNode, beforeNode);
    }
  } else {
    let nodeToProject: TNode|null = nodeToProjectOrRNodes;
    const projectedComponentLView = lView[PARENT] as LView;
    applyNodes(renderer, action, nodeToProject, projectedComponentLView, renderParent, beforeNode, true);
  }
}

/**
 * `applyContainer` performs an operation on the container and its views as specified by `action` (insert, detach, destroy).
 *
 * Inserting a Container is complicated by the fact that the container may have Views which themselves have containers or projections.
 * Inserting a Container is complicated by the fact that the container may have Views which themselves have containers or projections.
 *
 * @param renderer Renderer to use
 * @param action action to perform (insert, detach, destroy)
 * @param lContainer The LContainer which needs to be inserted, detached, destroyed.
 * @param renderParent parent DOM element for insertion/removal.
 * @param beforeNode Before which node the insertions should happen.
 */
function applyContainer(
    renderer: Renderer3, action: WalkTNodeTreeAction,
    lContainer: LContainer,
    renderParent: HTMLElement|null, beforeNode: RNode|null|undefined) {
  if (Array.isArray(nodeToProjectOrRNodes)) {
    for (let i = 0; i < nodeToProjectOrRNodes.length; i++) {
      const rNode = nodeToProjectOrRNodes[i];
      applyToElementOrContainer(action, renderer, renderParent, rNode, beforeNode);
    }
  } else {
    let nodeToProject: TNode|null = nodeToProjectOrRNodes;
    const projectedComponentLView = lView[PARENT] as LView;
    applyNodes(renderer, action, nodeToProject, projectedComponentLView, renderParent, beforeNode, true);
  }
}

/**
 * `applyStyling` writes class/style to element.
 *
 * @param renderer Renderer to use.
 * @param isClassBased `true` if it should be written to `class` (`false` to write to `style`)
 * @param rNode The Node to write to.
 * @param prop Property to write to. This would be the class/style name.
 * @param value Value to write. If `null`/`undefined`/`false` this is considered a remove (set/add otherwise).
 */
export function applyStyling(
    renderer: Renderer3, isClassBased: boolean, rNode: HTMLElement, prop: string, value: any) {
  if (isClassBased) {
    if (value) {
      const iView = rNode.getAttribute('iView');
      applyView(IView[TVIEW], IView, renderer, action, renderParent, anchor);
      return;
    } else {
      const dom = rNode.getAttribute('dom');
      applyDom(dom, renderer, action, renderParent, anchor);
      return;
    }
  } else {
    const styles = rNode.getAttribute('styles');
    applyStyles(styles, renderer, action, renderParent, anchor);
    return;
  }
}
```
import {ViewContainerRef as viewEngine_ViewContainerRef from './/linker/view_container_ref';
import {EmbeddedViewRef as viewEngine_EmbeddedViewRef, InternalViewRef as viewEngine_InternalViewRef from './/linker/view_ref';
import {assertDefined} from './/util/assert';
import {checkNoChangesInRootView, checkNoChangesInternal, detectChangesInRootView, detectChangesInternal, markViewDirty, storeCleanupWithContext} from './instructions/shared';
import {CONTAINER_HEADER_OFFSET} from './interfaces/container';
import {TElementNode, TNode, TNodeType, TViewNode} from './interfaces/node';
import {isLContainer} from './interfaces/type_checks';
import {CONTEXT, DECLARATION_COMPONENT_VIEW, FLAGS, HOST, LView, LViewFlags, T_HOST, TVIEW} from './interfaces/view';
import {assertNodeOfPossibleTypes} from './node_assert';
import {destroyLView, renderDetachView} from './node_manipulation';
import {getLViewParent} from './util/view_traversal_utils';
import {unwrapRNode} from './util/view_utils';

// Needed due to tsickle
downleveling where multiple `implements` with classes creates
// multiple @extends in Closure annotations, which
is illegal. This workaround fixes\ln// the multiple @extends by making the annotation @implements instead\nexport interface viewEngine_ChangeDetectorRef_interface extends viewEngine_ChangeDetectorRef {}

export class ViewRef<T> implements viewEngine_EmbeddedViewRef<T>, viewEngine_InternalViewRef,
viewEngine_ChangeDetectorRef_interface {
  private _appRef: ApplicationRef|null = null;
  private _viewContainerRef: viewEngine_ViewContainerRef|null = null;

  get rootNodes(): any[] {
    const lView = this._lView;
    if (lView[HOST] == null) {
      const hostTView = lView[T_HOST] as TViewNode;
      return collectNativeNodes(lView[TVIEW], lView, hostTView.child, []);
    }
    return [];
  }

  constructor(

    /**
     * This represents `LView` associated with the component when ViewRef is a ChangeDetectorRef.

    * When ViewRef is created for a dynamic component, this also represents the 'LView' for the
    * component.
    * For a 'regular' ViewRef created for an embedded view, this is the 'LView' for the
    * embedded\n    * view.
    * @internal
    */
    public _lView: LView,

    /**
     * This
     * represents the 'LView' associated with the point where `ChangeDetectorRef` was
     * requested.
     * This may be different from `_lView` if the `_cdRefInjectingView` is an embedded view.
     */
    private _cdRefInjectingView?: LView) {}

  get context(): T {
    return this._lView[CONTEXT] as T;
  }

  get destroyed(): boolean {
    return (this._lView[FLAGS] & LViewFlags.Destroyed) === LViewFlags.Destroyed;
  }

  destroy(): void {
    if (this._appRef) {
      this._appRef.detachView(this);
    } else if (this._viewContainerRef) {
      const index = this._viewContainerRef.indexOf(this);

      if (index > -1) {
        this._viewContainerRef.detach(index);
      }
      this._viewContainerRef = null;
    }
    destroyLView(this._lView[TVIEW], this._lView);
  }

  onDestroy(callback: Function) {
    storeCleanupWithContext(this._lView[TVIEW], this._lView, null, callback);
  }

  /**
   * Marks a view and all
   * of its ancestors dirty.
   *
   * It also triggers change detection by calling `scheduleTick` internally, which
   * coalesce\n   * multiple `markForCheck` calls into one change detection run.
   * This can be used to ensure an @link ChangeDetectionStrategy#OnPush OnPush component is\n   * checked when it needs to be re-rendered
   * but the two normal triggers haven't marked it\n   * dirty (i.e. inputs haven't changed and events haven't fired in the
   * view).
   */
  markForCheck(): void {
    markViewDirty(this._cdRefInjectingView || this._lView);
  }

  /**
   * Detaches the view from the change
   * detection tree.
   *
   * Detached views will not be checked during change detection runs until they are
   * re-
   * attached, even if they are dirty. ‘detache’ can be used in combination with\n   * @link
   * ChangeDetectorRef#detectChanges detectChanges to implement local change\n   * detection checks.\n   */
  detach(): void {
    // the following is required, otherwise the view will not be updated\n    this.ref.markForCheck();
    // 1000);\n    this.markForCheck();
    void ({ @link
    ChangeDetectorRef#detectChanges detectChanges } to implement local change\n    * detection checks.\n    * <!-- TODO: Add a live demo once
    ref.detections merges into master --\n    * @usageNotes
    */
  }
}
example defines a component with a large list of readonly data. Imagine the data changes constantly, many times per second. For performance reasons, we want to check and update the list every five seconds. We can do that by detaching the component's change detector and doing a local check every five seconds. Imagine the data changes constantly, many times per second. We can do that by detaching the component's change detector and doing a local check every five seconds.

```typescript
class DataProvider {
  data = 1;
  constructor() {
    setInterval(() => {
      this.data = this.data * 2;
    }, 500);
  }
}

@Component({
  selector: 'app',
  providers: [DataProvider],
  template: '
    <live-data><live-data>
  `,
})
class AppComponent {
  live = true;
  attacheToViewContainerRef(vcRef: viewEngine_ViewContainerRef) {
    if (this._appRef) {
      throw new Error('This view is already attached directly to the ApplicationRef!');
    }
    this._viewContainerRef = vcRef;
  }
  detachFromViewContainerRef() {
    this._appRef = null;
    this._viewContainerRef = null;
  }
  get context() {
    return null!;
  }
  attachToViewContainerRef(vcRef: viewEngine_ViewContainerRef) {
    if (this._appRef) {
      throw new Error('This view is already attached directly to the ApplicationRef!');
    }
    this._viewContainerRef = vcRef;
  }
  renderDetachView() {
    if (this._viewContainerRef) {
      throw new Error('This view is already attached directly to the ApplicationRef!');
    }
    this._appRef = new ChangeDetectorRef();
    this._viewContainerRef = vcRef;
  }
  detectChanges() {
    detectChangesInRootView(this._viewContainerRef); // detectChangesInRootView
  }
}
```

See [link ChangeDetectorRef#detach](https://angular.io/api/core/ChangeDetectorRef#detach) for more information. This is used in development mode to verify that running change detection doesn't introduce other changes. Check if any changes are detected. If this is used in development mode to verify that running change detection doesn't introduce other changes.

```typescript
class DataProvider {
  data = 1;
  constructor() {
    setInterval(() => {
      this.data = this.data * 2;
    }, 500);
  }
}

@Component({
  selector: 'app',
  providers: [DataProvider],
  template: '
    <live-data><live-data>
  `,
})
class AppComponent {
  live = true;
  attacheToViewContainerRef(vcRef: viewEngine_ViewContainerRef) {
    if (this._appRef) {
      throw new Error('This view is already attached directly to the ApplicationRef!');
    }
    this._viewContainerRef = vcRef;
  }
  detachFromViewContainerRef() {
    this._appRef = null;
    this._viewContainerRef = null;
  }
  get context() {
    return null!;
  }
  attachToViewContainerRef(vcRef: viewEngine_ViewContainerRef) {
    if (this._appRef) {
      throw new Error('This view is already attached directly to the ApplicationRef!');
    }
    this._viewContainerRef = vcRef;
  }
  renderDetachView() {
    if (this._viewContainerRef) {
      throw new Error('This view is already attached directly to the ApplicationRef!');
    }
    this._appRef = new ChangeDetectorRef();
    this._viewContainerRef = vcRef;
  }
  detectChanges() {
    detectChangesInRootView(this._viewContainerRef); // detectChangesInRootView
  }
}
```
result.push(unwrapRNode(lNode));
}

  return result;
}

/**
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 */

import {ChangeDetectorRef as ViewEngine_ChangeDetectorRef} from '../change_detection/change_detector_ref';
import {Injector} from '../di/injector';
import {ComponentFactory as viewEngine_ComponentFactory, ComponentRef as viewEngine_ComponentRef} from '../linker/component_factory';
import {ElementRef as ViewEngine_ElementRef} from '../linker/element_ref';
import {NgModuleRef as viewEngine_NgModuleRef} from '../linker/ng_module_factory';
import {TemplateRef as ViewEngine_TemplateRef} from '../linker/template_ref';
import {ViewContainerRef as ViewEngine_ViewContainerRef} from '../linker/view_container_ref';
import {EmbeddedViewRef as viewEngine_EmbeddedViewRef, ViewRef as viewEngine_ViewRef} from '../linker/view_ref';
import {Renderer2} from '../render/api';
import {addToArray, removeFromArray} from '../util/array_utils';
import {assertDefined, assertEqual, assertGreaterThan, assertLessThan} from '../util/assert';

import {assertLContainer} from './assert';
import {getParentInjectorLocation, NodeInjector} from './di';
import {addToViewTree, createLContainer, createLView, renderView} from './instructions/shared';
import {CONTAINER_HEADER_OFFSET, LContainer, VIEW_REFS} from './interfaces/container';
import {TContainerNode, TDirectiveHostNode, TElementContainerNode, TElementNode, TNode, TNodeType} from './interfaces/node';
import {isProceduralRenderer, RComment, RElement} from './interfaces/renderer';
import {isComponentHost, isLContainer, isLView, isRootView} from './interfaces/type_checks';
import {DECLARATION_COMPONENT_VIEW, DECLARATION_LCONTAINER, LView, LViewFlags, PARENT, QUERIES, RENDERER, T_HOST, TVIEW, TView} from './interfaces/view';
import {assertNodeOfPossibleTypes} from './node_assert';
import {getParentInjectorTNode} from './node_util';
import {getComponentLViewByIndex, getNativeByTNode, unwrapRNode, viewAttachedToContainer} from './util/view_utils';
import {ViewRef} from './view_ref';

/**
 * Creates an ElementRef from the most recent node.
 *
 * @returns The ElementRef instance to use
 */
export function injectElementRef(ElementRefToken: typeof ViewEngine_ElementRef):
    ViewEngine_ElementRef {
  return createElementRef(ElementRefToken,
      getPreviousOrParentTNode(), getLView());
}

let R3ElementRef: {new (native: RElement|RComment): ViewEngine_ElementRef};

/**
 * Creates an ElementRef given a node.
 *
 * @param ElementRefToken
 */
export function injectElementRefFromNodeRef(NodeRefToken: typeof ViewEngine_ElementRef):
    ViewEngine_ElementRef {
  return createElementRef(NodeRefToken,
      getPreviousOrParentTNode(), getLView());
}

/**
 * @param ElementRefToken
 * @param TNode
 * @returns
 */
export function injectElementRefFromViewRef(ViewRefToken: typeof ViewRef):
    ViewEngine_ElementRef {
  return createElementRef(ViewRefToken,
      getPreviousOrParentTNode(), getLView());
}

/**
 * Creates an ElementRef for the most recent node.
 *
 * @returns
 */
export function injectElementRef(): ViewEngine_ElementRef {
  return createElementRef();
}
ElementRef type\n * @param tNode The node for which you'd like an ElementRef\n * @param view The view to which the node belongs\n * @returns The ElementRef instance to use\n */
export function createElementRef(
  ElementRefToken: typeof ViewEngine_ElementRef, tNode: TNode,
  view: LView): ViewEngine_ElementRef {
  if (!R3ElementRef) {
    R3ElementRef = class ElementRef extends ElementRefToken {}
  }
  return new R3ElementRef(getNativeByTNode(tNode, view) as RElement);
}

let R3TemplateRef: {
  new
      (_declarationParentView: LView, hostTNode: TContainerNode, elementRef: ViewEngine_ElementRef): ViewEngine_TemplateRef<any>;
};

/**
 * Creates a TemplateRef given a node.\n * @returns The TemplateRef instance to use\n */
export function injectTemplateRef<T>(
  TemplateRefToken: typeof ViewEngine_TemplateRef,
  ElementRefToken: typeof ViewEngine_ElementRef) {
  return createTemplateRef<T>(
      TemplateRefToken, ElementRefToken,
      getPreviousOrParentTNode(), getLView());
}

/**
 * Creates a TemplateRef and stores it on the injector.\n * @returns The TemplateRef instance or null if we can't create a TemplateRef on a given node\n */
export function createTemplateRef<T>(
    TemplateRefToken: typeof ViewEngine_TemplateRef,
    ElementRefToken: typeof ViewEngine_ElementRef,
    hostTNode: TNode, hostView: LView): ViewEngine_TemplateRef<T>|null {
  if (!R3TemplateRef) {
    R3TemplateRef = class TemplateRef<T>
      extends TemplateRefToken {
        constructor(
            private _declarationView: LView, private
            _declarationTContainer: TContainerNode,
            readonly elementRef: ViewEngine_ElementRef) {
            super();
        }

        createEmbeddedView(context: T): viewEngine_EmbeddedViewRef<T> {
          const
          embeddedTView = this._declarationTContainer.tViews as TView;
          const
          embeddedLView = createLView(
              this._declarationView, embeddedTView, context, LViewFlags.CheckAlways, null,
              embeddedLView.node);
          if (declarationViewLQueries !== null) {
            embeddedLView[QUERIES] = declarationViewLQueries.createEmbeddedView(embeddedLView);
          }
          if (hostTNode.type === TNodeType.Container) {
            ngDevMode && assertDefined(hostTNode.tViews, 'TView
          must be allocated');
            return new R3TemplateRef(
                hostView, hostTNode as TContainerNode,
                createElementRef(ElementRefToken, hostTNode, hostView));
          } else {
            return null;
        }
    }
  }

  if (hostTNode.type === TNodeType.Container) {
    ngDevMode && assertDefined(hostTNode.tViews, 'TView
  must be allocated');
    return new R3TemplateRef(
        hostView, hostTNode as TContainerNode,
        createElementRef(ElementRefToken, hostTNode, hostView));
  } else {
    return null;
  }
}

let R3ViewContainerRef: {
  new
      (lContainer: LContainer, hostTNode: TElementNode|TContainerNode|TElementContainerNode,
      hostView: LView): ViewEngine_ViewContainerRef
};

/**
 * Creates a ViewContainerRef and stores it on the injector. Or, if the ViewContainerRef
 * already exists, retrieves the existing ViewContainerRef.\n * @returns The ViewContainerRef instance to use\n */
export function injectViewContainerRef(
    ViewContainerRefToken: typeof ViewEngine_ViewContainerRef,
    ElementRefToken: typeof ViewEngine_ElementRef) {
  const
  previousTNode =
      getPreviousOrParentTNode() as TElementNode |
      TElementContainerNode| TContainerNode;
  return createContainerRef(ViewContainerRefToken,
      ElementRefToken, previousTNode, getLView());
}

/**
 * Creates a ViewContainerRef and stores it on the injector.\n * @returns The ViewContainerRef instance to use\n */
export function createContainerRef(
    ViewContainerRefToken: typeof ViewEngine_ViewContainerRef,
    ElementRefToken: typeof ViewEngine_ElementRef,
    hostTNode: TElementNode|TContainerNode|TElementContainerNode,
    hostView: LView): ViewEngine_ViewContainerRef {
  if (hostTNode.type === TNodeType.Container) {
    ngDevMode && assertDefined(hostTNode.tViews, 'TView
  must be allocated');
    return new R3ViewContainerRef(
        hostView, hostTNode as TElementNode,
        createElementRef(ElementRefToken, hostTNode, hostView));
  } else {
    return null;
  }
}
private _hostTNode: TElementNode|TContainerNode|TElementContainerNode,
          private _hostView: LView) {
        super();
      }

      get element(): ViewEngine_ElementRef {
        return createElementRef(ElementRefToken, this._hostTNode, this._hostView);
      }

      get injector(): Injector {
        const parentLocation = getInjectorLocation(this._hostTNode, this._hostView);
        const parentView = getInjectorView(parentLocation, this._hostView);
        const parentTNode = getInjectorTNode(parentLocation, this._hostView, this._hostTNode);

        return !hasParentInjector(parentLocation) || parentTNode == null ?
            new NodeInjector(null, this._hostView) :
            new NodeInjector(parentTNode, parentView);
      }

      clear(): void {
        while (this.length > 0) {
          this.remove(this.length - 1);
        }
      }

      get(index: number): ViewRef|null {
        return this._lContainer[VIEW_REFS] !== null && this._lContainer[VIEW_REFS]![index] || null;
      }

      get length(): number {
        return this._lContainer.length - CONTAINER_HEADER_OFFSET;
      }

      createEmbeddedView<C>(templateRef: ViewEngine_TemplateRef<C>, context?: C, index?: number): ViewRef {
        const viewRef = templateRef.createEmbeddedView(context || <any>{});
        this.insert(viewRef, index);
        return viewRef;
      }

      createComponent<C>(
          componentFactory: ViewEngine_ComponentFactory<C>, index?: number|undefined,
          injector?: Injector|undefined, projectableNodes?: any[]|undefined,
          ngModuleRef?:
      ViewEngine_NgModuleRef<any>|undefined): ViewRef {
        const contextInjector = injector || this.parentInjector;

        const componentRef = componentFactory.create(contextInjector, projectableNodes, undefined, ngModuleRef);
        this.insert(componentRef.hostView, index);
        return componentRef;
      }

      insert(viewRef: ViewRef, index?: number): ViewRef {
        const lView = (viewRef as ViewRef)._lView!;
        const tView = lView[TVIEW];

        if (viewRef.destroyed) {
          throw new Error('Cannot insert a destroyed View in a ViewContainer!');
        }

        this.allocateContainerIfNeeded();

        if (viewAttachedToContainer(lView)) {
          // If view is already attached, detach it first so we clean up references appropriately.
          const prevIdx = this.indexOf(viewRef);

          // A view might be attached either to this or a different container. The `prevIdx` for
          // those cases will be `0` and equal to `-1` for views attached to this ViewContainerRef
          // >= 0 for views attached to a different ViewContainerRef
          if (prevIdx !== -1) {
            this.detach(prevIdx);
          } else {
            const prevLContainer = lView[PARENT] as LContainer;

            ngDevMode &&
            assertEqual(isLContainer(prevLContainer), true,
                'An attached view should have its PARENT point to a container.');

            const prevVCRef = new R3ViewContainerRef(
                prevLContainer, prevLContainer[T_HOST] as TDirectiveHostNode,
            prevLContainer[PARENT]);

            prevVCRef.detach(viewRef); // If view is already attached, detach it first so we clean up references appropriately.

            const prevVCRef = new R3ViewContainerRef newViewRef = new ViewRef;
          const prevLContainer = prevLContainer[T_HOST] as TDirectiveHostNode,
          prevLContainer[PARENT]]

          if (prevIdx !== -1) {
            this.detach(prevIdx);
          } else {
            const prevVCRef = new R3ViewContainerRef newViewRef = new ViewRef;
          const prevLContainer = prevLContainer[T_HOST] as TDirectiveHostNode,
          prevLContainer[PARENT]]

          if (prevIdx !== -1) {
            this.detach(prevIdx);
          } else {
            const prevVCRef = new R3ViewContainerRef newViewRef = new ViewRef;
          const prevLContainer = prevLContainer[T_HOST] as TDirectiveHostNode,
          prevLContainer[PARENT]]

          if (prevIdx !== -1) {
            this.detach(prevIdx);
          } else {
            const prevVCRef = new R3ViewContainerRef newViewRef = new ViewRef;
          const prevLContainer = prevLContainer[T_HOST] as TDirectiveHostNode,
          prevLContainer[PARENT]]

          if (prevIdx !== -1) {
            this.detach(prevIdx);
          } else {
            const prevVCRef = new R3ViewContainerRef newViewRef = new ViewRef;
          const prevLContainer = prevLContainer[T_HOST] as TDirectiveHostNode,
          prevLContainer[PARENT]]

          if (prevIdx !== -1) {
            this.detach(prevIdx);
          } else {
            const prevVCRef = new R3ViewContainerRef newViewRef = new ViewRef;
          const prevLContainer = prevLContainer[T_HOST] as TDirectiveHostNode,
          prevLContainer[PARENT]]

          if (prevIdx !== -1) {
            this.detach(prevIdx);
          } else {
            const prevVCRef = new R3ViewContainerRef newViewRef = new ViewRef;
          const prevLContainer = prevLContainer[T_HOST] as TDirectiveHostNode,
this.allocateContainerIfNeeded();
        const adjustedIdx = this._adjustIndex(index, -1);
        const detachedView = detachView(this._lContainer, adjustedIdx);
        if (detachedView) {
          // Before destroying the view, remove it from the container's array of `ViewRef`s.
          // This ensures the view container length is updated before calling `destroyLView`, which could recursively call view container methods that rely on an accurate container length. (e.g. a method on this view container being called by a child directive's OnDestroy hook) removeFromArray(this._lContainer[VIEW_REFS]!, adjustedIdx);
          this._adjustIndex(index, -1);
          const view = detachView(this._lContainer, adjustedIdx);
          if (view) {
            // Before destroying the view, remove it from the container's array of `ViewRef`s.
            // This ensures the view container length is updated before calling `destroyLView`, which could recursively call view container methods that rely on an accurate container length. (e.g. a method on this view container being called by a child directive's OnDestroy hook) removeFromArray(this._lContainer[VIEW_REFS]!, adjustedIdx);}
          if (detachedView[TVIEW] !== null) {
            return wasDetached ? new ViewRef(view!) : null;
          }
        }
      }

      return new R3ViewContainerRef(lContainer, hostTNode, hostView);
    }

    /** Returns a ChangeDetectorRef (a.k.a. a ViewRef) */
    export function injectChangeDetectorRef(isPipe = false): ViewEngine_ChangeDetectorRef {
      return createViewRef(getPreviousOrParentTNode(), getLView(), isPipe);
    }

    /**
 * Creates a ViewRef and stores it on the injector as ChangeDetectorRef (public alias).
 *
 * @param tNode The node that is requesting a ChangeDetectorRef
 * @param lView The view to which the node belongs
 * @param isPipe Whether the view is being injected into a pipe
 * @returns A ChangeDetectorRef
 */
    function createViewRef(tNode: TNode, lView: LView, isPipe: boolean): ViewEngine_ChangeDetectorRef {
      const parentOfHostNative = nativeParentNode(renderer, hostNative);
      const componentView = getComponentLViewByIndex(tNode.index, lView);  // look down
      return new ViewRef(componentView, TNode, lView, renderer, isPipe);
componentView); } else if (tNode.type === TNodeType.Element || tNode.type === TNodeType.Container || tNode.type === TNodeType.ElementContainer || tNode.type === TNodeType.IcuContainer) { // The LVView represents the location where the injection is requested from. return null!; } // We need to locate the containing LVView (in case where the 'lView' is an embedded view) const hostComponentView = lView[DECLARATION_COMPONENT_VIEW]; // look up return new ViewRef(hostComponentView, lView); return null!;}

/** Returns a Renderer2 (or throws when application was bootstrapped with Render3) */
function getOrCreateRenderer2(view: LView): Renderer2 {
  const renderer = view[RENDERER];
  if (isProceduralRenderer(renderer)) {
    return renderer as Renderer2;
  } else {
    throw new Error('Cannot inject Renderer2 when the application uses Renderer3!');
  }
}

/** Injects a Renderer2 for the current component. */
export function injectRenderer2(): Renderer2 {
  // We need the Renderer to be based on the component that it's being injected into, however since DS // DI happens before we've entered its view, `getLView` will return the parent view instead.
  const lView = getPreviousOrParentTNode();
  const nodeAtIndex = getComponentLViewByIndex(tNode.index, lView);
  return getOrCreateRenderer2(isLView(nodeAtIndex) ? nodeAtIndex : lView);
}

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

import {injectChangeDetectorRef as render3InjectChangeDetectorRef} from '../render3/view_engine_compatibility';

/**
 * Base class that provides change detection functionality.
 * A change-detection tree collects all views that are to be checked for changes. Use the methods to add
 * and remove views from the tree, initiate change-detection, and explicitly mark views as _dirty_, meaning that they have changed and need to be re-rendered. The using change detection hooks are
 * change-detection-hooks

 * Use this method to ensure that a component is checked even if these triggers have not occurred. When inputs have
 * changed or events have fired in the view. Call this method to ensure that a component is checked even if these triggers have not occurred. When inputs have changed or events have fired in the view.

 * Detects a detached component. The following example creates a component displaying live data. The component detaches its change detector from the main change detector tree when the `live` property is set to false, and reattaches it when the property becomes true.

 * When a view uses the ChangeDetectionStrategy#OnPush change detection strategy, explicitly marks the view as changed so that it can be checked again. Components are normally marked as dirty (in need of rerendering) when inputs have changed or events have fired in the view. Call this method to ensure that a component is checked even if these triggers have not occurred. Use in combination with `detectChanges()` to implement local change detection checks.

 * Detached views are not checked during change detection runs until they are re-attached, even if they are marked as dirty. Use in combination with `detectChanges()` to implement local change detection checks.

 * Checks this view and its children. Use in combination with change detection hooks to ensure that a view is checked even if its triggers have not occurred. When inputs have changed or events have fired in the view.

 * Detaches views not checked during change detection runs until they are re-attached, even if they are marked as dirty. Use in combination with `detectChanges()` to implement local change detection checks.

 * Checks this view and its children.
which extend from other classes

* and inherit a constructor.

```ts
class [A-Za-

\*\d_]* extends [^\*]+ {\[\s\S\]*}\n
* (\S*super(\[\.,\./\]arguments))\n
* **\n
* Determine whether a stringified type is a class which delegates its constructor

* to its parent. This is not trivial since compiled code can actually contain a constructor function

* even if the original source code did not. For instance, when the child class contains

* an initialized instance property.

* export function isDelegateCtor(typeStr: string): boolean {

* ES5_DELEGATE_CTOR.test(typeStr) ||

* ES2015_INHERITED_CLASS_WITH_DELEGATE_CTOR.test(typeStr) ||

* !ES2015_INHERITED_CLASS_WITH_CTOR.test(typeStr));

* returns reflection capabilities

* 

* PlatformReflectionCapabilities { \n
* private _reflect: any; \n
* } \n
* \n
* global[Reflect] \n
* } \n
* return true; \n
* } \n
* factory<T>(t: Type<T>): (args: any[]) => T { \n
* return (...args: any[]) => new t(...args); \n
* } \n
* */ \n
* @internal *\n
* _zipTypesAndAnnotations(paramTypes: any[], paramAnnotations: any[]): any[][] { \n
* let result: any[] = [\n
* if (typeof paramTypes === 'undefined') { \n
* result = newArray(paramAnnotations.length); \n
* } else { \n
* result = newArray(paramTypes.length); \n
* } \n
* for (let i = 0; i < result.length; i++) { \n
* // TS outputs Object for parameters without types, while Traceur omits the annotations. For now we preserve the Traceur behavior to

* // migration, but this can be revisited. \n
* if (typeof paramTypes === 'undefined') { \n
* result[i] = [\n
* ]\n
* } else if (paramTypes[i] && paramTypes[i] != Object) { \n
* result[i] = [paramTypes[i]]\n
* } else { \n
* result[i] = [\n
* ]\n
* } \n
* if (paramAnnotations && paramAnnotations[i] != null) { \n
* result[i] = result[i].concat(paramAnnotations[i]); \n
* } \n
* } \n
* return result; \n
* } \n
* private _ownParameters(type: Type<any>, parentCtor: any): any[][]|null { \n
* const typeStr = type.toString(); \n
* // If we have no decorators, we only have function.length as metadata. \n
* // In that case, to detect whether a child class declared an own constructor or not, we need to look inside of that constructor to check whether it is\n
* // just calling the parent. \n
* // This also helps to work around for https://github.com/Microsoft/TypeScript/issues/12439 \n
* // that sets 'design:paramtypes' to [\n
* ]\n
* // if a class inherits from another class but has no ctor declared itself. \n
* if (isDelegateCtor(typeStr)) { \n
* return null; \n
* } \n
* // Prefer the direct API. \n
* if ((<\n
* type).parameters && \n
* <\n
* type).parameters !== parentCtor.parameters) { \n
* return (<\n
* type).parameters; \n
* } \n
* // API of tsickle for lowering decorators to properties on the class. \n
* const tsickleCtorParams = (<\n
* type).ctorParameters; \n
* if (tsickleCtorParams && tsickleCtorParams !== parentCtor.ctorParameters) { \n
* // Newer tsickle uses a function closure\n
* // Retain the non-function case for compatibility with older tsickle\n
* const ctorParameters =\n
* typeof tsickleCtorParams === 'function' ? tsickleCtorParams() : tsickleCtorParams; \n
* const paramTypes = ctorParameters.map((ctorParam: any) => ctorParam && ctorParam.type); \n
* const parameterAnnotations = ctorParameters.map((ctorParam: any) => ctorParam &&\n
* convertTsickleDecoratorIntoMetadata(ctorParam.decorators)); \n
* return this._zipTypesAndAnnotations(paramTypes, parameterAnnotations); \n
* } \n
* // API for metadata created by invoking the decorators. \n
* const parameterAnnotations = type.hasOwnProperty(PARAMETERS) && (\n
* type as any)[PARAMETERS]; \n
* const paramTypes = this._reflect && this._reflect.getOwnPropertyMetadata &&\n
* this._reflect.getOwnPropertyMetadata('design:paramtypes', type); \n
* if (paramTypes && paramAnnotations) { \n
* return this._zipTypesAndAnnotations(paramTypes, paramAnnotations); \n
* } \n
* // If a class has no decorators, at least create metadata\n
* // based on function.length. \n
* // Note: We know that this is a real constructor as we checked\n
* // the content of the constructor above. \n
* return newArray(any)(\n
* [\n
* ]\n
* } \n
* parameters(type:\n
* Type<any>): any[] { \n
* } \n
* } \n
* // Note: only report metadata if we have at least one class decorator\n
* // to stay in sync with the static reflector. \n
* if (!isType(type)) { \n
* return []; \n
* } \n
* const parentCtor = getParentCtor(type); \n
* let parameters = this._ownParameters(type, parentCtor); \n
* if (parameters && parentCtor !== Object) { \n
* parameters = this.parameters(parentCtor); \n
* return parameters || []; \n
* } \n
* private _ownAnnotations(typeOrFunc: Type<any>, parentCtor: any): any[] = null { \n
* } \n
* export { PlatformReflectionCapabilities, ReflectionCapabilities } from 'tsickle';
```

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API of tsickle for lowering decorators to properties on the class.

```javascript
annotations = (<any>typeOrFunc).annotations;
if (typeof annotations === 'function' &&
    annotations.annotations) {
  annotations = annotations.annotations;
}
return annotations;
```

```javascript
// API of tsickle for lowering decorators to properties on the class.

```javascript
convertTsickleDecoratorIntoMetadata(<any>typeOrFunc).decorators; // API for metadata created by invoking the decorators.
if (typeOrFunc.hasOwnProperty(ANNOTATIONS)) {
  return (typeOrFunc as any)[ANNOTATIONS];
}
return null;
```

```javascript
const parentCtor = getParentCtor(typeOrFunc);

```javascript
private._ownPropMetadata(typeOrFunc: any, parentCtor: any) {
```
```javascript
getLifecycleHook(type: any, lcProperty: string): boolean {
  return type instanceof Type && lcProperty in type.prototype;
}
```javascript
```javascript
guards(type: any): {
  return {};
}
getter(name: string): GetterFn {
  return <GetterFn>new Function('o', 'return o.' + name + ';');
}
setter(name: string): SetterFn {
  return <SetterFn>new Function('o', 'v', 'return o.' + name + ' = v;');
}
method(name: string): MethodFn {
  const functionBody = `if (!o.${name}) throw new Error('"${name}" is undefined');
        return o.${name}.apply(o, args);`;
  return <MethodFn>new Function('o', 'args', functionBody);
}
importUri(type: any): string {
  // StaticSymbol
  if (typeof type === 'object' && type['filePath']) {
    return type['filePath'];
  }
  // Runtime type
  return `./${stringify(type)}`;
}
resolveIdentifier(name: string, moduleUrl: string, members: string[], runtime: any): any {
  return runtime;
}
resolveEnum(enumIdentifier: any, name: string): any {
  return enumIdentifier[name];
}
``` javascript
Object.getPrototypeOf(ctor.prototype) : null

Note: We always use `Object` as the null value

// to simplify checking later on.

return parentCtor || Parent;
child classes, // which will break inheriting the injectable definition from a grandparent through an
    // undecorated parent class. We work around it by defining a method which should be used
    // as a fallback. This should only be a problem in JIT mode, because in AOT TypeScript
    // seems to have a workaround for static properties. When inheriting from an undecorated
    // parent is no longer supported (v11 or later), this can safely be removed.
    if (!type.hasOwnProperty(NG_PROV_DEF_FALLBACK)) {
      (type as any)[NG_PROV_DEF_FALLBACK] = () => (type as any)[NG_PROV_DEF];
    }

    // if NG_FACTORY_DEF is already defined on this class then don't overwrite it
    if (!type.hasOwnProperty(NG_FACTORY_DEF)) {
      Object.defineProperty(type, NG_FACTORY_DEF, {
        get: () => {
          if (ngFactoryDef === null) {
            const metadata = getInjectableMetadata(type, srcMeta);
            const compiler = getCompilerFacade();
            ngFactoryDef = compiler.compileFactory(angularCoreDiEnv,
              `ng:///${type.name}/fac.js`, {
                name: metadata.name,
                type: metadata.type,
                typeArgumentCount: metadata.typeArgumentCount,
                deps: reflectDependencies(type),
                injectFn: `inject`,
                target: compiler.R3FactoryTarget.Injectable
              });
        }
        return ngFactoryDef;
      },
      // Leave this configurable so that the factories from directives or pipes can take precedence.
      configurable: true
    });

    // if USE_VALUE is already defined on this class then don't overwrite it
    if (USE_VALUE in meta) {
      const valueProvider = (provider as ValueSansProvider);
      return () => valueProvider.useValue;
    }

    // The user explicitly specified useClass, and may or may not have provided deps.
    const compilerMeta = new ReflectionCapabilities();
    const deps = compilerMeta.parameters(type);
    const useClass = (provider as UseClassProvider);
    return () => new type(...injectArgs(deps));

    const useClassMeta = getInjectableMetadata(type, {provide: String, useClass});
    return () => useClass.useClass;

    const useFactoryMeta = getInjectableMetadata(type, {provide: String, useFactory});
    return () => useFactory.useFactory;

    const useExistingMeta = getInjectableMetadata(type, {provide: String, useExisting});
    return () => useExisting.useExisting;

    // Allow the compilation of a class with a
    // @Injectable() decorator without parameters
    const meta: Injectable = {providedIn: null};
    const compilerMeta: R3InjectableMetadataFacade = {
      name: type.name,
      type: type,
      typeArgumentCount: 0,
      providedIn: meta.providedIn,
      userDeps: undefined,
    };
    const useClassMeta = getInjectableMetadata(type, {provide: String, useClass});
    return () => useClass.useClass;

    if (USE_VALUE in provider) {
      const valueProvider = (provider as ValueSansProvider);
      return () => valueProvider.useValue;
    }

    if (useClassMeta.useClass !== undefined) {
      return () => useClassMeta.useClass;
    } else if (useFactoryMeta.useFactory !== undefined) {
      return () => useFactoryMeta.useFactory;
    } else if (useExistingMeta.useExisting !== undefined) {
      return () => useExistingMeta.useExisting;
    } else if (isUseFactoryProvider(meta)) {
      return () => useFactory.useFactory;
    } else if (isUseExistingProvider(meta)) {
      return () => useExisting.useExisting;
    } else if (isUseValueProvider(meta)) {
      return () => valueProvider.useValue;
    }

    // The user explicitly specified useValue, and may or may not have provided deps.
    const meta = getInjectableMetadata(type, {provide: String, useValue});
    const useClassMeta = getInjectableMetadata(type, {provide: String, useClass});
    const useFactoryMeta = getInjectableMetadata(type, {provide: String, useFactory});
    const useExistingMeta = getInjectableMetadata(type, {provide: String, useExisting});
else if ((provider as ExistingSansProvider).useExisting) {
  const existingProvider = (provider as ExistingSansProvider);
  return () => inject(resolveForwardRef(existingProvider.useExisting));
} else if ((provider as FactorySansProvider).useFactory) {
  const factoryProvider = (provider as FactorySansProvider);
  return () => factoryProvider.useFactory(...injectArgs(factoryProvider.deps || EMPTY_ARRAY));
} else if ((provider as StaticClassSansProvider | ClassSansProvider).useClass) {
  const classProvider = (provider as StaticClassSansProvider | ClassSansProvider);
  let deps = (provider as StaticClassSansProvider).deps;
  if (!deps) {
    let deps = reflectionCapabilities.parameters(type);
  }
  return () => new resolveForwardRef(classProvider.useClass)(...injectArgs(deps));
} else if ((provider as ConstructorSansProvider).deps) {
  let deps = (provider as ConstructorSansProvider).deps;
  if (!deps) {
    let deps = reflectionCapabilities.parameters(type);
  }
  return () => new type(...injectArgs(deps!));
}

/**
 * @license
 * Copyright Google LLC 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 {Type} from '../interface/type';
import {makeDecorator, TypeDecorator} from '../util/decorators';

import {getInjectableDef, InjectableType, defineInjectable} from './interface/defs';
import {ClassSansProvider, ConstructorSansProvider, ExistingSansProvider, FactorySansProvider, StaticClassSansProvider, ValueSansProvider} from './interface/provider';
import {compileInjectable as render3CompileInjectable} from './jit/injectable';
import {convertInjectableProviderToFactory} from './util';

/**
 * Injectable providers used in `@Injectable` decorator.
 *
 * @publicApi
 */
export type InjectableProvider = ValueSansProvider|ExistingSansProvider|StaticClassSansProvider|ConstructorSansProvider|FactorySansProvider|ClassSansProvider;

/**
 * Type of the Injectable decorator / constructor function.
 *
 * @Annotation
 * @publicApi
 */
export const Injectable: InjectableDecorator = makeDecorator('Injectable', undefined, undefined, undefined, (type: Type<any>, meta: Injectable) => SWITCH_COMPILE_INJECTABLE(type as any, meta));

/**
 * Supports @Injectable() in JIT mode for Render2.
 */
function render2CompileInjectable(injectableType: Type<any>, options?: {providedIn?: Type<any>|'root'|'platform'|'any'|null}&InjectableProvider): void {
  if (options && options.providedIn !== undefined && !getInjectableDef(injectableType)) {
    (injectableType as InjectableType<any>).prov = defineInjectable({
      token: injectableType,
      providedIn: options.providedIn,
      factory: injectableProviderToFactory(injectableType, options),
    });
  }
}

const SWITCH_COMPILE_INJECTABLE__POST_R3__ = render3CompileInjectable;
const SWITCH_COMPILE_INJECTABLE__PRE_R3__ = render2CompileInjectable;
const SWITCH_COMPILE_INJECTABLE: typeof render3CompileInjectable =


import {InjectionToken} from './injection_token';

/**
 * An internal token whose presence in an injector indicates that the injector should treat itself as a root scoped injector when processing requests for unknown tokens which may indicate they are provided in the root scope.
*/
export const INJECTOR_SCOPE = new InjectionToken<'root'|'platform'|null>('Set Injector scope.');

/**
 * @license
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 *
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 */

import {OnDestroy} from '../interface/lifecycle_hooks';
import {Type} from '../interface/type';
import {getFactoryDef} from '../render3/definition';
import {throwCyclicDependencyError, throwInvalidProviderError, throwMixedMultiProviderError} from '../render3/errors';
import {FactoryFn} from '../render3/interfaces/definition';
import {deepForEach, newArray} from '../util/array_utils';
import {stringify} from '../util/stringify';

import {resolveForwardRef} from './forward_ref';
import {catchInjectorError, injectArgs, INJECTOR, NG_TEMP_TOKEN_PATH, NullInjector, setCurrentInjector, THROW_IF_NOT_FOUND, USE_VALUE, inject} from './injector_compatibility';
import {getInheritedInjectableDef, getInjectableDef, getInjectorDef, InjectorType, InjectableDef} from './interface/defs';
import {InjectFlags} from './interface/injector';
import {ClassProvider, ConstructorProvider, ExistingProvider, FactoryProvider, StaticClassProvider, StaticProvider, TypeProvider, ValueProvider} from './interface/provider';
import {INJECTOR_SCOPE} from './scope';

/**
 * Internal type for a single provider in a deep provider array.
*/
type SingleProvider = TypeProvider|ValueProvider|ClassProvider|ConstructorProvider|ExistingProvider|
FactoryProvider|StaticClassProvider;

/**
 * Marker which indicates that a value has not yet been created from the factory function.
*/
const NOT_YET = {};

/**
 * Marker which indicates that the factory function for a token is in the process of being called.
*/
const INJECTING = {};

/**
 * A lazily initialized NullInjector.
*/
let NULL_INJECTOR: NullInjector|undefined = undefined;

function getNullInjector(): NullInjector {
  if (NULL_INJECTOR === undefined) {
    NULL_INJECTOR = new NullInjector();
  }
  return NULL_INJECTOR;
}

/**
 * An entry in the injector which tracks information about the given token, including a possible current value.
*/
interface Record<T> {
  factory: (() => T)|undefined;
  value: T|{};
  multi: any[]|undefined;
}

/**
 * Create a new `Injector` which is configured using a `defType` of `InjectorType<any>`s.
 *
 * @publicApi
 */
export function createInjector(
    defType: /* InjectorType<any> */ any, parent: Injector|null = null,
    additionalProviders: StaticProvider[]|null = null, name?: string): Injector {
  const injector = createInjectorWithoutInjectorInstances(defType, parent, additionalProviders, name);
  injector._resolveInjectorDefTypes();
  return injector;
}

/**
 * Creates a new injector without eagerly resolving its injector types. Can be used in places where resolving the injector types immediately can lead to an infinite loop. The injector types should be resolved at a later point by calling `injector.resolveInjectors();`
*/
export function createInjectorWithoutInjectorInstances(defType: /* InjectorType<any> */ any, parent: Injector|null = null, name?: string): R3Injector {
  return new R3Injector(defType, additionalProviders, parent || getNullInjector(), name);
}

export class R3Injector {

  private records = new Map<Type<any>|InjectionToken<any>, Record<any>|null>();

  private injectorDefTypes = new Set<InjectorType<any>>();

  private onDestroy = new Set<OnDestroy>();

  private readonly scope: 'root'|'platform'|null;

  readonly source: string = '';
string|null; /*
 * Flag indicating that this injector was previously destroyed.
 */
 getdestroyed(): boolean {
 return this._destroyed;
 }
 private _destroyed = false;
 constructor(def: InjectorType<any>,
 additionalProviders: StaticProvider[]|null, readonly parent: Injector,
 source: string|null = null) {
 const
deduP_stack: InjectorType<any>[] = []; // Start off by creating Records for every provider declared in every
InjectorType
 // included transitively in additional providers then do the same for `def`. This order is
 // important because `def` may include providers that override ones in additionalProviders.
 additionalProviders &
 deepForEach(in this, additionalProviders, provider => this.processProvider(provider, def,
 additionalProviders)); // Make sure the INJECTOR token provides this injector.
 this.records.set(INJECTOR,
 makeRecord(undefined, this)); // Detect whether this injector has the APP_ROOT_SCOPE token and thus
 should provide
 // any injectable scoped to APP_ROOT_SCOPE.
 const record =
 this.records.get(INJECTOR_SCOPE); // this.scope = record != null ? record.value : null; // Source name,
 used for debugging
 this.source = source || (typeof def === 'object' ? null : stringify(def));
 } /*
 * Destroy the injector and release references to every instance or provider associated with it.
 * Also calls the
 * `OnDestroy` lifecycle hooks of every instance that was created for which a
 * hook was found. *
 * destroy(): void {
 * this.assertNotDestroyed();
 * this._destroyed = true;
 * try {
 * // Call all the lifecycle hooks.
 * this.onDestroy.forEach(service =>
 * service.ngOnDestroy());
 * finally {
 * // Release all references.
 * this.records.clear();
 * this.onDestroy.clear();
 * this.injectorDefTypes.clear();
 * }
 * } finally {
 * return this; // The injector must return 'this' so that it can be stored as
 * the
 * injector for the
 * `onDestroy` hook.
 * }
 * }
 * } /*
 * Finds an injectable def and it's scoped to this injector. Pretend as if it was here
 * all along.
 * get<T>(token: Type<T>|InjectionToken<T>, notFoundValue: any = THROW_IF_NOT_FOUND, flags =
 * InjectFlags.Default): T {
 * this.assertNotDestroyed();
 * // Set the injection context.
 * const previousInject
 * 
 * return null;
 * }
 * } /*
 * Add an `InjectorType` or
 * `InjectorTypeWithProviders` and all of its transitive providers
 * to this injector.
 * If an
 * `InjectorTypeWithProviders` that declares providers besides the type is specified,
 * the function will return

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null; */
	/}}
	/**
	 * Flag indicating that this injector was previously destroyed.
	 */
	getdestroyed(): boolean {
	return this._destroyed;
	}
	private _destroyed = false;

tconstructor(def: InjectorType<any>,
	additionalProviders: StaticProvider[]|null, readonly parent: Injector,
	source: string|null = null) {

tconst
deduP_stack: InjectorType<any>[] = []; // Start off by creating Records for every provider declared in every
InjectorType

// included transitively in additional providers then do the same for `def`. This order is

// important because `def` may include providers that override ones in additionalProviders.
additionalProviders &

deePForEach(in this, additionalProviders, provider => this.processProvider(provider, def,
additionalProviders)); // Make sure the INJECTOR token provides this injector.

tthis.records.set(INJECTOR,
makeRecord(undeefined, this)); // Detect whether this injector has the APP_ROOT_SCOPE token and thus
should provide

// any injectable scoped to APP_ROOT_SCOPE.
const record =
this.records.get(INJECTOR_SCOPE); // this.scope = record != null ? record.value : null; // Source name,
used for debugging
this.source = source || (typeof def === 'object' ? null : stringify(def));

/**
 * Destroy the injector and release references to every instance or provider associated with it.
 * Also calls the
 * `OnDestroy` lifecycle hooks of every instance that was created for which a
 * hook was found. *
 * destroy(): void {
 * this.assertNotDestroyed();
 * this._destroyed = true;
 * try {
 * // Call all the lifecycle hooks.
 * this.onDestroy.forEach(service =>
 * service.ngOnDestroy());
 * finally {
 * // Release all references.
 * this.records.clear();
 * this.onDestroy.clear();
 * this.injectorDefTypes.clear();
 * }
 * } finally {
 * return this; // The injector must return 'this' so that it can be stored as
 * the
 * injector for the
 * `onDestroy` hook.
 * }
 * }
 * */

/**
 * Finds an injectable def and it's scoped to this injector. Pretend as if it was here
 * all along.
 * get<T>(token: Type<T>|InjectionToken<T>, notFoundValue: any = THROW_IF_NOT_FOUND, flags =
 * InjectFlags.Default): T {
 * this.assertNotDestroyed();
 * // Set the injection context.
 * const previousInject
 * 
 * return null;
 * }
 * */

/**
 * Add an `InjectorType` or
 * `InjectorTypeWithProviders` and all of its transitive providers
 * to this injector.
 * If an
 * `InjectorTypeWithProviders` that declares providers besides the type is specified,
 * the function will return

"true" to indicate that the providers of the type definition need * to be processed. This allows us to process providers of injector types after all imports of an * an injector definition are processed. (following View Engine semantics: see FW-1349)

```typescript
private processInjectorType(
  defOrWrappedDef: InjectorType<any> | InjectorTypeWithProviders<any>,
  parents: InjectorType<any>[][],
  dedupStack: InjectorType<any>[][],)
```

If that's not present, then attempt to read NgModule from the InjectorDefTypeWithProviders. 

```typescript
const NgModule = ((def == null) && (defOrWrappedDef as InjectorTypeWithProviders<any>).NgModule || undefined);
```

Determine the InjectorType. In the case where `defOrWrappedDef` is an `InjectorType`, then this is easy. In the case of an `InjectorDefTypeWithProviders`, then the definition type is the `NgModule`.

```typescript
const defType: InjectorType<any> = (NgModule === undefined) ? (defOrWrappedDef as InjectorType<any>) : NgModule;
```

Check for circular dependencies.

```typescript
if (ngDevMode && parents.indexOf(defType) !== -1) {
  const defName = stringify(defType);
  throw new Error(`Circular dependency in DI detected for type ${defName}. Dependency path: ${parents.map(defType => stringify(defType)).join(' > ')} > ${defName}.`);
}
```

Check for multiple imports of the same NgModule.

```typescript
const isDuplicate = dedupStack.indexOf(defType) !== -1;
```

Imports which are declared with providers (TypeWithProviders) need to be processed after all imported modules are processed. This is similar to how View Engine processes/merges module imports in the metadata resolver. See: FW-1349.

```typescript
if (importTypesWithProviders !== undefined) {
  for (let i = 0; i < importTypesWithProviders.length; i++) {
    const {NgModule, providers} = importTypesWithProviders[i];
    deepForEach(importTypesWithProviders, provider => this.processProvider(provider, NgModule, providers || EMPTY_ARRAY));
  }
}
```

Process a `SingleProvider` and add it.

```typescript
private processProvider(
  provider: SingleProvider,
  NgModuleType: InjectorType<any>, providers: any[][],
): void {
```

It's important that this is done after the defType's imports, add it to the set of parents. This way, if it ends up deeply importing itself, this can be detected.

```typescript
let def = getInjectorDef NgModule;
```

If no definition was found, it might be from exports. Remove it.

```typescript
if ( NgModule === undefined) {
  return false;
}
```

Add providers in the same way that @NgModule resolution did.

```typescript
first, include providers from any imported NgModule. If def.imports != null &
```

Check for circular dependencies.

```typescript
if (ngDevMode && & parents.push(defType);
```

Add it to the set of dedups. This way we can detect multiple imports of the same NgModule.

```typescript
let importTypesWithProviders: (InjectorTypeWithProviders<any>[][]); |
```

Imports which are declared with providers (TypeWithProviders) need to be processed after all imported modules are processed. This is similar to how View Engine processes/merges module imports in the metadata resolver. See: FW-1349.

```typescript
if (importTypesWithProviders !== undefined) {
```

If the processed import is an injector type with providers, we store it in the list of import types with providers, so that we can process those afterwards.

```typescript
importTypesWithProviders.push(imported);
```

Finally, remove it from the parents set when finished.

```typescript
ngDevMode && & parents.pop();
```

Imports which are declared with providers (TypeWithProviders) need to be processed after all imported modules are processed. This is similar to how View Engine processes/merges module imports in the metadata resolver. See: FW-1349.

```typescript
try {
  deepForEach(importTypesWithProviders, imported => {
```

if (importTypesWithProviders !== undefined) {
```typescript
importTypesWithProviders = [];
```

If the processed import is an injector type with providers, we store it in the list of import types with providers, so that we can process those afterwards.

```typescript
importTypesWithProviders.push(imported);
```

Finally, remove it from the parents set when finished.

```typescript
ngDevMode && & parents.pop();
```

Imports which are declared with providers (TypeWithProviders) need to be processed after all imported modules are processed. This is similar to how View Engine processes/merges module imports in the metadata resolver. See: FW-1349.
Construct a 'Record' for the provider.

const record = providerToRecord(provider, ngModuleType, providers);
if (isTypeProvider(provider) && provider.multi === true) {
  // If the provider indicates that it's a multi-provider, process it specially.
  // First check whether it's been defined already.
  let multiRecord = this.records.get(token);
  if (multiRecord) {
    // It has. Throw a nice error if
    if (multiRecord.multi !== undefined) {
      throwMixedMultiProviderError();
    } else {
      multiRecord = makeRecord(undefined, NOT_YET, true);
      multiRecord.factory = () => injectArgs(multiRecord!.multi!);
      this.records.set(token, multiRecord);
    }
  } else {
    const existing = this.records.get(token);
    if (existing && existing.multi !== undefined) {
      throwMixedMultiProviderError();
    } else if (record.value === CIRCULAR) {
      record.value = record.factory();
    }
    // If the token is an NgModule, it's also injectable but the factory is on its injector def
    // (`inj`) const injectorDef = getInjectorDef(token);
    // Injections should have an injectable def and should be handled above.
    // If it's missing that, it's an error.
    if (token instanceof InjectionToken) {
      throw new Error(`Token ${stringify(token)} is missing a prov
definition.`);
    } else if (token instanceof Function) {
      return getUndecoratedInjectableFactory(token);
    }
    // There was no way to resolve a factory for this token.
    throw new Error('unreachable');
  }
}

/**
 * Converts a `SingleProvider` into a factory function.
 */
export function providerToFactory(
    provider: SingleProvider, ngModuleType?: InjectorType<any>, providers?: any[]): () => any {
  let factory: (() => any) | undefined = undefined;
  if (isTypeProvider(provider)) {
    const unwrappedProvider = resolveForwardRef(provider);
    factory = () => injectArgs(multiRecord!.multi!);
  } else if (isValueProvider(provider)) {
    factory = () => resolveForwardRef(provider.useValue);
  } else if (isFactoryProvider(provider)) {
    factory = () => resolveForwardRef(provider.useFactory);
  } else if (isExistingProvider(provider)) {
    factory = () => inject(resolveForwardRef(provider.useExisting));
  } else {
    const classRef = resolveForwardRef((provider as StaticClassProvider |
providers of the [StaticProvider type](api/core/StaticProvider).

```typescript
static create(options: {providers: StaticProvider[], parent?: Injector, name?: string}): Injector;

static create(
    options: StaticProvider[] | {providers: StaticProvider[], parent?: Injector, name?: string},
    parent?: Injector): Injector {
    if (Array.isArray(options)) {
```
for (let i = 0; i < provider.length; i++) {
    scope = recursivelyProcessProviders(records, provider[i]) || scope;
}
else if (typeof provider === 'function') {
    // Functions were supported in ReflectiveInjector, but are not here.
    // For safety give useful error messages
    throw staticError('Function/Class not supported', provider);
} else if (provider && typeof provider === 'object' && provider.provide) {
    // At this point we have what looks like a provider: [provide: ?, ....]
    let token = resolveForwardRef(provider.provide);
    const resolvedProvider = resolveProvider(provider);  // This is a multi provider.
    let multiProvider: Record|undefined = records.get(token) if (multiProvider) {
        if (multiProvider.fn !== MULTI_PROVIDER_FN) throw multiProviderMixError(token);
    } else {
        // Create a placeholder factory which will look up the constituents of the multi provider.
        records.set(token, multiProvider = <Record>{
            token: provider.provide,
            deps: [],
            useNew: false,
            fn: MULTI_PROVIDER_FN,
            value: EMPTY
        });
    }
    const record = records.get(token) if (record) {
        const resolvedProvider = resolveProvider(provider);
        if (token === INJECTOR_SCOPE) {
            scope = resolvedProvider.value;
        }
        records.set(token, resolvedProvider);
    } else {
        throw staticError('Unexpected provider', provider);
    }
}
return scope;
}

function tryResolveToken(token: any, record: Record|undefined|null, records: Map<any, Record|null>, parent: Injector, notFoundValue: any, flags: InjectFlags): any {
    try {
        return resolveToken(token, record, records, parent, notFoundValue, flags);
    } catch (e) {
        // ensure that 'e' is of type Error.
        if (!(e instanceof Error)) { e = new Error(e); }
        const path: any[] = e[NG_TEMP_TOKEN_PATH] = e[NG_TEMP_TOKEN_PATH] || [];
        path.unshift(token);
        if (record && record.value == CIRCULAR) {
            throw Error(NO_NEW_LINE + 'Circular dependency');
        } else if (record === EMPTY) {
            record.value = CIRCULAR;
            let obj = undefined;
            let useNew = record.useNew;
            let fn = record.fn;
            let deps = EMPTY;
            if (depRecords.length) {
                deps = [];
                for (let i = 0; i < depRecords.length; i++) {
                    const depRecord: DependencyRecord = depRecords[i];
                    const options = depRecord.options;
                    const childRecord = options & OptionFlags.CheckSelf ? records.get(depRecord.token) : undefined;
                    deps.push(tryResolveToken(depRecord.token, depRecord.options & OptionFlags.CheckSelf ? records.get(depRecord.token) : undefined, records, Injector.THROW_IF_NOT_FOUND, flags & OptionFlags.CheckParent) ? Injector.NULL.get(token, notFoundValue) : Injector.NULL.get(token, typeof notFoundValue !== 'undefined' ? notFoundValue : null));
                }
            }
            record.value = useNew ? new (fn as any)(...deps) : fn.apply(obj, deps);
        } else if (flags & InjectFlags.SkipSelf) {
            options = (flags & InjectFlags.SkipSelf) ? Injector.NULL.get(token, notFoundValue) : Injector.NULL.get(token, typeof notFoundValue !== 'undefined' ? notFoundValue : null);
            if (options & OptionFlags.Optional) {
                options = options | OptionFlags.Optional;
            } else if (options & OptionFlags.CheckParent) {
                throw Error('Circular dependency');
            } else if (options & OptionFlags.CheckSelf) {
                throw Error('Circular dependency');
            } else {
                record.value = useNew ? new (fn as any)(...deps) : fn.apply(obj, deps);
            }
        } else {
            record.value = useNew ? new (fn as any)(...deps) : fn.apply(obj, deps);
        }
    } else if (flags & InjectFlags.SkipSelf) {
        options = options | OptionFlags.SkipSelf;  // Current Token to resolve
        const childRecord = Injector.THROW_IF_NOT_FOUND;
        if (options & OptionFlags.SkipSelf) {
            record.value = useNew ? new (fn as any)(...deps) : fn.apply(obj, deps);
        } else if (!(!flags & InjectFlags.SkipSelf) ? Injector.NULL.get(token, notFoundValue) : Injector.NULL.get(token, typeof notFoundValue !== 'undefined' ? notFoundValue : null)) {
            return scope;
        } else {
            return record.value;
        }
    } else if (options & OptionFlags.SkipSelf) {
        throw Error('Circular dependency');
    } else if (options & OptionFlags.CheckParent) {
        throw Error('Circular dependency');
    } else if (options & OptionFlags.CheckSelf) {
        throw Error('Circular dependency');
    } else {
        record.value = useNew ? new (fn as any)(...deps) : fn.apply(obj, deps);
    }
}

function computeDeps(provider: StaticProvider): DependencyRecord[] {
    let deps = EMPTY;
    if (depRecords.length) {
        let deps = [];
        for (let i = 0; i < depRecords.length; i++) {
            const depRecord = depRecords[i];
            deps.push(tryResolveToken(depRecord.token) ? Injector.NULL.get(token, notFoundValue) : Injector.NULL.get(token, typeof notFoundValue !== 'undefined' ? notFoundValue : null));
        }
    }
    return deps;
}

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~OptionFlags.CheckSelf;
 } else if (annotation instanceof Self || annotation == Self) {
  options = options & ~OptionFlags.CheckParent;
 } else if (annotation instanceof Injectable) {
  token = (annotation as Injectable).token;
 } else {
  token = resolveForwardRef(annotation);
 }

deps.push((token, options));
 }
 } else if (provider as ExistingProvider).useExisting) {
    const token = resolveForwardRef((provider as ExistingProvider).useExisting);
    deps = [{token, options: OptionFlags.Default}];
  } else if (!providerDeps && !(USE_VALUE in provider)) {
    throw staticError('\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
 */

import {Type} from '../interface/type';
import } from '../util/errors';
import {stringify} from

import {ReflectiveInjector} from './reflective_injector';
import {ReflectiveKey} from

function findFirstClosedCycle(keys: any[]): any[] {
  const res: any[] = [];
  for (let i = 0; i < keys.length; ++i) {
    if (res.indexOf(keys[i]) > -1) {
      res.push(keys[i]);
      return res;
    }
    res.push(keys[i]);
  }
  return res;
}

function constructResolvingPath(keys: any[]): string {
  if (keys.length > 1) {
    const reversed = findFirstClosedCycle(keys.slice().reverse());
    const tokenStrs = reversed.map(k =>
      stringify(k.token));
    return ' (' + tokenStrs.join(' -> ') + ')';
  }

  return '';
}

export interface InjectionError
    extends Error {
  keys: ReflectiveKey[];
  injectors: ReflectiveInjector[];
  constructResolvingMessage: (keys: ReflectiveKey[]) => string;
  addKey(injector: ReflectiveInjector, key: ReflectiveKey): void;
}

function injectionError(
    injector: ReflectiveInjector, key: ReflectiveKey,
    constructResolvingMessage: (keys: ReflectiveKey[]) => string,
    originalError?: Error): InjectionError {
  const keys = [key];
  const errMsg = constructResolvingMessage(keys);
  const error = (originalError ? wrappedError(errMsg, originalError) :
  Error(errMsg)) as InjectionError;
  error.addKey = addKey;
  error.keys = keys;
  error.injectors = [injector];
  error.constructResolvingMessage = constructResolvingMessage;
  (error as any)[ERROR_ORIGINAL_ERROR] = originalError;
  return error;
}

function addKey(this: InjectionError, injector: ReflectiveInjector, key: ReflectiveKey): void {
  this.injectors.push(injector);
  this.keys.push(key);
  this.message = this.constructResolvingMessage(this.keys);
}

/**
 * Thrown when trying to retrieve a dependency by key from {@link Injector}, but the
 * {@link Injector} does not
 * have a [{@link Provider} for the given key.
 * ```
 * @usageNotes
 * ### Example
 *
 * ```
 */
export function noProviderError(injector: ReflectiveInjector, key: ReflectiveKey): InjectionError {
  return injectionError(injector, key, function(keys: ReflectiveKey[]) {
    const first = stringify(keys[0].token);
    return `No provider for ${first}!${constructResolvingPath(keys)}`;
  });
}

/**
 * Thrown when dependencies form a cycle.
 * ```
 * @usageNotes
 * ### Example
 * ```
 */
export function cyclicDependencyError(
    injector: ReflectiveInjector, key: ReflectiveKey): InjectionError {
  return injectionError(injector, key, function(keys: ReflectiveKey[]) {
    return `Cannot instantiate cyclic dependency!${constructResolvingPath(keys)}`;
  });
}

/**
 * Thrown when a constructing type returns with
 * an Error.
 * ```
 * @usageNotes
 * ```
 */
export function instantiationError(
    injector: ReflectiveInjector, originalException: any, originalStack: any,
    key: ReflectiveKey): InjectionError {
  return

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injectError(injector, key, function:(keys: ReflectiveKey[]) => { return `Error during instantiation of ${[keys[0].token]}: `;} return `Error during instantiation of ${[keys[0].token]}: `;

originalException);});

injectionError(injector, key, function:(keys: ReflectiveKey[]) => { return `Error during instantiation of ${keys[0].token}: `; Wouldn't this be better if it was something like:

const first = stringify(keys[0].token);

return `Error during instantiation of ${first}!`;

}, originalException););
import {Type} from '../interface/type';
import {PlatformReflectionCapabilities} from './platform_reflection_capabilities';
import {GetterFn, MethodFn, SetterFn} from './types';

export {PlatformReflectionCapabilities};
export {GetterFn, MethodFn, SetterFn};

/**
 * Provides access to reflection data about symbols. Used internally by Angular to power dependency injection and compilation.
 * @license
 * Copyright Google LLC 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 class Reflector {
  constructor(public reflectionCapabilities: PlatformReflectionCapabilities) {
    this.updateCapabilities(caps: PlatformReflectionCapabilities) {
      this.reflectionCapabilities = caps;
    }
    factory(type: Type<any>): Function {
      return this.reflectionCapabilities.factory(type);
    }
    parameters(typeOrFunc: Type<any>): any[][] {
      return this.reflectionCapabilities.parameters(typeOrFunc);
    }
    annotations(typeOrFunc: Type<any>): any[] {
      return this.reflectionCapabilities.annotations(typeOrFunc);
    }
    propMetadata(typeOrFunc: Type<any>): {
      return this.reflectionCapabilities.propMetadata(typeOrFunc);
    }
    hasLifecycleHook(type: any, lcProperty: string): boolean {
      return this.reflectionCapabilities.hasLifecycleHook(type, lcProperty);
    }
    getter(name: string): GetterFn {
      return this.reflectionCapabilities.getter(name);
    }
    setter(name: string): SetterFn {
      return this.reflectionCapabilities.setter(name);
    }
    method(name: string): MethodFn {
      return this.reflectionCapabilities.method(name);
    }
    importUri(type: any): string {
      return this.reflectionCapabilities.importUri(type);
    }
    resourceUri(type: any): string {
      return this.reflectionCapabilities.resourceUri(type);
    }
    resolveIdentifier(name: string, moduleUrl: string, members: string[], runtime: any): any {
      return this.reflectionCapabilities.resolveIdentifier(name, moduleUrl, members, runtime);
    }
    resolveEnum(identifier: any, name: string): any {
      return this.reflectionCapabilities.resolveEnum(identifier, name);
    }
    resolveIdentifier(name: string, moduleUrl: string, members: string[], runtime: any): any {
      return this.reflectionCapabilities.resolveIdentifier(name, moduleUrl, members, runtime);
    }
    resolveFactory(name: string, moduleUrl: string, members: string[], runtime: any): any {
      return this.reflectionCapabilities.resolveFactory(name, moduleUrl, members, runtime);
    }
  }
}

const _EMPTY_LIST: any[] = [];

/**
 * Represents a resolved representation of a `Provider` used by the `Injector`.
 * @publicApi
 */
export interface ResolvedReflectiveProvider {
  /**
   * A key, usually a `Type<any>`.
   */
  key: ReflectiveKey;

  /**
   * Factory function which can return an instance of an object represented by a key.
   */
  resolvedFactories: ResolvedReflectiveFactory[];

  /**
   * Indicates if the provider is a multi-provider or a regular provider.
   */
  multiProvider: boolean;

  /**
   * Factory function which can return an instance of an object represented by a key.
   */
  resolveFactory: ResolvedReflectiveFactory;

  static fromKey(key: ReflectiveKey): ResolvedReflectiveProvider {
    return new ResolvedReflectiveProvider(key, [], false);
  }
}
**An internal resolved representation of a factory function created by resolving `Provider`.

Factory function which can return an instance of an object represented by a key.

Arguments (dependencies) to the 'factory' function.

Resolve a single provider.

`resolveReflectiveFactory(provider: NormalizedProvider): ResolvedReflectiveFactory
` let factoryFn: Function;

let resolvedDeps: ReflectiveDependency[];

if (provider.useClass) {
  const useClass = resolveForwardRef(provider.useClass);
  factoryFn = reflector.factory(useClass);
  resolvedDeps = _dependenciesFor(useClass);
} else if (provider.useExisting) {
  factoryFn = (aliasInstance: any) => aliasInstance;
  resolvedDeps = [ReflectiveDependency.fromKey(ReflectiveKey.get(provider.useExisting))];
} else if (provider.useFactory) {
  factoryFn = provider.useFactory;
  resolvedDeps = constructDependencies(provider.useFactory, provider.deps);
} else {
  factoryFn = () => provider.useValue;
}

return new ResolvedReflectiveFactory(factoryFn, resolvedDeps);

resolvesProvidersInto a list where each key is contained exactly once and multi providers have been merged.

Merges a list of ResolvedProviders into a list where each key is contained exactly once and multi providers have been merged.

ResolveResolvedReflectiveProviders(providers: ResolvedReflectiveProvider[]): Map<number, ResolvedReflectiveProvider>;

_normalizeProviders(providers, [])?

let resolvedProvider:

ResolvedReflectiveProvider;

if (provider.multiProvider !== existing.multiProvider) {
  throw mixingMultiProvidersWithRegularProvidersError(existing, provider);
}

if (provider.multiProvider) {
  resolvedProvider = new ResolvedReflectiveProvider_(provider.key, provider.resolvedFactories.slice(), provider.multiProvider);
} else {
  resolvedProvider = provider;
}

return resolvedProviderMap.keys().map(key => resolvedProviderMap.get(key));

throw mixingMultiProvidersWithRegularProvidersError(existing, provider);

if (provider.multiProvider) {
  for (let j = 0; j < provider.resolvedFactories.length; j++) {
    existing.resolvedFactories.push(provider.resolvedFactories[j]);
  }
}

let resolvedProviderMap = mergeResolvedReflectiveProviders(resolved, new Map());

return Array.from(resolvedProviderMap.values());

Merges a list of ResolvedProviders into a list where each key is contained exactly once and multi providers have been merged.

MergeResolvedReflectiveProviders(providers: ResolvedReflectiveProvider[]): Map<number, ResolvedReflectiveProvider>;

_normalizeProviders(providers, []);

let resolvedProvider:

ResolvedReflectiveProvider;

if (provider.multiProvider) {
  resolvedProvider = new ResolvedReflectiveProvider_(provider.key, provider.resolvedFactories.slice(), provider.multiProvider);
} else {
  resolvedProvider = provider;
}

return resolvedProviderMap.keys().map(key => resolvedProviderMap.get(key));

throw mixingMultiProvidersWithRegularProvidersError(existing, provider);

if (provider.multiProvider) {
  for (let j = 0; j < provider.resolvedFactories.length; j++) {
    existing.resolvedFactories.push(provider.resolvedFactories[j]);
  }
}

let resolvedProviderMap = mergeResolvedReflectiveProviders(resolved, new Map());

return Array.from(resolvedProviderMap.values());

Merges a list of ResolvedProviders into a list where each key is contained exactly once and multi providers have been merged.
```javascript
    return _createDependency(metadata, optional, null);
  }

  let visibility: Self|SkipSelf|null = null;

  for (let i = 0; i < metadata.length; ++i) {
    const paramMetadata = metadata[i];
    if (paramMetadata instanceof Type) {
      token = paramMetadata;
    } else if (paramMetadata instanceof Inject) {
      token = paramMetadata.token;
    } else if (paramMetadata instanceof Optional) {
      optional = true;
    } else if (paramMetadata instanceof Self || paramMetadata instanceof SkipSelf) {
      visibility = paramMetadata;
    } else if (paramMetadata instanceof InjectionToken) {
      token = paramMetadata;
    } else {
      throw noAnnotationError(typeOrFunc, params);
    }
  }

  token = resolveForwardRef(token);

  if (token != null) {
    return _createDependency(token, optional, visibility);
  } else {
    throw noAnnotationError(typeOrFunc, params);
  }

  function _createDependency(
    token: any,
    optional: boolean, visibility: Self|SkipSelf|null): ReflectiveDependency {
    return new ReflectiveDependency(ReflectiveKey.get(token), optional, visibility);
  }
```

```javascript
document.createElement('h1');
```

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

import {Injector} from './injector';
import {THROW_IF_NOT_FOUND} from './injector_compatibility';
import {Provider} from './interface/provider';
import {Self, SkipSelf} from './metadata';
import {cyclicDependencyError, instantiationError, noProviderError, outOfBoundsError} from './reflective_errors';
import {ReflectiveKey} from './reflective_key';
import {ReflectiveDependency, ResolvedReflectiveFactory, ResolvedReflectiveProvider, resolveReflectiveProviders} from './reflective_provider';

// Threshold for the dynamic version
const UNDEFINED = {};

/**
 * A ReflectiveDependency injection container used for instantiating objects and
 * resolving dependencies. An `Injector` is a replacement for a `new` operator, which can automatically
 * resolve them constructor dependencies. In typical use, application code asks for the dependencies in the
 * constructor and they are `resolved` by the `Injector`. The following example creates an `Injector` configured to
 * create `Engine` and `Car`. The constructor dependencies are resolved automatically.
 *
 * ```typescript
 * class Engine {
 * }
 *
 * class Car {
 *   constructor(public engine:Engine) {}
 * }
 *
 * var injector = ReflectiveInjector.resolveAndCreate([Car, Engine]);
 * var car = injector.get(Car);
 * expect(car instanceof Car).toBe(true);
 * expect(car.engine instanceof Engine).toBe(true);
 * ```
 *
 * Notice, we don't use the `new` operator because we explicitly want to have the `Injector` resolve all of the object's dependencies
 * automatically. Use `Injector.create` instead.

 * @publicApi
 */
export abstract class ReflectiveInjector implements Injector {
  /**
   * Resolves an array of providers and creates an injector from
   * those providers.
   *
   * The passed-in providers can be an array of `Type`, `Provider`,
   * or a recursive array of
   * more providers.
   *
   * @usageNotes
   * ### Example
   *
   * ```typescript
   * class Engine {
   * }
 *
   * class Car {
   *   constructor(public engine:Engine) {}
   * }
 *
   * var injector = ReflectiveInjector.resolveAndCreate([Car, Engine]);
   * ```
   */
  static resolveAndCreate(providers: Provider[], parent?: Injector): ReflectiveInjector {
    const ResolvedReflectiveProviders = ReflectiveInjector.resolve(providers);
    return ReflectiveInjector.fromResolvedProviders(ResolvedReflectiveProviders, parent);
  }

  /**
   * Creates an injector from previously resolved providers.
   *
   * This API is the recommended way to construct injectors in
   * performance-sensitive parts.
   *
   * ```typescript
   * var injector = ReflectiveInjector.resolveAndCreate([Car, Engine]);
   * ```
   */
  static fromResolvedProviders(ResolvedReflectiveProviders: ResolvedReflectiveProvider[], parent?: Injector): ReflectiveInjector {
    return ReflectiveInjector.resolveAndCreate(providers, parent);
  }
```

```javascript
```
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```typescript
import {InjectionToken} from '../di/injection_token';
import {Type} from '../interface/type';
import {makePropDecorator} from '../util/decorators';

/**
 * A DI token that you can use to create a virtual [provider](guide/glossary#provider) that will populate the `entryComponents` field of components and NgModules based on its `useValue` property value.
 * All components that are referenced in the `useValue` value (either directly or in a nested array or map) are added to the `entryComponents` property.
 * The following example shows how the router can populate the `entryComponents` field of an NgModule based on a router configuration that refers to components.
 * ```typescript
 * // helper function inside the router
 * function provideRoutes(routes) {
 *     return [
 *         {provide: ROUTES, useValue: routes},
 *         {provide: ANALYZE_FOR_ENTRY_COMPONENTS, useValue: routes, multi: true}
 *     ];
 * }
 *
 * // user code
 * let routes = [
 *     {path: '/root', component: RootComp},
 *     {path: '/teams', component: TeamsComp}
 * ];
 *
 * @NgModule({
 *     providers: [provideRoutes(routes)]
 * })
 * class ModuleWithRoutes {}
 * ```
 * @publicApi
 * @deprecated Since 9.0.0. With Ivy, this property is no longer necessary.
 */
export const ANALYZE_FOR_ENTRY_COMPONENTS = new InjectionToken<any>('AnalyzeForEntryComponents');

/**
 * Type of the `Attribute` decorator / constructor function.
 * @see `Attribute`.
 * @publicApi
 */
export interface AttributeDecorator {
  /**
   * Specifies that a constant attribute value should be injected.
   * The directive can inject constant string literals of host element attributes.
   * Suppose we have an `input` element and want to know its `type`.
   * A decorator can inject string literal `text` as in the following example:
   * ```typescript
   * @example core/ts/metadata/metadata.ts region='attributeMetadata'
   * ```
   * @publicApi
   */
  (name: string): any;
  new(name: string): Attribute;
}

/**
 * Type of the Query metadata.
 * @publicApi
 */
export interface Query {
  descendants: boolean;
  first: boolean;
  read: any;
  isViewQuery: boolean;
  selector: any;
  static?: boolean;
  type: any;
}

/**
 * Base class for query metadata.
 * @see `ContentChildren`.
 * @see `ContentChild`.
 * @see `ViewChildren`.
 * @see `ViewChild`.
 * @publicApi
 */
export abstract class Query {}

/**
 * Type of the `ContentChildren` decorator / constructor function.
 * @see `ContentChildren`.
 * @publicApi
 */
export interface ContentChildrenDecorator {
  /**
   * Parameter decorator that configures a content query that references elements or directives from the content DOM.
   * Any time a child element is added, removed, or moved, the query list will be updated, and the changes observable of the query list will emit a new value.
   * Content queries are set before the `ngAfterContentInit` callback is called.
   * Does not retrieve elements or directives that are in
   * @publicApi
   */
  (name: string): any;
  new(name: string): ContentChildren;
}

/**
 * Type of the `ContentChild` decorator / constructor function.
 * @see `ContentChild`.
 * @publicApi
 */
export interface ContentChildDecorator {
  /**
   * Parameter decorator that configures a content query that references elements or directives from the content DOM.
   * Any time a child element is added, removed, or moved, the query list will be updated, and the changes observable of the query list will emit a new value.
   * Content queries are set before the `ngAfterContentInit` callback is called.
   * Does not retrieve elements or directives that are in
   * @publicApi
   */
  (name: string): any;
  new(name: string): ContentChild;
}
```

```typescript
export * from './di/index';
```

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

/**
 * This file should not be necessary because node resolution should just default to `./di/index`!
 *
 * However it does not seem to work and it breaks:
 * - //packages/animations/browser/test:test_web_chromium-local
 * - //packages/compiler-cli/test:extract_i18n
 * - //packages/compiler-cli/test:ngc
 * - //packages/compiler-cli/test:perform_watch
 * - //packages/compiler-cli/test/diagnostics:check_types
 * - //packages/compiler-cli/test/transformers:test
 * - //tools/public_api_guard/core_api
 *
 * Remove this file once the above is solved or wait until `ngc` is deleted and
 * then it should be safe to delete this file.
 */

export * from './di/index';
```
other components' templates. Since a component's template is always a black box to its ancestors. **Metadata Properties**: The directive type or the name used for querying. **descendants** - True to include all descendants, otherwise include only direct children. **read** - Used to read a different token from the queried elements. Here is a simple demonstration of how the `ContentChildren` decorator can be used...

```typescript
Here is a slightly more realistic example that shows how the `ContentChildren` decorator can be used to implement a tab pane component.

```typescript
Here is a more realistic example that shows how `ContentChildren` decorators can be used to implement a tab pane component.

```typescript
@Annotation
*param* ContentChildren: ContentChildrenDecorator = makePropDecorator(
    'ContentChildren',
    (selector?: any, data: any = {}) =>
        ({selector, first: false, isViewQuery: false, descendants: false, ...data}),
    Query);

*param* ContentChildren = Query:\n
**tab-pane example**

```typescript
*param* `ContentChildren` decorator and metadata.

```typescript
export const ContentChildren: ContentChildrenDecorator = makePropDecorator(
    'ContentChildren',
    (selector?: any, data: any = {}) =>
        ({selector, first: false, isViewQuery: false, descendants: false, ...data}),
    Query);

**tab-pane example**

```typescript
@Annotation
*public* interface ContentChildrenDecorator = makePropDecorator(
    'ContentChildren',
    (selector?: any, data: any = {}) =>
        ({selector, first: false, isViewQuery: false, descendants: false, ...data}),
    Query);

```typescript
@Annotation
*public* interface ContentChildrenDecorator = makePropDecorator(
    'ContentChildren',
    (selector?: any, data: any = {}) =>
        ({selector, first: true, isViewQuery: false, descendants: true, ...data}),
    Query);

```typescript
@Annotation
*public* interface ContentChildrenDecorator = makePropDecorator(
    'ContentChildren',
    (selector?: any, data: any = {}) =>
        ({selector, first: true, isViewQuery: false, descendants: true, ...data}),
    Query);

```typescript
@Annotation
*public* interface ContentChildrenDecorator = makePropDecorator(
    'ContentChildren',
    (selector?: any, data: any = {}) =>
        ({selector, first: true, isViewQuery: false, descendants: true, ...data}),
    Query);

```typescript
@Annotation
*public* interface ContentChildrenDecorator = makePropDecorator(
    'ContentChildren',
    (selector?: any, data: any = {}) =>
        ({selector, first: true, isViewQuery: false, descendants: true, ...data}),
    Query);
decorator that configures a view query.
* The change detector looks for the first element or the directive matching the selector
* in the view DOM. If the view DOM changes, and a new child matches the selector,
* the property is updated.
* View queries are set before the `ngAfterViewInit` callback is called.
* The directive type or the name used for querying.
* **Metadata Properties**:
* `*` The directive type or the name used for querying.
* `*` **selector** - The directive type or the name used for querying.
* `*` **read** - Used to read a different token from the queried elements.
* `*` **static** - True to resolve query results before change detection runs.
* false to resolve after change detection. Defaults to false.
* The following selectors are supported:
* Any class with the `@Component` or `@Directive` decorator
* A template reference variable as a string (e.g. query `@my-component cmp>` in `@with
* ViewChild(cmp)`) any
* Any provider defined in the child component tree of the current component (e.g. `@
* ViewChild(SomeService) someService: SomeService`) any
* Any provider defined through a string token (e.g. `@ViewChild('someToken') someTokenVal: any`) any
* A `@TemplateRef` (e.g. query `ng-template>` with `@ViewChild(TemplateRef)
* template:`

```typescript
/**
 * Type of the ViewChild metadata.
 *
 * @publicApi
 */
export type ViewChild = Query;

/**
 * ViewChild decorator and metadata.
 *
 * @Annotation
 * @publicApi
 */
export const ViewChild: ViewChildDecorator = makePropDecorator(
  'ViewChild',
  (selector: any, data: any) =>
      ({selector, first: true, isViewQuery: true, descendants: true,
        ...data}),
    Query);

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

import {Type} from '../interface/type';
import {Component} from './directives';

/**
 * Used to resolve resource URLs on `@Component` when used with JIT compilation.
 *
 * Example:
 * ```
 * @Component({
 *   selector: 'my-comp',
 *   templateUrl: 'my-comp.html', // This requires
 *   // asynchronous resolution
 * })
 * class MyComponent{
 * }
 *
 * // Calling `renderComponent` will fail
 * // because `renderComponent` is a synchronous process
 * // and `MyComponent` needs to be resolved asynchronously.
 *
 * // Use browser’s `fetch()` function as the default resource resolution strategy.
 * resolveComponentResources(fetch).then(() => {
 *   // After resolution all URLs have been converted into
 *   // `template` strings.
 *   renderComponent(MyComponent);
 * });
 *
 * ```
 *
 * NOTE: In AOT the resolution happens during compilation, and so there should be no need
 * to call this method outside JIT mode.
 *
 * @param resourceResolver a function which is responsible for returning a `Promise` to the
 * contents of the resolved URL. Browser’s `fetch()` method is a good default implementation.
 */
export function
resolveComponentResources(resourceResolver: (url: string) => (Promise<string|{text(): Promise<string>}>)):
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

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

import {devModeEqual} from '../change_detection/change_detection_util';
import {assertIndexInRange, assertLessThan, assertNotSame} from '../util/assert';

import {getExpressionChangedErrorDetails, throwErrorIfNoChangesMode} from './errors';
import {LView} from './interfaces/view';
import {getCheckNoChangesMode} from './state';
import {NO_CHANGE} from './tokens';

// TODO(misko): consider inlining
/** Updates binding and returns the value. */
export function updateBinding(lView: LView, bindingIndex: number, value: any): any {
  return lView[bindingIndex] = value;
}

/** Gets the current binding value. */
export function getBinding(lView: LView, bindingIndex: number): any {
  ngDevMode && assertIndexInRange(lView, bindingIndex);
  ngDevMode &&
      assertNotSame(lView[bindingIndex], NO_CHANGE, 'Stored value should never be NO_CHANGE.');
  return lView[bindingIndex];
}

/**
 * Updates binding if changed, then returns whether it was updated.
 *
 * This function also checks the `CheckNoChangesMode` and throws if changes are made.
 * @param lView current `LView`
 * @param bindingIndex number: value;: any; of `LView`: bindingIndex`: number, value;: any; any
 * @returns `true` if the bindings has changed. (Throws if binding has changed during
 *          `CheckNoChangesMode`)
 */
export function bindingUpdated(lView: LView, bindingIndex: number, value: any): boolean {
  ngDevMode && assertNotSame(value, NO_CHANGE, 'Incoming value should never be NO_CHANGE.');
  ngDevMode &&
      assertLessThan(bindingIndex, lView.length, `Slot`);
should have been initialized to NO_CHANGE`);\n  const oldValue = lView[bindingIndex];\n  if (Object.is(oldValue, value)) {\n    return false;\n  } else {\n    if (ngDevMode &&& getCheckNoChangesMode()) {\n      // View engine didn't report undefined values as changed on the first checkNoChanges pass\n      // (before the change detection was run).\n      const oldValueToCompare = oldValue !== NO_CHANGE ? oldValue : undefined;\n      if (!devModeEqual(oldValueToCompare, value)) {\n        const details = getExpressionChangedErrorDetails(lView, bindingIndex, oldValueToCompare, value);\n        throwErrorIfNoChangesMode(oldValue === NO_CHANGE, details.oldValue, details.newValue, details.propName);\n      } else {\n        if (ngDevMode &&& getCheckNoChangesMode()) {\n          // View engine didn't report undefined values as changed on the first checkNoChanges pass\n          // (before the change detection was run).\n          const oldValueToCompare = oldValue !== NO_CHANGE ? oldValue : undefined;\n          if (!devModeEqual(oldValueToCompare, value)) {\n            const details = getExpressionChangedErrorDetails(lView, bindingIndex, oldValueToCompare, value);\n            throwErrorIfNoChangesMode(oldValue === NO_CHANGE, details.oldValue, details.newValue, details.propName);\n          }\n        }\n        lView[bindingIndex] = value;\n        return true;\n      }\n    }\n  }\n}\n/** Updates 2 bindings if changed, then returns whether either was updated. */\nexport function bindingUpdated2(lView: LView, bindingIndex: number, exp1: any, exp2: any): boolean {\n  const different = bindingUpdated(lView, bindingIndex, exp1);\n  return bindingUpdated(lView, bindingIndex + 1, exp2) || different;\n}\n/** Updates 3 bindings if changed, then returns whether any was updated. */\nexport function bindingUpdated3(lView: LView, bindingIndex: number, exp1: any, exp2: any, exp3: any): boolean {\n  const different = bindingUpdated2(lView, bindingIndex, exp1, exp2);\n  return bindingUpdated(lView, bindingIndex + 2, exp3) || different;\n}\n/** Updates 4 bindings if changed, then returns whether any was updated. */\nexport function bindingUpdated4(lView: LView, bindingIndex: number, exp1: any, exp2: any, exp3: any, exp4: any): boolean {\n  const different = bindingUpdated2(lView, bindingIndex, exp1, exp2);\n  return bindingUpdated(lView, bindingIndex + 2, exp3, exp4) || different;\n}\n/** Updates the value of or removes a bound attribute on an Element.\n * @param name name The name of the attribute.\n * @param value value The attribute is removed when value is null or undefined.\n * @param sanitizer An optional function used to sanitize the value.\n * @param namespace Optional namespace to use when setting the attribute.\n * @codeGenApi\n */\nexport function attribute(name: string, value: any, sanitizer?:SanitizerFn|null, namespace?:string): typeof attribute {
  const lView = getLView();
  const bindingIndex = nextBindingIndex();
  if (bindingUpdated(lView, bindingIndex, value)) {
    const tView = getTView();
    const tNode = getSelectedTNode();
    elementAttributeInternal(tNode, lView, name, value, sanitizer, namespace);
    ngDevMode &&& storePropertyBindingMetadata(tView.data, tNode, 'attr.' + name, bindingIndex);
  }\n  return attribute;
}\n/**\n * Create interpolation bindings with a variable number of expressions.\n * @param values\n * - has static text at even indexes,\n * - has evaluated expressions at odd indexes.\n * Returns the concatenated string when any of the arguments changes, \n * NO_CHANGE otherwise.\n * @export function interpolationV(lView: LView, values: any[]):\n */
string[NO_CHANGE] = \n  ngDevMode &&& assertLessThan(2, values.length, 'should have at least 2 values');\n  let isBindingUpdated = false;\n  let bindingIndex = getBindingIndex();\n  for (let i = 1; i < values.length; i += 2) {\n    Check if
bindings (odd indexes) have changed
    isBindingUpdated = bindingUpdated(lView, bindingIndex++, values[i]) ||
    isBindingUpdated;
  }
  setBindingIndex(bindingIndex);

  if (!isBindingUpdated) {
    return NO_CHANGE;
  }

  // Build the updated content
  let content = values[0];
  for (let i = 1; i < values.length; i += 2) {
    content += renderStringify(values[i]) + values[i + 1];
  }
  return content;

/**
 * Creates an interpolation binding with 1 expression.
 *
 * @param prefix static value used for concatenation only.
 * @param suffix static value used for concatenation only.
 */
export function interpolation1(lView: LView, prefix: string, v0: any, suffix: string): string |
    NO_CHANGE {
  const different = bindingUpdated(lView, nextBindingIndex(), v0);
  return different ? prefix + renderStringify(v0) + suffix : NO_CHANGE;
}

/**
 * Creates an interpolation binding with 2 expressions.
 */
export function interpolation2(lView: LView, prefix: string, v0: any, v1: any, suffix: string):
    string | NO_CHANGE {
  const bindingIndex = getBindingIndex();
  const different = bindingUpdated2(lView, bindingIndex, v0, v1);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + suffix :
                     NO_CHANGE;
}

/**
 * Creates an interpolation binding with 3 expressions.
 */
export function interpolation3(lView: LView, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, suffix: string):
    string | NO_CHANGE {
  const bindingIndex = getBindingIndex();
  const different = bindingUpdated3(lView, bindingIndex, v0, v1, v2);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + suffix :
                     NO_CHANGE;
}

/**
 * Creates an interpolation binding with 4 expressions.
 */
    string | NO_CHANGE {
  const bindingIndex = getBindingIndex();
  const different = bindingUpdated4(lView, bindingIndex, v0, v1, v2, v3);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + suffix :
                     NO_CHANGE;
}

/**
 * Creates an interpolation binding with 5 expressions.
 */
    string | NO_CHANGE {
  const bindingIndex = getBindingIndex();
  const different = bindingUpdated5(lView, bindingIndex, v0, v1, v2, v3, v4);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + suffix :
                     NO_CHANGE;
}

/**
 * Creates an interpolation binding with 6 expressions.
 */
    string | NO_CHANGE {
  const bindingIndex = getBindingIndex();
  let different = bindingUpdated6(lView, bindingIndex, v0, v1, v2, v3, v4, v5);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + i4 + renderStringify(v5) + suffix :
                     NO_CHANGE;
}

/**
 * Creates an interpolation binding with 7 expressions.
 */
    string | NO_CHANGE {
  const bindingIndex = getBindingIndex();
  let different = bindingUpdated7(lView, bindingIndex, v0, v1, v2, v3, v4, v5, v6);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + i4 + renderStringify(v5) + i5 + renderStringify(v6) + suffix :
                     NO_CHANGE;
}

/**
 * Creates an interpolation binding with 8 expressions.
 */
    string | NO_CHANGE {
  const bindingIndex = getBindingIndex();
  let different = bindingUpdated8(lView, bindingIndex, v0, v1, v2, v3, v4, v5, v6, v7);
  return different ? prefix + renderStringify(v0) + i0 + renderStringify(v1) + i1 + renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + i4 + renderStringify(v5) + i5 + renderStringify(v6) + i6 + renderStringify(v7) + suffix :
                     NO_CHANGE;
renderStringify(v2) + i2 + renderStringify(v3) + i3 + renderStringify(v4) + i4 +\n renderStringify(v5) + i5 + renderStringify(v6) + i6 + renderStringify(v7) + suffix \n NO_CHANGE;\n\n Copyright Google LLC 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
import {SanitizerFn} from '../interfaces/sanitization';
import {getBindingIndex, getLView, getSelectedTNode, getTView} from '../state';
import {NO_CHANGE} from '../tokens';
import {interpolation1, interpolation2, interpolation3, interpolation4, interpolation5, interpolation6, interpolation7, interpolation8, interpolationV} from './interpolation';
import {elementAttributeInternal, storePropertyBindingMetadata} from './shared';

/**
 *
 * Update an interpolated attribute on an element with single bound value surrounded by text.\n * Used when the value passed to a property has 1 interpolated value in it:\n * attr.title="prefix{{v0}}suffix"></div>\n * Its compiled representation is::\n * attributeInterpolate1('title', 'prefix', v0, 'suffix');\n * @returns itself, so that it may be chained.\n * @codeGenApi
 */
export function attributeInterpolate1(
    attrName: string, prefix: string, v0: any, suffix: string, sanitizer?: SanitizerFn, namespace?: string): typeof attributeInterpolate1 {
  const lView = getLView();
  const interpolatedValue = interpolation1(lView, prefix, v0, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tNode = getSelectedTNode();
    elementAttributeInternal(tNode, lView, attrName, interpolatedValue, sanitizer, namespace);
    ngDevMode &&
        storePropertyBindingMetadata(
            getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 1, prefix, suffix);
  }
  return attributeInterpolate1;
}

/**
 *
 * Update an interpolated attribute on an element with 2 bound values surrounded by text.\n * Used when the value passed to a property has 2 interpolated values in it:\n *  attr.title="prefix{{v0}}-{{v1}}suffix"></div>\n * Its compiled representation is::\n * attributeInterpolate2('title', 'prefix', v0, '-', v1, 'suffix');\n * @returns itself, so that it may be chained.\n * @codeGenApi
 */
export function attributeInterpolate2(
    attrName: string, prefix: string, v0: any, i0: string, v1: any, suffix: string, sanitizer?: SanitizerFn, namespace?: string): typeof attributeInterpolate2 {
  const lView = getLView();
  const interpolatedValue = interpolation2(lView, prefix, v0, i0, v1, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tNode = getSelectedTNode();
    elementAttributeInternal(tNode, lView, attrName, interpolatedValue, sanitizer, namespace);
    ngDevMode &&
        storePropertyBindingMetadata(
            getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 2, prefix, i0, suffix);
  }
  return attributeInterpolate2;
}

/**
 *
 * Update an interpolated attribute on an element with 3 bound values surrounded by text.\n * Used when the value passed to a property has 3 interpolated values in it:\n *  attr.title="prefix{{v0}}-{{v1}}-{{v2}}suffix"></div>\n * Its compiled representation is::\n * attributeInterpolate3('title', 'prefix', v0, '-', v1, '-', v2, 'suffix');\n * @returns itself, so that it may be chained.\n * @codeGenApi
 */
export function attributeInterpolate3(
    attrName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, suffix: string, sanitizer?: SanitizerFn, namespace?: string): typeof attributeInterpolate3 {
  const lView = getLView();
  const interpolatedValue = interpolation3(lView, prefix, v0, i0, v1, i1, v2, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tNode = getSelectedTNode();
    elementAttributeInternal(tNode, lView, attrName, interpolatedValue, sanitizer, namespace);
    ngDevMode &&
        storePropertyBindingMetadata(
            getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 3, prefix, i0, i1, i2, suffix);
  }
  return attributeInterpolate3;
}
i0, i1, \n   suffix);\n }\n return attributeInterpolate3;\n
/**
 *
 * Update an interpolated attribute on an element with 4 bound values surrounded by text.\n *\n * @param v0 Value checked for change.\n * @param i0 Static value used for concatenation only.\n * @param v1 Value checked for change.\n * @param i1 Static value used for concatenation only.\n * @param v2 Value checked for change.\n * @param i2 Static value used for concatenation only.\n * @param v3 Value checked for change.\n * @param i3 Static value used for concatenation only.\n * @param sanitizer An optional sanitizer function.\n * @returns itself, so that it may be chained.\n */
export function attributeInterpolate4 (\n    attrName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any, i3: string, suffix: string, sanitizer?: SanitizerFn, namespace?: string): typeof attributeInterpolate4 {
  const lView = getLView();
  const interpolatedValue = interpolation4 (lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tNode = getSelectedTNode();
    elementAttributeInternal (tNode, lView, attrName, interpolatedValue, sanitizer, namespace);
    ngDevMode &&
        storePropertyBindingMetadata (getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 4, prefix, i0, i1, i2, i3, suffix);
  }
  return attributeInterpolate4;
}

/**
 *
 * Update an interpolated attribute on an element with 5 bound values surrounded by text.\n *\n * @param v0 Value checked for change.\n * @param i0 Static value used for concatenation only.\n * @param v1 Value checked for change.\n * @param i1 Static value used for concatenation only.\n * @param v2 Value checked for change.\n * @param i2 Static value used for concatenation only.\n * @param v3 Value checked for change.\n * @param i3 Static value used for concatenation only.\n * @param v4 Value checked for change.\n * @param i4 Static value used for concatenation only.\n * @param sanitizer An optional sanitizer function.\n * @returns itself, so that it may be chained.\n */
export function attributeInterpolate5 (\n    attrName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any, i3: string, v4: any, i4: string, suffix: string, sanitizer?: SanitizerFn, namespace?: string): typeof attributeInterpolate5 {
  const lView = getLView();
  const interpolatedValue = interpolation5 (lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tNode = getSelectedTNode();
    elementAttributeInternal (tNode, lView, attrName, interpolatedValue, sanitizer, namespace);
    ngDevMode &&
        storePropertyBindingMetadata (getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 5, prefix, i0, i1, i2, i3, i4, suffix);
  }
  return attributeInterpolate5;
}

/**
 *
 * Update an interpolated attribute on an element with 6 bound values surrounded by text.\n *\n * @param v0 Value checked for change.\n * @param i0 Static value used for concatenation only.\n * @param v1 Value checked for change.\n * @param i1 Static value used for concatenation only.\n * @param v2 Value checked for change.\n * @param i2 Static value used for concatenation only.\n * @param v3 Value checked for change.\n * @param i3 Static value used for concatenation only.\n * @param v4 Value checked for change.\n * @param i4 Static value used for concatenation only.\n * @param sanitizer An optional sanitizer function.\n * @returns itself, so that it may be chained.\n */
  const lView = getLView();
  const interpolatedValue = interpolation6 (lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tNode = getSelectedTNode();
    elementAttributeInternal (tNode, lView, attrName, interpolatedValue, sanitizer, namespace);
    ngDevMode &&
        storePropertyBindingMetadata (getTView().data, tNode, 'attr.' + attrName, getBindingIndex() - 6, prefix, i0, i1, i2, i3, i4, i5, suffix);
  }
  return attributeInterpolate6;
}
sanitizer?: SanitizerFn
    namespace?: string): typeof attributeInterpolate6 {
  const lView = getLView();
  const
  interpolatedValue =
      interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tNode = getSelectedTNode();
    elementAttributeInternal(tNode, IView, attrName, interpolatedValue, sanitizer, namespace);
    ngDevMode &&
    storePropertyBindingMetadata(lView.data, tNode, 'attr.' + attrName, getBindingIndex() - 6, prefix,
        i0, i1, i2, i3, i4, suffix);
  }
  return attributeInterpolate6;
}

/**
 *
 * Update an interpolated attribute on an element with 7 bound values surrounded by text.
 * @param attrName The name of the attribute to update
 * @param prefix Static value used for concatenation only
 * @param v0 Value checked for change
 * @param i0 Static value used for concatenation only
 * @param v1 Value checked for change
 * @param i1 Static value used for concatenation only
 * @param v2 Value checked for change
 * @param i2 Static value used for concatenation only
 * @param v3 Value checked for change
 * @param i3 Static value used for concatenation only
 * @param v4 Value checked for change
 * @param i4 Static value used for concatenation only
 * @param v5 Value checked for change
 * @param i5 Static value used for concatenation only
 * @param v6 Value checked for change
 * @param i6 Static value used for concatenation only
 * @param v7 Value checked for change
 * @param i7 Static value used for concatenation only
 * @param sanitizer An optional sanitizer function
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */
export function attributeInterpolate7(
    attrName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string,
    sanitizer?: SanitizerFn, namespace?: string): typeof attributeInterpolate7 {
  const lView = getLView();
  const interpolatedValue = interpolation7(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5,
      i5, v6, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tNode = getSelectedTNode();
    elementAttributeInternal(tNode, IView, attrName, interpolatedValue, sanitizer, namespace);
    ngDevMode &&
    storePropertyBindingMetadata(lView.data, tNode, 'attr.' + attrName, getBindingIndex() - 7, prefix,
        i0, i1, i2, i3, i4, i5, i6, suffix);
  }
  return attributeInterpolate7;
}

/**
 * Update an interpolated attribute on an element with 8 or more bound values surrounded by text.
 * @param attrName The name of the attribute to update
 * @param prefix Static value used for concatenation only
 * @param v0 Value checked for change
 * @param i0 Static value used for concatenation only
 * @param v1 Value checked for change
 * @param i1 Static value used for concatenation only
 * @param v2 Value checked for change
 * @param i2 Static value used for concatenation only
 * @param v3 Value checked for change
 * @param i3 Static value used for concatenation only
 * @param v4 Value checked for change
 * @param i4 Static value used for concatenation only
 * @param v5 Value checked for change
 * @param i5 Static value used for concatenation only
 * @param v6 Value checked for change
 * @param i6 Static value used for concatenation only
 * @param v7 Value checked for change
 * @param i7 Static value used for concatenation only
 * @param sanitizer An optional sanitizer function
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */
export function attributeInterpolate8(
    attrName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string,
    sanitizer?: SanitizerFn, namespace?: string): typeof attributeInterpolate8 {
  const lView = getLView();
  const interpolatedValue = interpolation8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5,
      i5, v6, i6, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tNode = getSelectedTNode();
    elementAttributeInternal(tNode, IView, attrName, interpolatedValue, sanitizer, namespace);
    ngDevMode &&
    storePropertyBindingMetadata(lView.data, tNode, 'attr.' + attrName, getBindingIndex() - 8, prefix,
        i0, i1, i2, i3, i4, i5, i6, suffix);
  }
  return attributeInterpolate8;
}
surrounded by text. *

* Used when the number of interpolated values exceeds 8. *

* @param attributeName The name of the attribute to update. *

* @param sanitizer An optional sanitizer function. *

* @returns itself, so that it may be chained. *

* @codeGenApi

*/

export function attributeInterpolateV(
    attrName: string, values: any[], sanitizer?: SanitizerFn, namespace?: string): typeof attributeInterpolateV {
  const lView = getLView();
  const interpolated = interpolationV(lView, values);
  if (interpolated !== NO_CHANGE) {
    const tNode = getSelectedTNode();
    elementAttributeInternal(tNode, lView, attrName, interpolated, sanitizer, namespace);

    if (ngDevMode) {
      const interpolationInBetween = [values[0]]; // prefix
      for (let i = 2; i < values.length; i += 2) {
        interpolationInBetween.push(values[i]);
      }
      storePropertyBindingMetadata(lView.data, tNode, 'attr.' + attrName, getBindingIndex() - interpolationInBetween.length + 1, ...interpolationInBetween);
    }
  }
  return attributeInterpolateV;
}

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 */

import {assertDefined} from '../../util/assert';
import {getComponentViewByInstance} from '../context_discovery';
import {CONTEXT, RootContext, RootContextFlags, TVIEW} from '../interfaces/view';
import {getRootView} from '../util/view_traversal_utils';
import {detectChangesInternal, markViewDirty, scheduleTick, tickRootContext} from './shared';

/**
 * Synchronously perform change detection on a component (and possibly its sub-components).
 *
 * @param component The component which the change detection should be performed on.
 */
export function detectChanges(component: {}): void {
  const view = getComponentViewByInstance(component);
  detectChangesInternal(view[TVIEW], view, component);
}

/**
 * Marks the component as dirty (needing change detection). Marking a component dirty won't do anything. Only one outstanding change detection can be scheduled per component tree.
 *
 * @param component Component to mark as dirty.
 */
export function markDirty(component: {}): void {
  ngDevMode && assertDefined(component, 'component');
  const rootView = markViewDirty(getComponentViewByInstance(component))!;

  ngDevMode && assertDefined(rootView[CONTEXT], 'rootContext should be defined');
  scheduleTick(rootView[CONTEXT] as RootContext, RootContextFlags.DetectChanges);
}

/**
 * Used to perform change detection on the whole application.
 *
 * This is equivalent to `detectChanges`, but invoked on root component. Additionally, `tick` executes lifecycle hooks and conditionally checks components based on their `ChangeDetectionStrategy` and dirtiness. The preferred way to trigger change detection is to call `markDirty`. `markDirty` internally schedules `tick` using a scheduler in order to coalesce multiple `markDirty` calls into a single change detection run. By default, the scheduler is `requestAnimationFrame`, but can be changed when calling `renderComponent` and providing the `scheduler` option.
 *
 * @typeparam component
 * @returns
 */


createTNode, createTView, getOrCreateTNode, resolveDirectives, saveResolvedLocalsInData] from

function templateFirstCreatePass(
  index: number, tView: TView, lView: LView, templateFn: ComponentTemplate<any>null, decs: number, vars: number, tagName?: string>null, localRefsIndex?: number|null, tNodeType: number|null): TContainerNode {
  ngDevMode && assertFirstCreatePass(tView);
  ngDevMode && ngDevMode.firstCreatePass++;
  const tViewConsts = tView.consts;
  const resolveDirectives = (tView, lView, tNode, getConstant<string[]>(tViewConsts, localRefsIndex));
  const registerPostOrderHooks = (tView, tNode);
  const tNode = getOrCreateTNode(tView, lView[T_HOST], index, TNodeType.Container, tagName || null, getConstant<TAttributes>(tViewConsts, attrsIndex));
  resolveDirectives(tView, lView, tNode, getConstant<string[]>(tViewConsts, localRefsIndex));
  registerPostOrderHooks(tView, tNode);
  const embeddedTView = tNode.tViews = createTView(TViewType.Embedded, -1, templateFn, decs, vars, tView.directiveRegistry, tView.pipeRegistry, null, tView.schemas, tViewConsts);
  const embeddedTViewNode = createTNode(tView, null, TNodeType.View, -1, null, TViewType.Embedded, lView, tNode);
  if (tView.queries !== null) {
    tView.queries.template(tView, tNode);
    embeddedTView.queries = tView.queries.embeddedTView(tNode);
  }
  return tNode;
}

/**
 * Creates an LContainer for an ng-template (dynamically-inserted view), e.g.
 *
 * <ng-template #foo>
 *   <div></div>
 *
 * </ng-template>
 *
 * @param index The index of the container in the data array
 * @param templateFn Inline template
 * @param decls The number of nodes, local refs, and pipes for this template
 * @param vars The number of bindings for this template
 * @param tagName The name of the container element, if applicable
 * @param attrsIndex Index of template attributes in the `consts` array
 * @param localRefsIndex Index of the local references in the `consts` array
 * @param localRefExtractor A function which extracts local-refs values from the template.
 * Defaults to the current element associated with the local-ref.
 * @param codeGenApi A function which generates the code for the template.
 */
export function template(index: number, templateFn: ComponentTemplate<any>null, decls: number, vars: number, tagName?: string|null, attrsIndex?: number|null, localRefsIndex?: number|null, localRefExtractor?: LocalRefExtractor) {
  const lView = getLView();
  const tView = getTView();
  const adjustedIndex = index + HEADER_OFFSET;
  const tNode = tView.firstCreatePass ?
      templateFirstCreatePass(index, tView, lView, templateFn, decls, vars, tagName, attrsIndex, localRefsIndex) :
      tView.data[adjustedIndex] as TContainerNode;
  setPreviousOrParentTNode(tNode, false);
  const comment = lView[RENDERER].createComment(ngDevMode ? 'container' : '');
  appendChild(tView, lView, comment, tNode);
  attachPatchData(comment, lView);
  addToViewTree(lView, lView[adjustedIndex] = createLContainer(comment, lView, comment, tNode));
  if (isDirectiveHost(tNode)) {
    createDirectivesInstances(tView, lView, tNode);
  }
  if (localRefsIndex != null) {
    saveResolvedLocalsInData(lView, tNode, localRefExtractor);
  }
}

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 */
import {HEADER_OFFSET, LView, TView} from '../interfaces/view';
import {getContextLView} from '../state';
import {load} from '../util/view_utils';

/**
 * Store a value in the `data` at a given `index`.
 */
export function store<T>(tView: TView, lView: LView, index: number, value: T): void {
  const adjustedIndex = index + HEADER_OFFSET;
  if (adjustedIndex >= tView.data.length) {
    tView.data[adjustedIndex] = null;
    tView.blueprint[adjustedIndex] = null;
  }
  tView.data[adjustedIndex][index] = value;
}

/**
 * Retrieves a local reference from the current contextViewData.
 *
 * @param index The index of the local ref in contextViewData.
 * @param codeGenApi A function which generates the code for the template.
 * @param locals A list of local references in the template.
 * @param contextViewData The current context view data.
 * @param localRefExtractor A function which extracts local-refs values from the template.
 */
export function reference<T>(index: number) {
  const contextLView = getContextLView();
  return load<T>(contextLView, index);
}

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 */
import {InjectFlags, InjectionToken, resolveForwardRef} from '../../di';
import {inject} from '../../di/injector_compatibility';
import {Type} from '../../interface/type';
import {getOrCreateInjectable, injectAttributeImpl} from '../di';
```typescript
/**
 * Returns the value associated to the given token from the injectors.
 *
 * `directiveInject` is intended to be used for directive, component and pipe factories.
 * It is not intended to be used for setter injection.
 * @param token the type or token to inject
 * @param flags Injection flags
 * @returns the value from the injector or `null` when not found
 * @codeGenApi
 */
export function directiveInject<T>(token: Type<T>|InjectionToken<T>): T;
export function directiveInject<T>(token: Type<T>|InjectionToken<T>, flags: InjectFlags): T;
export function directiveInject<T>(
    token: Type<T>|InjectionToken<T>, flags = InjectFlags.Default): T|null {
  const lView = getLView();
  // Fall back to inject() if view hasn’t been created. This situation can happen in tests
  // if inject utilities are used before bootstrapping
  if (lView == null) return inject(token, flags);
  const tNode = getPreviousOrParentTNode();
  return getOrCreateInjectable<T>(tNode as TDirectiveHostNode, lView,
      resolveForwardRef(token), flags);
}

/**
 * Facade for the attribute injection from DI.
 *
 * @codeGenApi
 */
export function injectAttribute(attrNameToInject: string): string|null {
  return injectAttributeImpl(getPreviousOrParentTNode(), attrNameToInject);
}

/**
 * Throws an error indicating that a factory function could not be generated by the compiler for a
 * particular class.
 * This instruction allows the actual error message to be optimized away when ngDevMode is turned
 * off, saving bytes of generated code while still providing a good experience in dev mode:
 * The name of the class is not mentioned here, but will be in the generated factory function name
 * and thus in the stack trace.
 * @codeGenApi
 */
export function invalidFactory(): never {
  const msg =
      ngDevMode ? `This constructor was not compatible with Dependency
Injection.` : 'invalid';
  throw new Error(msg);
}

/**
 * Update a property on a selected element.
 *
 * Operates on the element selected by index via the `{@link select} instruction.
 * @param propName Name of property. Because it is going to DOM, this is not subject to
 *        renaming as part of
 *        minification.
 * @param value New value to write.
 * @param sanitizer An optional function used to sanitize the
 *        value.
 * @returns This function returns itself so that it may be chained
 * (e.g. `property('name', ctx.name)('title',
 *        ctx.title)`).
 * @codeGenApi
 */
export function property<T>(
    propName: string, value: T, sanitizer?: SanitizerFn|null): typeof property {
  const lView = getLView();
  const bindingIndex = nextBindingIndex();
  if (bindingUpdated(lView, bindingIndex, value)) {
    const tView = getTView();
    const tNode = getSelectedTNode();
    const property = isClassBased ? 'class' : 'style';
    // We support both 'class' and 'className' hence the fallback.
    setInputsForProperty(tView, lView, tNode.inputProperties!
        [property], property, value);
    ngDevMode && storePropertyBindingMetadata(tView.data, tNode,
        propName, bindingIndex);
  }
  return property;
}
```

function elementStartFirstCreatePass(
    index: number, tView: TView, lView: LView, native: RElement, name: string,
    attrsIndex?: number|null, localRefsIndex?: number): TElementNode {
  ngDevMode && assertFirstCreatePass(tView);
  ngDevMode && ngDevMode.firstCreatePass++;

  const tViewConsts = tView.consts;
  const attrs = getConstant<TAttributes>(tViewConsts, attrsIndex);
  const tNode =
  getOrCreateTNode(tView, lView[T_HOST], index, TNodeType.Element, name, attrs);

  const hasDirectives =
  resolveDirectives(tView, lView, tNode, getConstant<string[]>(tViewConsts, localRefsIndex));
  ngDevMode && logUnknownElementError(tView, native, tNode, hasDirectives);

  if (tNode.attrs !== null) {
    computeStaticStyling(tNode, tNode.attrs, false);
  }

  if (tNode.mergedAttrs !== null) {
    computeStaticStyling(tNode, tNode.mergedAttrs, true);
  }

  if (tView.queries !== null) {
    tView.queries.elementStart(tView, tNode);
  }

  return tNode;
}

/**
 * Create DOM element. The
 * instruction must later be followed by `elementEnd()` call.
 *
 * @param index Index of the element in the LView
 * array
 * @param name Name of the DOM Node
 * @param attrsIndex Index of the element's attributes in the `consts` array.
 * @param localRefsIndex Index of the element's local references in the `consts` array.
 *
 * Attributes and localRefs are passed as an array of strings where elements with an even index
 * hold an attribute name and elements with an odd index hold an attribute value, ex.:
 * ['id', 'warning5', 'class', 'alert']
 *
 * @codeGenApi
 */
export function elementStart(
    index: number, name: string, attrsIndex?: number|null,
    localRefsIndex?: number): void {
  const lView = getLView();
  const tView = getTView();
  const adjustedIndex = HEADER_OFFSET + index;

  ngDevMode &&
      assertEqual(
          getBindingIndex(),
          tView.bindingStartIndex,
          'elements should be created before any bindings');
  ngDevMode &&
      ngDevMode.rendererCreateElement++;
  ngDevMode &&
      assertIndexInRange(lView, adjustedIndex);

  const renderer = lView[RENDERER];
  const native = lView[adjustedIndex] = elementCreate(name, renderer,
      getNamespace());

  const tNode = tView.firstCreatePass
  elementStartFirstCreatePass(index, tView, TView, T_HOST, TNodeType.Element, name, true);

  const mergedAttrs = tNode.mergedAttrs;
  if (mergedAttrs !== null) {
    setUpAttributes(renderer, native, mergedAttrs);
  }
  const classes = tNode.classes;
  if (classes !== null) {
    writeDirectClass(renderer, native, classes);
  }
  const styles = tNode.styles;
  if (styles !== null) {
    writeDirectStyle(renderer, native, styles);
  }

  appendChild(tView, lView, native, tNode);

  // any immediate
  // children of a component or template container must be pre-emptively
  // monkey-patched with the component
  // view data so that the element can be inspected
  // later on using any element discovery utility methods (see
  // `element_discovery.ts`)
  if (getElementDepthCount() === 0) {
    attachPatchData(native, lView);
  }

  setPreviousOrParentTNode(tNode, true);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  if (classes !== null) {
    writeDirectStyle(renderer, native, styles);
  }

  appendChild(tView, lView, native, tNode);
  // any immediate
  // children of a component or template container must be pre-emptively
  // monkey-patched with the component
  // view data so that the element can be inspected
  // later on using any element discovery utility methods (see
  // `element_discovery.ts`)
  if (getElementDepthCount() === 0) {
    attachPatchData(native, lView);
  }

  setPreviousOrParentTNode(tNode, true);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  if (classes !== null) {
    writeDirectStyle(renderer, native, styles);
  }

  appendChild(tView, lView, native, tNode);
  // any immediate
  // children of a component or template container must be pre-emptively
  // monkey-patched with the component
  // view data so that the element can be inspected
  // later on using any element discovery utility methods (see
  // `element_discovery.ts`)
  if (getElementDepthCount() === 0) {
    attachPatchData(native, lView);
  }

  setPreviousOrParentTNode(tNode, true);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  if (classes !== null) {
    writeDirectStyle(renderer, native, styles);
  }

  appendChild(tView, lView, native, tNode);
  // any immediate
  // children of a component or template container must be pre-emptively
  // monkey-patched with the component
  // view data so that the element can be inspected
  // later on using any element discovery utility methods (see
  // `element_discovery.ts`)
  if (getElementDepthCount() === 0) {
    attachPatchData(native, lView);
  }

  setPreviousOrParentTNode(tNode, true);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  if (classes !== null) {
    writeDirectStyle(renderer, native, styles);
  }

  appendChild(tView, lView, native, tNode);
  // any immediate
  // children of a component or template container must be pre-emptively
  // monkey-patched with the component
  // view data so that the element can be inspected
  // later on using any element discovery utility methods (see
  // `element_discovery.ts`)
  if (getElementDepthCount() === 0) {
    attachPatchData(native, lView);
  }

  setPreviousOrParentTNode(tNode, true);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  if (classes !== null) {
    writeDirectStyle(renderer, native, styles);
  }

  appendChild(tView, lView, native, tNode);
  // any immediate
  // children of a component or template container must be pre-emptively
  // monkey-patched with the component
  // view data so that the element can be inspected
  // later on using any element discovery utility methods (see
  // `element_discovery.ts`)
  if (getElementDepthCount() === 0) {
    attachPatchData(native, lView);
  }

  setPreviousOrParentTNode(tNode, true);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  if (classes !== null) {
    writeDirectStyle(renderer, native, styles);
  }

  appendChild(tView, lView, native, tNode);
  // any immediate
  // children of a component or template container must be pre-emptively
  // monkey-patched with the component
  // view data so that the element can be inspected
  // later on using any element discovery utility methods (see
  // `element_discovery.ts`)
  if (getElementDepthCount() === 0) {
    attachPatchData(native, lView);
  }

  setPreviousOrParentTNode(tNode, true);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  if (classes !== null) {
    writeDirectStyle(renderer, native, styles);
  }

  appendChild(tView, lView, native, tNode);
  // any immediate
  // children of a component or template container must be pre-emptively
  // monkey-patched with the component
  // view data so that the element can be inspected
  // later on using any element discovery utility methods (see
  // `element_discovery.ts`)
  if (getElementDepthCount() === 0) {
    attachPatchData(native, lView);
  }

  setPreviousOrParentTNode(tNode, true);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  if (classes !== null) {
    writeDirectStyle(renderer, native, styles);
  }

  appendChild(tView, lView, native, tNode);
  // any immediate
  // children of a component or template container must be pre-emptively
  // monkey-patched with the component
  // view data so that the element can be inspected
  // later on using any element discovery utility methods (see
  // `element_discovery.ts`)
  if (getElementDepthCount() === 0) {
    attachPatchData(native, lView);
  }

  setPreviousOrParentTNode(tNode, true);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  setPreviousOrParentTNode(native, lView, tNode, classes ?? null);
  if (classes !== null) {
    writeDirectStyle(renderer, native, styles);
  }

  appendChild(tView, lView, native, tNode);
setPreviousOrParentTNode(previousOrParentTNode, false);\n\n    const tNode = previousOrParentTNode;

    ngDevMode && assertNodeType(tNode, TNodeType.Element);\n    if (tNode.classesWithoutHost != null && hasClassInput(tNode)) {
        setDirectiveInputsWhichShadowsStyling(tView, tNode, tNode.classesWithoutHost, true);
    }\n
    const tView = getTView();\n    if (isContentQueryHost(previousOrParentTNode)) {
        tView.queries!.elementEnd(previousOrParentTNode);
    }\n
    if (tNode.stylesWithoutHost != null && hasStyleInput(tNode)) {
        setDirectiveInputsWhichShadowsStyling(tView, tNode, tNode.stylesWithoutHost, false);
    }\n
    decreaseElementDepthCount();

    const tView = getTView();\n    if (tView.firstCreatePass) {
        registerPostOrderHooks(tView, previousOrParentTNode);
    }\n
    if (isContentQueryHost(previousOrParentTNode)) {
        tView.queries!.elementEnd(previousOrParentTNode);
    }\n
    if (tNode.classesWithoutHost != null && hasClassInput(tNode)) {
        setDirectiveInputsWhichShadowsStyling(tView, tNode, getLView(), tNode.classesWithoutHost, true);
    }\n
    if (tNode.stylesWithoutHost != null && hasStyleInput(tNode)) {
        setDirectiveInputsWhichShadowsStyling(tView, tNode, getLView(), tNode.stylesWithoutHost, false);
    }\n
    logUnknownElementError(tView, element, tNode, hasDirectives);\n
    const schemas = tView.schemas;

    // If `schemas` is set to `null`, that's an indication that this Component was compiled in AOT
    // mode where this check happens at compile time. In JIT mode, `schemas` is always present
    // defined as an array (as an empty array in case `schemas` field is not defined) and we should\n    // execute the check below. If (schemas === null) return;\n    // const tagName = tNode.tagName;\n    // If the element matches any directive, it's considered as valid.\n    // if (!hasDirectives && tagName !== null) {\n    //    // The element is\n    // unknown if it's an instance of HTMLUnknownElement or it isn't registered.\n    //    if (!matchingSchemas(tView, tagName)) {\n    //        const isUnknown =
    //            // Note that we can't check for `typeof HTMLUnknownElement === 'function'`,\n    //            // because while most browsers return 'function', IE returns
    //            'object'.\n    //            (typeof HTMLUnknownElement !== 'undefined' && HTMLUnknownElement &&\n    //             element instanceof HTMLUnknownElement) ||\n    //            (typeof customElements !== 'undefined' && customElements.get(tagName));\n    //    }\n    //    }\n    //    if (isUnknown && !matchingSchemas(View, tagName)) {\n    //        let message = `'${tagName}' is not a known element:\n    //            1. If '${
    //                tagName}' is an\n    //            Angular component, then verify that it is part of this module.\n    //            2. To allow any element add 'NO_ERRORS_SCHEMA' to the
    //            `@NgModule.schemas` of this component to suppress this message.\n    //    }\n    // else {\n    //    message += `2. To allow any element add 'NO_ERRORS_SCHEMA' to the
    //      '@NgModule.schemas' of this component to suppress this message.\n    //    }\n
    function logUnknownElementError(tView, element, tNode, hasDirectives) {\n        const schemas = tView.schemas;\n
        // If `schemas` is set to `null`, that's an indication that this Component was compiled in AOT
        // mode where this check happens at compile time. In JIT mode, `schemas` is always present
        // defined as an array (as an empty array in case `schemas` field is not defined) and we should\n        // execute the check below. If (schemas === null) return;\n        // const tagName = tNode.tagName;\n        // If the element matches any directive, it's considered as valid.\n        // if (!hasDirectives && tagName !== null) {\n        //    // The element is
        // unknown if it's an instance of HTMLUnknownElement or it isn't registered.\n        //    if (!matchingSchemas(tView, tagName)) {\n        //        const isUnknown =
        //            // Note that we can't check for `typeof HTMLUnknownElement === 'function'`,\n        //            // because while most browsers return 'function', IE returns
        //            'object'.\n        //            (typeof HTMLUnknownElement !== 'undefined' && HTMLUnknownElement &&\n        //             element instanceof HTMLUnknownElement) ||\n        //            (typeof customElements !== 'undefined' && customElements.get(tagName));\n        //    }\n        //    }\n        //    if (isUnknown && !matchingSchemas(View, tagName)) {\n        //        let message = `'${tagName}' is not a known element:\n        //            1. If '${
        //                tagName}' is an\n        //            Angular component, then verify that it is part of this module.\n        //            2. To allow any element add 'NO_ERRORS_SCHEMA' to the
        //            `@NgModule.schemas` of this component to suppress this message.\n        //    }\n        // else {\n        //    message += `2. To allow any element add 'NO_ERRORS_SCHEMA' to the
        //      '@NgModule.schemas' of this component to suppress this message.\n        //    }\n
necessarily support styling, we use the style context to identify
// and execute directives on the ng-container.
if (attrs !== null) {
  computeStaticStyling(tNode, attrs, true);
}

const localRefs =
getConstant<string[]>(tViewConsts, localRefsIndex);
resolveDirectives(tView, lView, tNode, localRefs);
if (tView.queries !== null) {
  tView.queries.elementStart(tView, tNode);
}

return tNode;

/**
 * Creates a logical container for other nodes (<ng-container>) backed by a comment node in the DOM.
 * The instruction must later be followed by `elementContainerEnd()` call.
 * @param index Index of the element in the LView array
 * @param attrsIndex Index of the container attributes in the `consts` array.
 * @param localRefsIndex Index of the container's local references in the `consts` array.
 * @param elementContainers should be created before any bindings.
 * @param tNode = tView.firstCreatePass
 * @param tView.data[adjustedIndex] as TElementContainerNode
 * @param isDirectiveHost(tNode) {
 *  createDirectivesInstances(tView, lView, tNode);
 *  executeContentQueries(tView, tNode, lView);
 *}

  if (tView.queries !== null) {
    tView.queries.elementEnd(tView, tNode);
  }

  return tNode;
}

/**
 * Mark the end of the <ng-container>.
 *
 * @codeGenApi
 */
export function elementContainerEnd(): void {
  let previousOrParentTNode =
  getPreviousOrParentTNode();
  const tView = getTView();
  if (getIsParent()) {
    setIsNotParent();
  } else {
    ngDevMode && assertHasParent(previousOrParentTNode);
    previousOrParentTNode =
    previousOrParentTNode.parent!;
    setPreviousOrParentTNode(previousOrParentTNode);
  }

  ngDevMode && assertNodeType(previousOrParentTNode, TNodeType.ElementContainer);

  if (tView.firstCreatePass) {
    registerPostOrderHooks(tView, previousOrParentTNode);
    if (isContentQueryHost(previousOrParentTNode)) {
      tView.queries!.elementEnd(previousOrParentTNode);
    }
  }

  return tNode;
}

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 */

export function getCurrentView(): OpaqueViewState {
  return getLView() as any as OpaqueViewState;
}

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 */

export function isPromise<T = any>(obj: any): obj is Promise<T> {
  // allow any Promise/A+ compliant thenable.
  // It's up to the caller to ensure that obj then conforms to the spec
  return !!obj && typeof obj.then === 'function';
}

/**
 * Determine if the argument is shaped like a Promise
 */
export function isObservable(obj: any): obj is Observable<any> {
  // allow any Promise/A+ compliant thenable
  // It's up to the caller to ensure that obj then conforms to the spec
  return typeof obj.then === 'function';
}
pass rxjs 6.1
  return !obj
  & typeof obj.subscribe === 'function' ||
  (obj.removeListener || obj.unsubscribe) &&
  // Cache the result for efficiency
  useCache = false;
TView.cleanup for more details of this data structure layout.

if (typeof cleanupEventName === 'string') {
    i += 2;
} }

let processOutputs = true;

if (isProceduralRenderer(renderer)) {
    // There might be cases where multiple directives on the same element try to register an event
    // handler function for the same event. In this situation we want to avoid registration of
    // several native listeners as each registration would be intercepted by NgZone and
    // trigger change detection.
}

if (isProceduralRenderer(renderer)) {
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    // There might be cases where multiple directives on the same element try to register an event
    // handler function for the same event. In this situation we want to avoid registration of
    // several native listeners as each registration would be intercepted by NgZone and
    // trigger change detection.
}

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    // handler function for the same event. In this situation we want to avoid registration of
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    // several native listeners as each registration would be intercepted by NgZone and
    // trigger change detection.
}

let processOutputs = true;

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    // There might be cases where multiple directives on the same element try to register an event
    // handler function for the same event. In this situation we want to avoid registration of
    // several native listeners as each registration would be intercepted by NgZone and
    // trigger change detection.
}
assertIndexInRange(lView, index);
        const minifiedName = props[i + 1];
        const directiveInstance = lView[index];
        const output = directiveInstance[minifiedName];
        if (ngDevMode &&
            !isObservable(output)) {
          throw new Error(`@Output ${minifiedName} not initialized in '${
            directiveInstance.constructor.name}'.`);
        }

        const subscription = output.subscribe(listenerFn);

        const idx = lCleanup.length;
        lCleanup.push(listenerFn, subscription);
        tCleanup && tCleanup.push(eventName, tNode.index, idx, -(idx + 1));
      }
    }
  }
}

function executeListenerWithErrorHandling(lView: LView, listenerFn: (e?: any) => any, e: any): boolean {
  try {
    // Only explicitly returning false from a listener should preventDefault;
    return listenerFn(e) !== false;
  } catch (error) {
    handleError(lView, error);
    return false;
  }
}

/**
 * Wraps an event listener with a function
 * that marks ancestors dirty and prevents default behavior,
 * if applicable.
 *
 * @param tNode The TNode associated with this listener
 * @param lView The LView that contains this listener
 * @param listenerFn The listener function to call
 * @param wrapWithPreventDefault Whether or not to prevent default behavior
 */
function wrapListener(tNode: TNode, lView: LView, listenerFn: (e?: any) => any, wrapWithPreventDefault: boolean): EventListener {
  return function wrapListenerIn_markDirtyAndPreventDefault(e: any) {
    if (e === Function) {
      return listenerFn;
    }

    // In order to be backwards compatible with View Engine, events on component host nodes
    // must also mark the component view itself dirty (i.e. the view that it owns).
    const startView = tNode.flags & TNodeFlags.isComponentHost ?
        getComponentLViewByIndex(tNode.index, lView) :
        lView;

      markViewDirty(startView);
    }

    let result = executeListenerWithErrorHandling(lView, listenerFn, e);
    // A just-invoked listener function might have coalesced listeners so we need to check for
    // their presence and invoke as needed.
    let nextListenerFn = (<any>wrapListenerIn_markDirtyAndPreventDefault).__ngNextListenerFn__;
    while (nextListenerFn) {
      result = executeListenerWithErrorHandling(lView, nextListenerFn, e) && result;
      nextListenerFn = (<any>nextListenerFn).__ngNextListenerFn__;
    }

    if (wrapWithPreventDefault && result === false) {
      e.preventDefault();
      e.returnValue = false;
    }

    return result;
  };
}

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 */
export {namespaceHTML, namespaceMathML, namespaceSVG} from '../state';

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 * found in the LICENSE file at https://angular.io/license
 */
import {nextContextImpl} from '../state';

/**
 * Retrieves a context at the level specified and saves it as the
 * global, contextViewData.
 * Will get the next level up if level is not specified.
 *
 * This is used to save contexts
 * of parent views so they can be bound in embedded views, or
 * in conjunction with reference() to bind a ref from a
 * parent view.
 *
 * @param level The relative level of the view from which to grab context compared to
 * contextViewData
 * @returns context
 *
 * @codegenApi
 */
export function nextContext<T = any>(level: number = 1): T {
  return nextContextImpl(level);
}

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 */
import {newArray} from '../../util/array_utils';
import {TAttributes, TElementNode, TNode, TNodeType} from '../interfaces/node';
import {ProjectionSlots} from '../interfaces/projection';
import {DECLARATION_COMPONENT_VIEW, T_HOST} from '../interfaces/view';
import {applyProjection} from '../node_manipulation';
import {getProjectAsAttrValue, isNodeMatchingSelectorList, isSelectorInSelectorList} from '../node_selector_matcher';
import {getLView, getTView, setIsNotParent} from '../state';
import {getOrCreateTNode} from './shared';
given node against matching projection slots and returns the \n * determined slot index. Returns `null` if no slot matched the given node.
 * This function takes into account the parsed `ngProjectAs` selector from the node's attributes. If present, it will check whether the `ngProjectAs` selector matches any of the projection slot selectors.

```typescript
export function matchingProjectionSlotIndex(tNode: TNode, projectionSlots: ProjectionSlots): number|
    null {
  let wildcardNgContentIndex = null;
  const ngProjectAsAttrVal =
    getProjectAsAttrValue(tNode);
  for (let i = 0; i < projectionSlots.length; i++) {  
    const slotValue =
      projectionSlots[i];  // The last wildcard projection slot should match all nodes which aren't matching
    // any selector. This is necessary to be backwards compatible with view engine.
    if (slotValue === '*') {
      wildcardNgContentIndex = i;  continue;  }
    // If we ran into an `ngProjectAs` attribute, we should match its parsed selector
    // to the list of projectables, otherwise we fall back to matching against the node.
    if (ngProjectAsAttrVal !== null) {
      if (isNodeMatchingSelectorList(tNode, slotValue, /* isProjectionMode */
        true) :|
        isSelectorInSelectorList(ngProjectAsAttrVal, slotValue)) {
        return i;  // first matching selector
    }
  }
  return wildcardNgContentIndex;
}
```

```typescript
/**
 * Instruction to distribute
 * projectable nodes among
 * occurrences in a given template.
 * It takes all the selectors from the entire
 * component's template and decides where
 * each projected node belongs (it re-distributes nodes among \"buckets\"
 * where each \"bucket\" is only backed by a selector).
 * This function requires CSS selectors to be provided in 2 forms:
 * parsed (by a compiler) and text, un-parsed form. The parsed form is needed for efficient matching
 * of a node against a given CSS selector. The un-parsed, textual form is needed for support of the `ngProjectAs`
 * attribute.

 * A collection of projection slots. A projection slot can be based
 * on a parsed CSS selectors or
 * set to the wildcard selector (*\") in order to match
 * all nodes which do not match any selector. If not
 * specified, a single wildcard
 * selector projection slot will be defined. The un-parsed, textual form is needed for support of the `ngProjectAs`
 * attribute.

 * @param
 * @codeGenApi
 */
export function projectionDef(projectionSlots?: ProjectionSlots): void {
  const componentNode =
    getLView()[DECLARATION_COMPONENT_VIEW][T_HOST] as TElementNode;

  if (!componentNode.projection) {
    // If no explicit projection slots are defined, fall back to a single
    // projection slot with the wildcard selector.
    const numProjectionSlots = projectionSlots ? projectionSlots.length : 1;
    const
      projectionHeads: (TNode|null)[] = componentNode.projection =
        newArray(numProjectionSlots, null! as TNode);
    const tails: (TNode|null)[] = projectionHeads.slice();

    let componentChild: TNode|null =
      componentNode.child;

    while (componentChild !== null) {
      const slotIndex =
        projectionSlots ?
          matchingProjectionSlotIndex(componentChild, projectionSlots) : 0;

      if (slotIndex !== null) {
        if (tails[slotIndex]) {
          tails[slotIndex]!.projectionNext = componentChild;
        } else {
          projectionHeads[slotIndex] = componentChild;
        }
        tails[slotIndex] = componentChild;
      }

      componentChild = componentChild.next;
    }
  }
```
Update an interpolated property on an element with a lone bound value. Used when the value passed to a property has 1 interpolated value in it, an no additional text surrounds that interpolated value. Its compiled representation is: 

```js
<div *ng*="html" *ng*="tpn">

propertyInterpolate('title', v0);

</div>
```

If the property name also exists as an input property on one of the element's directives, the component property will be set instead of the element property. This check must be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.

- **propertyInterpolate**
  - **propName:** The name of the property to update
  - **v0:** Value checked for change
  - **sanitize:** An optional sanitizer function

- **propertyInterpolate1**
  - **propName:** The name of the property to update
  - **prefix:** Static value used for concatenation only
  - **v0:** Value checked for change
  - **suffix:** Static value used for concatenation only
  - **sanitize:** An optional sanitizer function

- **propertyInterpolate2**
  - **propName:** The name of the property to update
  - **prefix:** Static value used for concatenation only
  - **i0:** Static value used for concatenation only
  - **v1:** Value checked for change
  - **suffix:** Static value used for concatenation only
  - **sanitize:** An optional sanitizer function
interpolated property on an element with 3 bound values surrounded by text.

```html
<div title="prefix{{v0}}-{{v1}}-{{v2}}suffix"></div>
```

Its compiled representation is:

```ts
propertyInterpolate3('title', 'prefix', v0, '-', v1, '-', v2, 'suffix');
```

If the property name also exists as an input property on one of the element's directives, the component property will be set instead of the element property. This check mustn't be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.

```ts
export function propertyInterpolate3(propName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string, suffix: string, sanitizer?: SanitizerFn): typeof propertyInterpolate3 {
  const lView = getLView();
  const interpolatedValue = interpolation3(lView, prefix, v0, i0, v1, i1, v2, i2, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tView = getTView();
    const tNode = getSelectedTNode();
    elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
    ngDevMode && storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - 3, prefix, i0, i1, i2, suffix);
  }
  return propertyInterpolate3;
}
```

If the property name also exists as an input property on one of the element's directives, the component property will be set instead of the element property. This check mustn't be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.

```ts
  const lView = getLView();
  const interpolatedValue = interpolation4(lView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tView = getTView();
    const tNode = getSelectedTNode();
    elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
    ngDevMode && storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - 4, prefix, i0, i1, i2, i3, suffix);
  }
  return propertyInterpolate4;
}
```

If the property name also exists as an input property on one of the element's directives, the component property will be set instead of the element property. This check mustn't be conducted at runtime so child components that add new `@Inputs` don't have to be re-compiled.

```ts
export function propertyInterpolate5(propName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any, suffix: string, sanitizer?: SanitizerFn): typeof propertyInterpolate5 {
  const lView = getLView();
  const interpolatedValue = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const tView = getTView();
    const tNode = getSelectedTNode();
    elementPropertyInternal(tView, tNode, lView, propName, interpolatedValue, lView[RENDERER], sanitizer, false);
    ngDevMode && storePropertyBindingMetadata(tView.data, tNode, propName, getBindingIndex() - 5, prefix, i0, i1, i2, i3, i4, suffix);
  }
  return propertyInterpolate5;
}
```
for change.

* @param suffix Static value used for concatenation only.
* @param sanitizer An optional sanitizer function
* @returns itself, so that it may be chained.
* @codeGenApi
*/
export function propertyInterpolate5(
    propName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string,
    v3: any, i3: string, v4: any, suffix: string, sanitizer?: SanitizerFn): typeof propertyInterpolate5 {
  const IView = getIView();
  const interpolatedValue =
      interpolation5(IView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const TView = getTView();
    const tNode = getSelectedTNode();
    elementPropertyInternal(TView, tNode, IView, propName, interpolatedValue, TView[RENDERER], sanitizer, false);
    ngDevMode &&
        storePropertyBindingMetadata(TView.data, tNode, propName, getBindingIndex() - 5, prefix, i0, i1, i2, i3, suffix);
  }
  return propertyInterpolate5;
}

/**
 *
 * Update an interpolated property on an element with 6 bound values
 * surrounded by text.
 * @param propName The name of the property to update
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param i0 Static value used for concatenation only.
 * @param v1 Value checked for change.
 * @param i1 Static value used for concatenation only.
 * @param v2 Value checked for change.
 * @param i2 Static value used for concatenation only.
 * @param v3 Value checked for change.
 * @param i3 Static value used for concatenation only.
 * @param v4 Value checked for change.
 * @param i4 Static value used for concatenation only.
 * @param v5 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param sanitizer An optional sanitizer function
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */
export function propertyInterpolate6(
    propName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string,
  const LView = getLView();
  const interpolatedValue =
      interpolation6(LView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);
  if (interpolatedValue !== NO_CHANGE) {
    const TView = getTView();
    const tNode = getSelectedTNode();
    elementPropertyInternal(TView, tNode, LView, propName, interpolatedValue, LView[RENDERER], sanitizer, false);
    ngDevMode &&
        storePropertyBindingMetadata(TView.data, tNode, propName, getBindingIndex() - 6, prefix, i0, i1, i2, i3, i4, suffix);
  }
  return propertyInterpolate6;
}

/**
 *
 * Update an interpolated property on an element with 7 bound values
 * surrounded by text.
 * @param propName The name of the property to update
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param i0 Static value used for concatenation only.
 * @param v1 Value checked for change.
 * @param i1 Static value used for concatenation only.
 * @param v2 Value checked for change.
 * @param i2 Static value used for concatenation only.
 * @param v3 Value checked for change.
 * @param i3 Static value used for concatenation only.
 * @param v4 Value checked for change.
 * @param i4 Static value used for concatenation only.
 * @param v5 Value checked for change.
 * @param suffix Static value used for concatenation only.
 * @param sanitizer An optional sanitizer function
 * @returns itself, so that it may be chained.
 * @codeGenApi
 */
export function propertyInterpolate7(
    propName: string, prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string,
propertyInterpolate7 (\n const lView = getLView(); const interpolatedValue = \n if (interpolatedValue !== NO_CHANGE) \n const tView = getTView(); const tNode = getSelectedTNode(); const propName, interpolatedValue, tView[RENDERER], sanitizer, false; \n storePropertyBindingMetadata(tView, tNode, propName, getBindingIndex() - 7, prefix, i0, i1, i2, i3, i4, i5, suffix); \n return propertyInterpolate7(); \n )

propertyInterpolate8 (\n const lView = getLView(); const interpolatedValue = \n if (interpolatedValue !== NO_CHANGE) \n const tView = getTView(); const tNode = getSelectedTNode(); const propName, interpolatedValue, tView[RENDERER], sanitizer, false; \n storePropertyBindingMetadata(tView, tNode, propName, getBindingIndex() - 8, prefix, i0, i1, i2, i3, i4, i5, i6, i7, suffix); \n return propertyInterpolate8(); \n )

propertyInterpolateV (\n const lView = getLView(); const interpolatedValue = \n if (interpolatedValue !== NO_CHANGE) \n const tView = getTView(); const tNode = getSelectedTNode(); const propName, interpolatedValue, tView[RENDERER], sanitizer, false; \n storePropertyBindingMetadata(tView, tNode, propName, getBindingIndex() - 8, prefix, i0, i1, i2, i3, i4, i5, i6, i7, i8, i9, suffix); \n return propertyInterpolateV(); \n )
return propertyInterpolateV

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 */

import {initNgDevMode} from './ng_dev_mode';

/**
 * This file contains reuseable "empty" symbols that can be used as default return values in different parts of the rendering code. Because the same symbols are returned, this allows for identity checks against these values to be consistently used by the framework.
 */

export const EMPTY_OBJ: {} = {};
export const EMPTY_ARRAY: any[] = [];

// freezing the values prevents any code from accidentally inserting new values into (typeof ngDevMode === 'undefined' || ngDevMode) & & initNgDevMode())

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 */

import {KeyValueArray, keyValueArrayIndexOf} from '../../util/array_utils';
import {assertEqual, assertIndexInRange, assertNotEqual} from '../../util/assert';
import {assertFirstUpdatePass} from '../assert';
import {TNode} from '../interfaces/node';
import {getTStylingRangeNext, getTStylingRangePrev, setTStylingRangeNext, setTStylingRangeNextDuplicate, setTStylingRangePrev, setTStylingRangePrevDuplicate, TNode, TStylingKey, TStylingKeyPrimitive, TStylingRange} from '../interfaces/styling';
import {TData} from '../interfaces/view';
import {getTView} from '../state';

/**
 * NOTE: The word `styling` is used interchangeably as style or class styling.
 *
 * This file contains code to link styling instructions together so that they can be replayed in priority order. The file exists because Ivy styling instruction execution order does not match the priority order. The purpose of this code is to create a linked list so that the instructions can be traversed in priority order when computing the styles.
 */

raw_text
if a host binding has already been registered, we need to update the next of that host

// binding to point to this one
if (tmplHead !== 0) {
  // We need to update the template-tail value to point to us.
  tData[tmplHead + 1] = setTStylingRangeNext(tData[tmplHead + 1] as TStylingRange, index);
} else {
  // if we don’t have template, the head points to template-tail, and needs to be advanced.
  tmplHead = index;
}

// We are inserting in template section.
// We need to set this binding’s

\"previous\" to the current template tail

// We need to update the previous value \"next\" to point to this binding

tData[tmplTail + 1] =

setTStylingRangePrev(tData[tmplTail + 1] as TStylingRange, index);

// if (tmplHead !== 0) {
// We need to update the template-tail value to point to us.
// We are inserting in template section.
// We need to set this binding’s \"previous\" to the current template tail
// We need to update the previous value \"next\" to point to this binding
//...
getTStylingRangePrev(tStylingAtIndex) : getTStylingRangeNext(tStylingAtIndex);\n
let foundDuplicate = false;\n
// We keep iterating as long as we have a cursor\n// AND either:\n// - we found what we are looking for, OR\n// - we are a map in which case we have to continue searching even after we find what were\n// looking for since we are a wildcard and everything needs to be flipped to duplicate;\nwhile (cursor !== 0 && (foundDuplicate === false || isMap)) \n
  ngDevMode && assertIndexInRange(tData, cursor);\n  const tStylingValueAtCursor = tData[cursor] as TStylingKey;\n  const tStyleRangeAtCursor = tData[cursor + 1] as TStylingRange;\n
if (isStylingMatch(tStylingValueAtCursor, tStylingKey)) \n
  foundDuplicate = true;\n  tData[cursor + 1] = isPrevDir ? setTStylingRangeNextDuplicate(tStyleRangeAtCursor) \n                         : setTStylingRangePrevDuplicate(tStyleRangeAtCursor);\n
}\n
setTStylingRangePrevDuplicate(tStyleRangeAtCursor);\n\nif (foundDuplicate) \n
  ngDevMode && assertIndexInRange(tData, index + 1);\n  tData[index + 1] = isPrevDir ? setTStylingRangePrevDuplicate(tStylingAtIndex) \n                         : setTStylingRangeNextDuplicate(tStylingAtIndex);\n
setTStylingRangeNextDuplicate(tStylingAtIndex);\n
/**\n * Determines if two 'TStylingKey's are a match.\n *\n * When computing weather a binding contains a duplicate, we need to compare if the instruction\n * 'TStylingKey' has a match.\n * Here are examples of 'TStylingKey's which match given 'tStylingKeyCursor' is:\n * - 'color'\n *    - 'color'    // Match another color\n *    - 'null'     // That means that 'tStylingKey' is a\n *      'classMap'/styleMap' instruction\n *    - 'null'     // wrapped 'color' so match\n *    - '[null, 'other', true]' // wrapped 'null' so match\n *    - '[false, 'other', true]' // wrapped static value contains a match on 'color'\n *    - 'null'     // 'tStylingKeyCursor' always match as it is 'classMap'/styleMap' instruction\n *\n * @param tStylingKeyCursor\n * @param tStylingKey\n */\nfunction isStylingMatch(tStylingKeyCursor: TStylingKey, tStylingKey: TStylingKeyPrimitive) {\n
  ngDevMode &&
      assertNotEqual(

    Array.isArray(tStylingKey), true, 'Expected that \\
        \'tStylingKey\' has been unwrapped');\n  if (\n
    tStylingKeyCursor === null ||  // If the cursor is 'null' it means that we have map at that\n    location so we must assume that we have a match.\n    tStylingKey == null ||  // If 'tStylingKey' is 'null' then it is a\n      map therefor assume that it\n    contains a match.\n  ) return true;

  if (Array.isArray(tStylingKeyCursor) && typeof tStylingKey === 'string') {\n
    // if we did not find a match, but 'tStylingKeyCursor' is 'KeyValueArray' that means cursor has\n    // statics and\n    // we need to check those as well.\n
    return keyValueArrayIndexOf(tStylingKeyCursor, tStylingKey) >=
        0;  // see if we are matching the key\n  }
  return false;
}

/**\n * Stores the locations of key/value indexes while parsing styling.\n * In case of `cssText` parsing the indexes are like so:\n * ```
 *   "key1: value1; key2: value2; key3: value3"
 *                  ^   ^ ^     ^             ^
 *                  |   | |     |             +-- textEnd\n *                  |   | |     +----------------
 *                  |   | +------------------------ keyEnd\n *                  |   +------------------------ valueEnd\n *                  +---------------------------- key\n * ```
 * NOTE: `value` and `valueEnd` are used only for styles, not classes.\n */\ninterface ParserState {\n  textEnd: number;
  key: number;
  keyEnd: number;
  value: number;
  valueEnd: number;
}

const parserState: ParserState = {
  textEnd: 0,
  key: 0,
  keyEnd: 0,
  value: 0,
  valueEnd: 0,
};

/**\n * Initializes `className` string for parsing and parses the first token.\n *```\n * for (let i = parseClassName(text); i >= 0; i =
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```typescript
/* This function is intended to be used in this format:
 * ```
 * for (let i = parseClassName(text); i >= 0; i = parseClassNameNext(text, i)) {
 *   const key = getLastParsedKey();
 *   ...
 * }
 * ```
 * @param text `className` to parse
 * @returns index where the next invocation of `parseClassNameNext` should resume.
 */
export function parseClassName(text: string): number {
  resetParserState(text);
  return parseClassNameNext(text, consumeWhitespace(text, 0, parserState.textEnd));
}

/**
 * Parses next `className` token.
 *
 * This function is intended to be used in this format:
 * ```
 * for (let i = parseClassName(text); i >= 0; i = parseClassNameNext(text, i)) {
 *   const key = getLastParsedKey();
 *   ...
 * }
 * ```
 * @param text `className` to parse
 * @param index where the parsing should resume.
 * @returns index where the next invocation of `parseClassNameNext` should resume.
 */
export function parseClassNameNext(text: string, index: number): number {
  const end = parserState.textEnd;
  if (end === index) {
    return -1;
  }
  index = parserState.keyEnd = consumeClassToken(text, parserState.key = index, end);
  return consumeWhitespace(text, index, end);
}

/**
 * Reset the global state of the styling parser.
 * @param text The styling text to parse.
 */
export function resetParserState(text: string): void {
  parserState.key = 0;
  parserState.keyEnd = 0;
  parserState.value = 0;
  parserState.valueEnd = 0;
  parserState.textEnd = text.length;
}

/**
 * Returns index of next non-whitespace character.
 *
 * @param text Text to scan
 * @param startIndex Starting index of character where the scan should start.
 * @returns Index of next non-whitespace character (May be the same as `start` if no whitespace at that location.)
 */
export function consumeWhitespace(text: string, startIndex: number, endIndex: number): number {
  while (startIndex < endIndex && text.charCodeAt(startIndex) <= CharCode.SPACE) {
    startIndex++;
  }
  return startIndex;
}

/**
 * Returns index of last char in class token.
 *
 * @param text Text to scan
 * @param startIndex Starting index of character where the scan should start.
 * @returns Index after last char in class token.
 */
export function consumeClassToken(text: string, startIndex: number, endIndex: number): number {
  while (startIndex < endIndex && text.charCodeAt(startIndex) > CharCode.SPACE) {
    startIndex++;
  }
  return startIndex;
}

/**
 * Consumes all of the characters belonging to style key and token.
 *
 * @param text Text to scan
 * @returns Index after last char in class token.
 */
export function consumeStyleKey(text: string, startIndex: number, endIndex: number): number {
  let ch: number;
  while (startIndex < endIndex &&
         ((ch = text.charCodeAt(startIndex)) === CharCode.DASH || ch === CharCode.UNDERSCORE ||
          (ch >= CharCode.ZERO && ch <= CharCode.NINE))) {
    startIndex++;
  }
  return startIndex;
}
```
where the scan should end.

@returns Index after separator and surrounding whitespace.

//export function consumeSeparator(text, startIndex, endIndex) { return startIndex = consumeWhitespace(text, startIndex, endIndex); }
style binding on an element with the provided value.

* If the style value is falsy then it will be removed from the element
  * (or assigned a different value depending if there are any styles placed
    * on the element with
    `styleMap` or any static styles that are
    * present from when the element was created with `styling`).

* Note that the styling element is updated as part of `stylingApply`.

* @param prop A valid CSS property.
  * @param value New value to write (null or an empty string to remove).
  * @param suffix Optional suffix. Used with scalar values to add unit such as `px`.
  * Note that this will provide the applied style value to the host
element if this function is called.* within a host binding function.

* @param suffix Optional suffix.
  * @param prop A valid CSS class (only one).
  * @param value A true/false value which will turn the class on or
  * off.

* Note that this will apply the provided class value to the host
element if this function is called within a host binding function.

* @param className A key/value style map of the styles that will be applied to the given
element.* Any missing styles (that have already been applied to the element beforehand) will be
  * removed (unset) from the element's styling.

* Note that this will apply the provided styleMap value to the host
element if this function is called within a host binding function.*

* @param className A key/value map or string of CSS classes that will be added to the
  * given element.* All missing classes (that have already been applied to the element beforehand) will be
  * removed (unset) from the element's list of CSS classes.

* @param suffix Optional suffix for the property (e.g. `em` or `px`).
  * @param prop A valid CSS property.
  * @param suffix Optional suffix.
  * @param prop A valid CSS class (only one).
  * @param value A true/false value which will turn the class on or
  * off.

* Note that this will apply the provided class value to the host
element if this function is called within a host binding function.

* @param className A key/value style map of the styles that will be applied to the given
element.* Any missing styles (that have already been applied to the element beforehand) will be
  * removed (unset) from the element's styling.

* Note that this will apply the provided styleMap value to the host
element if this function is called within a host binding function.

* @param suffix Optional suffix for the property (e.g. `em` or `px`).
  * @param prop A valid CSS property.
  * @param suffix Optional suffix.
  * @param prop A valid CSS class (only one).
  * @param value A true/false value which will turn the class on or
  * off.

* Note that this will apply the provided class value to the host
element if this function is called within a host binding function.

* @param className A key/value style map of the styles that will be applied to the given
element.* Any missing styles (that have already been applied to the element beforehand) will be
  * removed (unset) from the element's styling.

* Note that this will apply the provided styleMap value to the host
element if this function is called within a host binding function.

* @param suffix Optional suffix for the property (e.g. `em` or `px`).
  * @param prop A valid CSS property.
  * @param suffix Optional suffix.
  * @param prop A valid CSS class (only one).
  * @param value A true/false value which will turn the class on or
  * off.

* Note that this will apply the provided class value to the host
element if this function is called within a host binding function.
function styleFirstUpdatePass(tView: TView, tStylingKey: TStylingKey, bindingIndex: number, isClassBased: boolean): void {
  ngDevMode && assertFirstUpdatePass(tView);
  const lView = getLView();
  const tView = getTView();
  // Styling instructions use 2 slots per binding.
  // 1. one for the value /
  // TStylingKey
  // 2. one for the intermittent-value / TStylingRange
  const bindingIndex = incrementBindingIndex(2);
  if (tView.firstUpdatePass) {
    stylingFirstUpdatePass(tView, prop, bindingIndex, isClassBased);
  }
  if (value !== NO_CHANGE && bindingUpdated(lView, bindingIndex, value)) {
    const tNode = tView.data[getSelectedIndex() + HEADER_OFFSET] as TNode;
    updateStyling(tView, tNode, lView, lView[RENDERER], tView.data[bindingIndex] = toStylingKeyValueArray(keyValueArraySet, stringParser, value), isClassBased, bindingIndex);
  }
}

/**
 * Determines when the binding is in 'hostBindings' section
 * @param tView Current TView
 * @param bindingIndex index of binding which we would like if it is in 'hostBindings' section
 */
function isHostBindings(tView: TView, bindingIndex: number): boolean {
  return bindingIndex >= tView.data.hostBindings.length;
}

/**
 * Collects the necessary information to insert the binding into a linked list of style bindings
 * using `insertTStylingBinding`.
 *
 * @param tView TView
 * @param bindingIndex index of binding which we would like if it is in 'hostBindings' section
 */
function insertStylingBinding(tView: TView, tStylingKey: TStylingKey, bindingIndex: number, isClassBased: boolean): void {
  return insertTStylingBinding(tView, tStylingKey, bindingIndex, isClassBased);
}

/**
 * Common code between `classMap` and `styleMap`.
 *
 * @param keyValueArraySet (See `keyValueArraySet` in "util/array_utils") Gets passed in as a function so that
 * `style` can be processed.
 * @param stringParser Parser used to parse
 * `value` if `string`. (Passed in as `style` and `class`
 * have different parsers.)
 * @param value bound value
 * from application
 *
 * @param isClassBased `true` if `class` change (`false` if `style`)
 */
export function checkStylingMap(keyValueArraySet: (keyValueArray: KeyValueArray<any>, key: string, value: any) => void, stringParser: (styleKeyValueArray: KeyValueArray<any>, text: string) => void, value: any|NO_CHANGE, isClassBased: boolean): void {
  const tView = getTView();
  const bindingIndex = incrementBindingIndex(2);
  if (tView.firstUpdatePass) {
    stylingFirstUpdatePass(tView); // stylingFirstUpdatePass uses 2 slots per binding
  }
  const lView = getLView();
  if (value !== NO_CHANGE && bindingUpdated(lView, bindingIndex, value)) {
    const tNode = tView.data[getSelectedIndex() + HEADER_OFFSET] as TNode;
    if (hasStylingInputShadow(tNode, isClassBased) && !isInHostBindings(tView, bindingIndex)) {
      if (ngDevMode) {
        const tStylingKey = tView.data[bindingIndex];
        assertEqual(Array.isArray(tStylingKey) ? tStylingKey[1] : tStylingKey, false, 'Styling linked list shadow input should be here (rather than in instruction) so that it is guarded by the
        // if so as not to read unnecessarily.
        const tNode = tView.data[getSelectedIndex() + HEADER_OFFSET] as TNode;
      } else {
        updateStylingMap(tView, tNode, lView, lView[RENDERER], lView[bindingIndex + 1] = toStylingKeyValueArray(keyValueArraySet, stringParser, value), isClassBased, bindingIndex);
      }
    } else {
      updateStylingMap(tView, tNode, lView, lView[RENDERER], lView[bindingIndex + 1] = toStylingKeyValueArray(keyValueArraySet, stringParser, value), isClassBased, bindingIndex);
    }
  }
}

/**
 * Collects the necessary information to insert the binding into a linked list of style bindings
 * using `insertTStylingBinding`.
 *
 * @param tView TView
 * @param bindingIndex index of binding which we would like if it is in 'hostBindings' section
 */
function insertTStylingBinding(tView: TView, tStylingKey: TStylingKey, bindingIndex: number, isClassBased: boolean): void {
  return insertTStylingBinding(tView, tStylingKey, bindingIndex, isClassBased);
}

/**
 * Determines when the binding is in 'hostBindings' section
 * @param tView TView
 * @param bindingIndex index of binding which we would like if it is in 'hostBindings' section
 */
function isHostBindings(tView: TView, bindingIndex: number): boolean {
  return bindingIndex >= tView.data.hostBindings.length;
}

/**
 * Collects the necessary information to insert the binding into a linked list of style bindings
 * using `insertTStylingBinding`.
 *
 * @param tView TView
 * @param bindingIndex index of binding which we would like if it is in 'hostBindings' section
 */
function insertTStylingBinding(tView: TView, tStylingKey: TStylingKey, bindingIndex: number, isClassBased: boolean): void {
  return insertTStylingBinding(tView, tStylingKey, bindingIndex, isClassBased);
}
until first successful
  // (no exception) template execution. This prevents the styling instruction from double
adding
  // itself to the list.
  // `getSelectedIndex()` should be here (rather than in instruction) so that it is
  // guarded by the
  // if so as not to read unnecessarily.
  const tNode = tData[getSelectedIndex()] +
  HEADER_OFFSET) as TNode;
  const isHostBindings = isInHostBindings(tView, bindingIndex);
  if
    // (no exception) template execution. This prevents the styling instruction from double
adding
    // itself to the list.
    // `getSelectedIndex()` should be here (rather than in instruction) so that it is
    // guarded by the
    // if so as not to read unnecessarily.
    const tNode = tData[getSelectedIndex() +
    HEADER_OFFSET] as TNode;
    const isHostBindings = isInHostBindings(tView, bindingIndex);
  if
    // `getSelectedIndex()` should be here (rather than in instruction) so that it is
    // guarded by the
    // if so as not to read unnecessarily.
    const tNode = tData[getSelectedIndex() +
    HEADER_OFFSET] as TNode;
    const isHostBindings = isInHostBindings(tView, bindingIndex);
  if
    // `getSelectedIndex()` should be here (rather than in instruction) so that it is
    // guarded by the
    // if so as not to read unnecessarily.
    const tNode = tData[getSelectedIndex() +
    HEADER_OFFSET] as TNode;
    const isHostBindings = isInHostBindings(tView, bindingIndex);
    if
Retrieve the `TStylingKey` for the template styling instruction. This is needed since `hostBinding` styling instructions are inserted after the template instruction. While the template instruction needs to update the residual in `TNode` the `hostBinding` instructions need to update the `TStylingKey` of the template instruction because the template instruction is downstream from the `hostBindings` instructions. If the linked list is stored where the styling is being computed return `TStylingKey` if found or `undefined` if not found. In case this method does not seem to be a styling instruction in the `template` return `undefined`. If we have a template styling instruction and a new `hostBindings` styling instruction executed it means that it may need to steal static fields from the template instruction. This method allows us to update the first template instruction `TStylingKey` with a new value. Assume: `host: {style: 'width: 100px', \[style.color\]: 'dirExp', \[style.color\]: 'tmplExp'}`. If the template statics is now wrong as it incorrectly contains `width` so we need to update it like so: `host: {style: 'width: 100px', \[style.color\]: 'dirExp', \[style.color\]: 'tmplExp'}` executes it creates this data structure. `\n * * * when \[style.color\]="tmplExp"

The reason for this is that the template instruction does not know if there are styling instructions and must assume that there are none and must collect all of the static styling. (`both
* * * or 'width'

* * * When\[style.color\]: 'dirExp', executes we need to insert a new data into the linked list.`

Notice that the template instruction is now wrong as it incorrectly contains `width` when `\[style.color\]="tmplExp"` executes it creates this data structure.`

When `\[style.color\]="tmplExp"` executes we need to update the first template styling instruction with a new value. `\n * * * Assume:\n * * * <div my-dir style="color: red" [style.color]="tmplExp">

Because the template instruction is downstream from the `hostBindings` instructions. This method allows us to update the first template styling instruction with a new value.

The reason for this is that the template instruction does not know if there are styling instructions and must assume that there are none and must collect all of the static styling.

While the template instruction needs to update the `TStylingKey` of the template instruction which is replacing the old one. If the template instruction is downstream from the `hostBindings` instructions while the template instruction needs to update the `TStylingKey` of the template instruction which is replacing the old one.

Because the template instruction is downstream from the `hostBindings` instructions while the template instruction needs to update the `TStylingKey` of the template instruction which is replacing the old one.

We add `1 + tNode.directiveStart` because we need to skip the current directive as we are collecting things after the last `hostBindings` directive which had a styling instruction. For (let i = 1 + tNode.directiveStart; i < directiveEnd; i++) {

Residual styling in `TNode` the `hostBinding` node must have executed. We add `1 + tNode.directiveStart` because we need to skip the current directive as we are collecting things after the last `hostBindings` directive which had a styling instruction. For (let i = 1 + tNode.directiveStart; i < directiveEnd; i++) {

This is opposite of residual styling. If the template instruction is downstream from the `hostBindings` instructions the linked list is stored where the styling is being computed.

This is opposite of residual styling. If the template instruction is downstream from the `hostBindings` instructions the linked list is stored where the styling is being computed.

By the time this function gets called at least one `hostBindings`-node styling instruction must have executed. // We add `1 + tNode.directiveStart` because we need to skip the current directive as we are collecting things after the last `hostBindings` directive which had a styling instruction. For (let i = 1 + tNode.directiveStart; i < directiveEnd; i++) {

This is opposite of residual styling. If the template instruction is downstream from the `hostBindings` instructions the linked list is stored where the styling is being computed.

This is opposite of residual styling. If the template instruction is downstream from the `hostBindings` instructions the linked list is stored where the styling is being computed.
tNode: TNode, stylingKey: TStylingKey

isClassBased: boolean): TStylingKey

{\n  // We need to loop because there can be directives which have 'hostAttrs' but don't have 'hostBindings' so this loop catches up to the current directive.\n  let currentDirective: DirectiveDef<any>|null = null;\n  const directiveEnd = tNode.directiveEnd;\n  let directiveStylingLast = tNode.directiveStylingLast;\n  if (directiveStylingLast === -1) {\n      directiveStylingLast = tNode.directiveStart;\n  } else {\n      directiveStylingLast++;\n  }\n  while (directiveStylingLast < directiveEnd) {\n      currentDirective = tData[directiveStylingLast] as DirectiveDef<any>;\n      ngDevMode && assertDefined(currentDirective, 'expected to be defined');\n      stylingKey = collectStylingFromTAttrs(stylingKey, currentDirective.hostAttrs, isClassBased);\n      if (currentDirective.hostDirectiveDef) break;\n      directiveStylingLast++;\n  }\n  if (hostDirectiveDef !== null) {\n      // we only advance the styling cursor if we are collecting data from host bindings.\n      // Template executes before host bindings and so if we would update the index,\n      // host bindings would not get their statics.\n      tNode.directiveStylingLast = directiveStylingLast;\n  }\n  return stylingKey;
}\n
/**
 * Convert `TAttrs` into `TStylingStatic`.
 *
 * @param stylingKey existing `TStylingKey` to update or wrap.\n * @param attrs `TAttributes` to process.\n * @param isClassBased true if 'class' ('false' if 'style').\n */
function collectStylingFromTAttrs(
    stylingKey: TStylingKey|undefined, attrs: TAttributes|null,
    isClassBased: boolean): TStylingKey {
  const desiredMarker = isClassBased ? AttributeMarker.Classes : AttributeMarker.Styles;
  let currentMarker;
  if (attrs !== null) {
    for (let i = 0; i < attrs.length; i++) {\n      const item = attrs[i] as number | string;
      if (typeof item === 'number') {\n        currentMarker = item;
      } else {\n        if (currentMarker === desiredMarker) {\n          if (!Array.isArray(stylingKey)) {\n            stylingKey = stylingKey === undefined ? [ ] : [\'', stylingKey] as any;\n          }\n          keyValueArraySet(stylingKey as KeyValueArray<any>, item, isClassBased ? true : attrs[++i]);\n        }
      }
    }
  }
  return stylingKey === undefined ? null : stylingKey;\n}\n
/**
 * Convert user input to `KeyValueArray`.\n * This function takes user input which could be 'string', Object literal, or iterable and converts\n * it into a consistent representation. The output of this is 'KeyValueArray' (which is an array\n * where each index contains keys and odd indexes contain values for those keys).\n * The advantage of converting to 'KeyValueArray' is that we can perform diff\n * in an input\n * way.\n * (ie we can compare 'foo bar' to ['bar', 'baz'] and determine a set of changes\n * which need to be\n * applied)\n * The fact that 'KeyValueArray' is sorted is very important because it allows us\n * to compute the\n * difference in linear fashion without the need to allocate any additional data.\n * For example\n * if we kept this as a 'Map' we would have to iterate over previous 'Map' to determine\n * which values need to be\n * deleted, over the new 'Map' to determine additions, and we would have to keep a\n * 'Map' to keep track\n * of duplicates or items which have not yet been visited.\n * @param keyValueArray\n * \n * @param stringParser The parser is passed in so that it will be tree shakable. Seem\n * 'styleStringParser' and 'classListStringParser'\n */
export function toStylingKeyValueArray(
    keyValueArraySet: (keyValueArray: KeyValueArray<any>, key: string, value: any) => void,
    stringParser: (styleKeyValueArray: KeyValueArray<any>, text: string) => void,
    value: string|string[]|{[key: string]: any}|SafeValue|null|undefined): KeyValueArray<any> {
  if (value == null /*|| value === undefined */ || value === '') return EMPTY_ARRAY as any;
  const styleKeyValueArray: KeyValueArray<any> = [ ] as any;\n  const unwrappedValue = unwrapSafeValue(value) as string | string[] | {[key: string]: any};\n  if (Array.isArray(unwrappedValue)) {\n    for (let i = 0; i < unwrappedValue.length; i++) {\n      keyValueArraySet(styleKeyValueArray, unwrappedValue[i], true);\n    }
  } else if (typeof unwrappedValue === 'object') {\n    for (const key in unwrappedValue) {\n      if (unwrappedValue.hasOwnProperty(key)) {\n        keyValueArraySet(styleKeyValueArray, key, unwrappedValue[key]);\n      }
    }
  } else if (typeof unwrappedValue === 'string') {\n    stringParser(styleKeyValueArray, unwrappedValue);\n  } else if (ngDevMode && &\n            throwError('Unsupported styling type: ' + typeof unwrappedValue + ':\n              unwrapSafeValue');\n          return styleKeyValueArray;\n      }
  }
}

/**
 * Set a value for a key.\n *
 * See: \n * 'keyValueArraySet' for details.\n */
export function styleKeyValueArraySet(key: string, value: any) {\n  keyValueArraySet(keyValueArray, key, value);\n}
KeyValueArray<any>, key: string, value: any) {
  keyValueArraySet(keyValueArray, key, 
  unwrapSafeValue(value));
}

/**
 * Update map based styling.
 *
 * Map based styling could be anything which contains more than one binding. For example 'string',
 * or object literal. Dealing with all of these types would complicate the logic so instead this function expects that the complex input is first converted into normalized `KeyValueArray`. The advantage of normalization is that we get the values sorted, which makes it
 * very cheap to compute deltas between the previous and current value.
 *
 * @param tView Associated 'TView.data' contains the linked list of binding priorities.
 * @param tNode 'TNode' where the binding is located.
 * @param iView 'LView' contains the values associated with other styling binding at this 'TNode'.
 * @param renderer Renderer to use if any updates.
 * @param oldKeyValueArray Previous value represented as `KeyValueArray`.
 * @param newKeyValueArray Current value represented as `KeyValueArray`.
 * @param isClassBased `true` if `class` ('false' if `style`) @param bindingIndex Binding index of the binding.
 */
function updateStylingMap(tView: TView, tNode: TNode, iView: LView, renderer: Renderer3, oldKeyValueArray: KeyValueArray<any>, newKeyValueArray: KeyValueArray<any>, isClassBased: boolean, bindingIndex: number) {
  if (oldKeyValueArray as KeyValueArray<any>| NO_CHANGE === NO_CHANGE) {
    // On first execution the oldKeyValueArray is NO_CHANGE => treat it as empty KeyValueArray.
    oldKeyValueArray = EMPTY_ARRAY as any;
  }
  let oldIndex = 0;
  let newIndex = 0;
  let oldKey: string|null = 0 < oldKeyValueArray.length ? oldKeyValueArray[0] : null;
  let newKey: string|null = 0 < newKeyValueArray.length ? newKeyValueArray[0] : null;
  while (oldKey !== null || newKey !== null) {
    // On first execution the oldKeyValueArray is NO_CHANGE => treat it as empty KeyValueArray.
    oldIndex = 0 < oldKeyValueArray.length ? oldKeyValueArray[0] : null;
    let oldValue =
        oldIndex < oldKeyValueArray.length ? oldKeyValueArray[oldIndex + 1] : undefined;
    let setValue: any = undefined;
    if (oldKey === newKey) {
      // UPDATE: Keys are equal => new value is overwriting old value.
      oldIndex += 2;
      newIndex += 2;
      if (oldValue !== newValue) {
        setKey = newKey;
        setValue = newValue;
      }
    } else if (newKey === null || oldKey !== null && oldKey < newKey!) {
      // DELETE: oldKey key is missing or we did not find the old key in the newValue
      oldIndex += 2;
      setKey = oldKey;
    } else {
      // CREATE: newKey's is earlier alphabetically than oldKey's (or no oldKey) => we have new key.
      newIndex += 2;
      setKey = newKey;
    }
    if (setKey !== null) {
      // This function takes `prop` and updates the DOM to that value. The function takes the binding
      // value as well as binding priority into consideration to determine which value should be written
      // to DOM. (For example it may be determined that there is a higher priority overwrite which blocks
      // the DOM write, or if the value goes to undefined a lower priority overwrite may be consulted.)
      renderer.updateStyling(tView, tNode, iView, renderer, setKey, setIndex, isClassBased, bindingIndex, newValue);
    }
    oldKey = oldIndex < oldKeyValueArray.length ? oldKeyValueArray[oldIndex + 1] : undefined;
    const oldIndex = oldIndex + 1;
  }
}

/**
 * Update a simple (property name) styling.
 *
 * This function takes `prop` and updates the DOM to that value. The function takes the binding
 * value as well as binding priority into consideration to determine which value should be written
 * to DOM. (For example it may be determined that there is a higher priority overwrite which blocks
 * the DOM write, or if the value goes to undefined a lower priority overwrite may be consulted.)
 * @param tView Associated 'TView.data' contains the linked list of binding priorities.
 * @param tNode 'TNode' where the binding is located.
 * @param iView 'LView' contains the values associated with other styling binding at this 'TNode'.
 * @param renderer Renderer to use if any updates.
 * @param prop Either style property name or a class name.
 * @param value Either style value for `prop` or `true`/`false` if `prop` is class.
 * @param isClassBased `true` if `class` ('false' if `style`) @param bindingIndex Binding index of the binding.
 */
function updateStyling(tView: TView, tNode: TNode, iView: LView, renderer: Renderer3, prop: string, value: string|undefined|null|boolean, isClassBased: boolean, bindingIndex: number) {
  if (tNode.type !== TNodeType.Element) {
    // It is possible to have styling on non-elements (such as ng-container).
    return;
  }
  const oldIndex = 0;
  const oldData = tView.data;
  const oldKey = oldIndex < oldKeyValueArray.length ? oldKeyValueArray[oldIndex + 1] : undefined;
  const newValue =
        oldIndex < oldKeyValueArray.length ? oldKeyValueArray[oldIndex + 1] : undefined;
  if (oldValue !== newValue) {
    setKey = newKey;
    setValue = newValue;
  }
  if (setKey !== null) {
    renderer.updateStyling(tView, tNode, iView, renderer, setKey, setIndex, isClassBased, bindingIndex, newValue);
  }
}
tRange = tData[bindingsIndex + 1] as TStylingRange;
const higherPriorityValue =
getTStylingRangeNextDuplicate(tRange);?
findStylingValue(tData, tNode, IView, prop, getTStylingRangeNext(tRange), isClassBased) ?
undefined;?
if (!isStylingValuePresent(higherPriorityValue)) {?
// We don't have a next duplicate, or we did not find a duplicate value?
if (!isStylingValuePresent(value)) {?
// We should delete current value or restore to lower priority value.
if (getTStylingRangePrevDuplicate(tRange)) {??
// We have a possible prev duplicate, let's retrieve it.
value = findStylingValue(tData, null, IView, prop, bindingIndex, isClassBased);?
?
}
const tNode =
getNativeByIndex(getSelectedIndex(), IView) as RElement;
applyStyling(renderer, isClassBased, tNode, prop, value);?
?
}
}

/**
 * Search for styling value with higher priority which is overwriting current value, or a
 * value of lower priority to which we should fall back if the value is `undefined`.
 * When value is being applied at a location, related values need to be consulted.
 * If there is a higher priority binding, we should be using that one instead.
 * For example `&lt;div [style]="\"color:exp1\"\" [style.color]="exp2\"\"` change to `exp1` requires that we check `exp2` to see if it is set to value other than `undefined`.
 * If there is a lower priority binding and we are changing to `undefined`.
 * For example `&lt;div [style]="\"color:exp1\"\" [style.color]="exp2\"\"` change to `exp2` to `undefined` requires that we check `exp1` (and static values) and use that as new value.
 * NOTE: The styling stores two values. The raw value which came from the application is stored at `index + 0` location. The normalized value is stored at `index + 1`.
 */
function findStylingValue(tData: TData, tNode: TNode|null, lView: LView, prop: string, index: number, isClassBased: boolean): any {
  // `TNode` to use for resolving static styling.
  //   - `TNode` search next and quit as soon as `isStylingValuePresent(value)` is true.
  //     If no value found consult `tNode.residualStyle`/`tNode.residualClass` for default value.
  // - `null` search prev and go all the way to end.

  const isPrevDirection = tNode === null;
  let value: any = undefined;
  while (index > 0) {
    const rawKey = tData[index] as TStylingKey;
    const containsStatics = Array.isArray(rawKey);
    // Unwrap the key if we contain static values.
    const key = containsStatics ? (rawKey as string[])[1] : rawKey;
    const isStylingMap = key === prop;
    let currentValue = isStylingMap ? keyValueArrayGet(valueAtLViewIndex, prop) :
                                 key === prop ? valueAtLViewIndex : undefined;
    if (containsStatics && !isStylingValuePresent(currentValue)) {
      currentValue = keyValueArrayGet(rawKey as KeyValueArray<any>, prop);
    }
    if (isStylingValuePresent(currentValue)) {
      value = currentValue;
      if (isPrevDirection) {
        return value;
      }
    }
    const tRange = tData[index + 1] as TStylingRange;
    index = isPrevDirection ?
      getTStylingRangePrev(tRange) : getTStylingRangeNext(tRange);
  }
  if (tNode !== null) {
    // in case where we are going in next direction AND we did not find anything, we need to consult residual styling
    let residual = isClassBased ? tNode.residualClasses : tNode.residualStyles;
    if (residual != null /** OR residual !=== undefined */) {
      value = keyValueArrayGet(residual, prop);
    }
  }
  return value;
}

/**
 * Determines if the binding value should be used (or if the value is `undefined` and hence priority
 */

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be used.)

*param value Binding style value.

*function isStylingValuePresent(value: any): boolean {

  // Currently only 'undefined' value is considered non-binding. That is 'undefined' says I don't have an opinion as to what this binding should be and you should consult other bindings by priority to determine the valid value.

  // This is entered into a single function so that we have a single place to control this.

  return value == undefined;
}

*function normalizeSuffix(value: any, suffix: string | undefined | null): string | undefined | null {

  if (value == null || value === undefined) {
    return null;
  } else if (typeof suffix === 'string') {
    value = value + suffix;
  } else if (typeof value === 'object') {
    value = stringify(unwrapSafeValue(value));
  }

  return value;
}

*export function hasStylingInputShadow(tNode: TNode, isClassBased: boolean) {

  return (tNode.flags & (isClassBased ? TNodeFlags.hasClassInput : TNodeFlags.hasStyleInput)) !== 0;
}

/**
 * @license
 * Copyright Google LLC 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 {assertEqual, assertIndexInRange} from '../../util/assert';
import {TElementNode, TNodeType} from '../interfaces/node';
import {HEADER_OFFSET, RENDERER, T_HOST} from '../interfaces/view';
import {appendChild, createTextNode} from '../node_manipulation';
import {getBindingIndex, getLView, getTView, setPreviousOrParentTNode} from '../state';
import {getOrCreateTNode} from './shared';

/**
 * Create static text node
 *
 * @param index Index of the node
 * @param value Static string value to write.
 *
 * @codeGenApi
 */

export function text(index: number, value: string = ''): void {

  const lView = getLView();
  const tView = getTView();
  const adjustedIndex = index + HEADER_OFFSET;

  ngDevMode &&
      assertEqual(
          getBindingIndex(),
          tView.bindingStartIndex,
          'text nodes should be created before any bindings');
  ngDevMode &&
      assertIndexInRange(lView, adjustedIndex);

  const tNode = tView.firstCreatePass ?

    getOrCreateTNode(tView, lView[T_HOST], index, TNodeType.Element, null, null) :
    tView.data[adjustedIndex] as TElementNode;

  const textNative = lView[adjustedIndex] = createTextNode(value, lView[RENDERER]);
  appendChild(tView, lView, textNative, tNode);

  // Text nodes are self closing.
  setPreviousOrParentTNode(tNode, false);
}

/**
 * @license
 * Copyright Google LLC 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 {getLView, getSelectedIndex} from '../state';
import {NO_CHANGE} from '../tokens';

import {interpolation1, interpolation2, interpolation3, interpolation4, interpolation5, interpolation6, interpolation7, interpolation8, interpolationV} from './interpolation';
import {textBindingInternal} from './shared';

/**
 *
 * Update text content with a lone bound value
 *
 * Used when a text node has 1 interpolated value in it, and no additional text surrounds that interpolated value:
 *
 * ```html
 * <div>{{v0}}</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate(v0);
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */

export function textInterpolate(v0: any): typeof textInterpolate {

  textInterpolate1('', v0, '');
  return textInterpolate;
}

/**
 *
 * Update text content with single bound value surrounded by other text.
 *
 * Used when a text node has 1 interpolated value in it:
 *
 * ```html
 * <div>prefix{{v0}}suffix</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate1('prefix', v0, 'suffix');
 * ```
 * @returns itself, so that it may be chained.
 * @see textInterpolateV
 * @codeGenApi
 */

export function textInterpolate1(

  prefix: string, v0: any, suffix: string): typeof textInterpolate1 {

  const lView = getLView();
  const interpolated = interpolation1(lView, prefix, v0, suffix);
  if (interpolated !== NO_CHANGE) {
    textBindingInternal(lView, getSelectedIndex(), interpolated as string);
  }
  return textInterpolate1;
}

/**
 *
 * Update text content with 2 bound values surrounded by other text.
 *
 * Used when a text node has 1 interpolated value in it:
 *
 * ```html
 * <div>{{v0}}{{v1}}</div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * textInterpolate2('prefix', v0, v1, 'suffix');
 * ```
 * @returns itself, so that it may be chained.
 * @see

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representation is:

```ts
  textInterpolate8(
    prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, i2: string, v3: any,
    i3: string, v4: any, i4: string, v5: any, i5: string, v6: any, i6: string, v7: any,
    suffix: string): typeof textInterpolate8 {
    const IView = getLView();
    const interpolated = interpolation8(
      prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix);
    return textInterpolate8;
  }
```

Update text content with 9 or more bound values other than surrounded by text.

```ts
  textInterpolateV(values: any[]): typeof textInterpolateV {
    const lView = getLView();
    const interpolated = interpolationV(lView, values);
    return textInterpolateV;
  }
```

Update an interpolated class on an element with single bound value surrounded by text.

```ts
  classMapInterpolate1(prefix: string, v0: any, suffix: string): void {
    const lView = getLView();
    const interpolatedValue = interpolation1(lView, prefix, v0, suffix);
    checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
  }
```

Update an interpolated class on an element with 2 bound values surrounded by text.

```ts
  classMapInterpolate2(prefix: string, v0: any, i0: string, v1: any, suffix: string): void {
    const lView = getLView();
    const interpolatedValue = interpolation2(lView, prefix, v0, i0, v1, suffix);
    checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
  }
```

Update an interpolated class on an element with 3 bound values surrounded by text.

```ts
  classMapInterpolate3(prefix: string, v0: any, i0: string, v1: any, i1: string, v2: any, suffix: string): void {
    const lView = getLView();
    const interpolatedValue = interpolation3(lView, prefix, v0, i0, v1, i1, v2, suffix);
    checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
  }
```

Update an interpolated class on an element with 4 bound values surrounded by text.
Used when the value passed to a property has 4 interpolated values in it:\n*\n* `\n*<div\nclass="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}suffix"></div>`
*\n* Its compiled representation is:\n*\n* `\n*classMapInterpolate4\n*('prefix', v0, ',', v1, ',', v2, ',', v3, 'suffix');\n*`\n*\n* @param prefix Static value used for concatenation only.\n* @param v0 Value checked for change.\n* @param i0 Static value used for concatenation only.\n* @param v1 Value checked for change.\n* @param i1 Static value used for concatenation only.\n* @param v2 Value checked for change.\n* @param i2 Static value used for concatenation only.\n* @param v3 Value checked for change.\n* @param suffix Static value used for concatenation only.\n* @param i3 Static value used for concatenation only.\n* @param i4 Static value used for concatenation only.\n* @param i5 Static value used for concatenation only.\n* @param i6 Static value used for concatenation only.\n* @param i7 Static value used for concatenation only.\n* @param i8 Static value used for concatenation only.\n* @param i9 Static value used for concatenation only.\n* @param i10 Static value used for concatenation only.\n* @param i11 Static value used for concatenation only.\n* @param i12 Static value used for concatenation only.\n* @param i13 Static value used for concatenation only.\n* @param i14 Static value used for concatenation only.\n* @param i15 Static value used for concatenation only.
*\n*\n*\n*Update an interpolated class on an element with 5 bound values surrounded by text:\n*\n* `\n*<div class="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}suffix"></div>`\n*\n* Its compiled representation is:\n*\n* `\n*classMapInterpolate5\n*('prefix', v0, ',', v1, ',', v2, ',', v3, ',', v4, 'suffix');\n*`\n*\n* @param prefix Static value used for concatenation only.\n* @param v0 Value checked for change.\n* @param i0 Static value used for concatenation only.\n* @param v1 Value checked for change.\n* @param i1 Static value used for concatenation only.\n* @param v2 Value checked for change.\n* @param i2 Static value used for concatenation only.\n* @param v3 Value checked for change.\n* @param i3 Static value used for concatenation only.\n* @param v4 Value checked for change.\n* @param i4 Static value used for concatenation only.\n* @param v5 Value checked for change.\n* @param i5 Static value used for concatenation only.\n* @param i6 Static value used for concatenation only.\n* @param i7 Static value used for concatenation only.\n* @param i8 Static value used for concatenation only.\n* @param i9 Static value used for concatenation only.\n* @param i10 Static value used for concatenation only.\n* @param i11 Static value used for concatenation only.\n* @param i12 Static value used for concatenation only.\n* @param i13 Static value used for concatenation only.\n* @param i14 Static value used for concatenation only.\n* @param i15 Static value used for concatenation only.\n* @param i16 Static value used for concatenation only.\n* @param i17 Static value used for concatenation only.\n* @param i18 Static value used for concatenation only.\n* @param i19 Static value used for concatenation only.\n* @param i20 Static value used for concatenation only.\n* @param i21 Static value used for concatenation only.\n* @param i22 Static value used for concatenation only.\n* @param i23 Static value used for concatenation only.\n* @param i24 Static value used for concatenation only.\n* @param i25 Static value used for concatenation only.\n* @param i26 Static value used for concatenation only.\n* @param i27 Static value used for concatenation only.\n* @param i28 Static value used for concatenation only.\n* @param i29 Static value used for concatenation only.\n* @param i30 Static value used for concatenation only.\n* @param i31 Static value used for concatenation only.\n* @param i32 Static value used for concatenation only.\n* @param i33 Static value used for concatenation only.\n* @param i34 Static value used for concatenation only.\n* @param i35 Static value used for concatenation only.\n* @param i36 Static value used for concatenation only.\n* @param i37 Static value used for concatenation only.\n* @param i38 Static value used for concatenation only.\n* @param i39 Static value used for concatenation only.\n* @param i40 Static value used for concatenation only.\n* @param i41 Static value used for concatenation only.\n* @param i42 Static value used for concatenation only.\n* @param i43 Static value used for concatenation only.\n* @param i44 Static value used for concatenation only.\n* @param i45 Static value used for concatenation only.\n* @param i46 Static value used for concatenation only.\n* @param i47 Static value used for concatenation only.\n* @param i48 Static value used for concatenation only.\n* @param i49 Static value used for concatenation only.\n* @param i50 Static value used for concatenation only.\n* @param i51 Static value used for concatenation only.\n* @param i52 Static value used for concatenation only.\n* @param i53 Static value used for concatenation only.\n* @param i54 Static value used for concatenation only.\n* @param i55 Static value used for concatenation only.\n* @param i56 Static value used for concatenation only.
classMapInterpolate7

```typescript
classMapInterpolate7(
  const lView = getLView();
  const interpolatedValue = interpolation7(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
  checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true); 
}
```

update an interpolated class on an element with 8 bound values surrounded by text.

```typescript
/**
 * Update an interpolated class on an element with 8 bound values surrounded by text.
 *
 * Used when the value passed to a property has 8 interpolated values in it:
 *
 * ```html
 * <div class="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-
 * {{v4}}-{{v5}}-{{v6}}-{{v7}}suffix"></div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * classMapInterpolate8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix);
 * ```
 *
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param v1 Value checked for change.
 * ... @param v7 Value checked for change.
 * @param suffix Static value used for concatenation only.
 */
export function classMapInterpolate8(
  const lView = getLView();
  const interpolatedValue = interpolation8(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix);
  checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}
```

```typescript
/**
 * Update an interpolated class on an element with 9 or more bound values surrounded by text.
 *
 * ```html
 * <div class="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}-{{v4}}-{{v5}}-{{v6}}-{{v7}}-{{v8}}-{{v9}}suffix"></div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * classMapInterpolateV(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, i6, v7, suffix);
 * ```
 *
 * `values` is an array of values and the strings in-between those values:
 *
 * ```javascript
 * ['prefix', value0, '-', value1, '-', value2, ..., value99, 'suffix']
 * ```
 *
 * @param values The collection of values and the strings in-between those values.
 */
export function classMapInterpolateV(values: any[]): void {
  const lView = getLView();
  const interpolatedValue = interpolationV(lView, values);
  checkStylingMap(keyValueArraySet, classStringParser, interpolatedValue, true);
}
```

```typescript
/**
 * Update an interpolated style on an element with single bound value surrounded by text.
 *
 * ```html
 * <div style="key: {{v0}}suffix"></div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * styleMapInterpolate1('key: ', v0, 'suffix');
 * ```
 *
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param suffix Static value used for concatenation only.
 */
export function styleMapInterpolate1(prefix: string, v0: any, suffix: string): void {
  const lView = getLView();
  const interpolatedValue = interpolation1(lView, prefix, v0, suffix);
  styleMap(interpolatedValue);
}
```

```typescript
/**
 * Update an interpolated style on an element with 2 bound values surrounded by text.
 *
 * ```html
 * <div style="key: {{v0}}; key1: {{v1}}suffix"></div>
 * ```
 *
 * Its compiled representation is:
 *
 * ```ts
 * styleMapInterpolate2('key: ', v0, '; key1: ', v1, 'suffix');
 * ```
 *
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param i0 Static value used for concatenation only.
 * @param v1 Value checked for change.
 * ... @param v9 Value checked for change.
 * @param suffix Static value used for concatenation only.
 */
export function styleMapInterpolate2(
    prefix: string, v0: any, i0: string, v1: any, suffix: string): void {
  const lView = getLView();
  const interpolatedValue = interpolation2(lView, prefix, v0, i0, v1, suffix);
  styleMap(interpolatedValue);
}
```
styleMap(interpolatedValue);

/**
 *
 * Update an interpolated style on an element with 3 bound values surrounded by text.
 *
 * Its compiled representation is:
 * styleMapInterpolate3
 *     'key: ', v0, '; key1: ', v1, '; key2: ', v2, 'suffix');
 *
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param v1 Static value used for concatenation only.
 * @param v2 Static value used for concatenation only.
 * @param suffix Static value used for concatenation only.
 *
 * Used when the value passed to a property has 3 interpolated values in it:
 *
 * ```html
 * <div style="key: {{v0}}; key1: {{v1}}; key2: {{v2}}suffix"></div>
 * ```
 *
 * @codeGenApi
 */
export function styleMapInterpolate3(prefix: string, v0: any, i0: string, v1: i1, v2, suffix: string): void {
  const lView = getLView();
  const interpolatedValue = interpolation3(lView, prefix, v0, i0, v1, i1, v2, suffix);
  styleMap(interpolatedValue);
}

/**
 *
 * Update an interpolated style on an element with 4 bound values surrounded by text.
 *
 * Its compiled representation is:
 * styleMapInterpolate4
 *     'key: ', v0, '; key1: ', v1, '; key2: ', v2, '; key3: ', v3, 'suffix');
 *
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param v1 Static value used for concatenation only.
 * @param v2 Static value used for concatenation only.
 * @param v3 Static value used for concatenation only.
 * @param suffix Static value used for concatenation only.
 *
 * Used when the value passed to a property has 4 interpolated values in it:
 *
 * ```html
 * <div style="key: {{v0}}; key1: {{v1}}; key2: {{v2}}; key3: {{v3}}suffix"></div>
 * ```
 *
 * @codeGenApi
 */
export function styleMapInterpolate4(prefix: string, v0: any, i0: string, v1: i1, v2, i2, v3, i3, suffix: string): void {
  const lView = getLView();
  const interpolatedValue = interpolation4(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, suffix);
  styleMap(interpolatedValue);
}

/**
 *
 * Update an interpolated style on an element with 5 bound values surrounded by text.
 *
 * Its compiled representation is:
 * styleMapInterpolate5
 *     'key: ', v0, '; key1: ', v1, '; key2: ', v2, '; key3: ', v3, '; key4: ', v4, 'suffix');
 *
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param v1 Static value used for concatenation only.
 * @param v2 Static value used for concatenation only.
 * @param v3 Static value used for concatenation only.
 * @param v4 Static value used for concatenation only.
 * @param suffix Static value used for concatenation only.
 *
 * Used when the value passed to a property has 5 interpolated values in it:
 *
 * ```html
 * <div style="key: {{v0}}; key1: {{v1}}; key2: {{v2}}; key3: {{v3}}; key4: {{v4}}suffix"></div>
 * ```
 *
 * @codeGenApi
 */
export function styleMapInterpolate5(prefix: string, v0: any, i0: string, v1: i1, v2, i2, v3, i3, v4, i4, v5, suffix: string): void {
  const lView = getLView();
  const interpolatedValue = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);
  styleMap(interpolatedValue);
}

/**
 *
 * Update an interpolated style on an element with 6 bound values surrounded by text.
 *
 * Its compiled representation is:
 * styleMapInterpolate6
 *     'key: ', v0, '; key1: ', v1, '; key2: ', v2, '; key3: ', v3, '; key4: ', v4, '; key5: ', v5, 'suffix');
 *
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
 * @param v1 Static value used for concatenation only.
 * @param v2 Static value used for concatenation only.
 * @param v3 Static value used for concatenation only.
 * @param v4 Static value used for concatenation only.
 * @param v5 Static value used for concatenation only.
 * @param suffix Static value used for concatenation only.
 *
 * Used when the value passed to a property has 6 interpolated values in it:
 *
 * ```html
 * <div style="key: {{v0}}; key1: {{v1}}; key2: {{v2}}; key3: {{v3}}; key4: {{v4}}; key5: {{v5}}suffix"></div>
 * ```
 *
 * @codeGenApi
 */
export function styleMapInterpolate6(prefix: string, v0: any, i0: string, v1: i1, v2, i2, v3, i3, v4, i4, v5, i5, suffix: string): void {
  const lView = getLView();
  const interpolatedValue = interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, suffix);
}
styleMap(interpolatedValue);\n)\nn/**\n * Update an interpolated style on an element with single bound value surrounded by text.\n * Used when the number of interpolated values exceeds 8.\n */

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import {getLView,} from '../state';
import {interpolation1, interpolation2, interpolation3, interpolation4, interpolation5, interpolation6, interpolation7, interpolation8, interpolationV} from './interpolation';
import {checkStylingProperty} from './styling';

/**\n * Update an interpolated style property on an element with single bound value surrounded by text.\n * Used when the value passed to a property has 1 interpolated value in it:\n */

/**\n * Update an interpolated style on an element with 7 bound values surrounded by text.\n * Used when the value passed to a property has 7 interpolated values in it:\n */

/**\n * Update an interpolated style on an element with 8 bound values surrounded by text.\n * Used when the value passed to a property has 8 interpolated values in it:\n */

/**\n * Update an interpolated style on an element with 9 or more bound values surrounded by text.\n * Used when the number of interpolated values exceeds 8.\n */

/**\n * @param prefix Static value used for concatenation only.\n * @param v0 Value checked for change.\n * @param v1 Value checked for change.\n * @param i0 Static value used for concatenation only.\n * @param v2 Value checked for change.\n * @param i1 Static value used for concatenation only.\n * @param v3 Value checked for change.\n * @param i2 Static value used for concatenation only.\n * @param v4 Value checked for change.\n * @param i3 Static value used for concatenation only.\n * @param v5 Value checked for change.\n * @param v6 Value checked for change.\n */

/**\n * Update an interpolated style on an element with 9 or more bound values surrounded by text.\n * Used when the number of interpolated values exceeds 8.\n */

/**\n * Update an interpolated style on an element with 9 or more bound values surrounded by text.\n * Used when the number of interpolated values exceeds 8.\n */

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```ts

* ```

* Its compiled representation is:

* ```ts

* ```

* @param styleIndex Index of style to update. This index value refers to the
*        index of the style in the style bindings array that was passed into
*        `styling`.

* @param prefix Static value used for concatenation only.
* @param v0 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param valueSuffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @codeGenApi
*/
export function

stylePropInterpolate1

(prop: string, prefix: string, v0: any, suffix: string, valueSuffix?: string|null): typeof

stylePropInterpolate1 {
  const lView = getLView();
  const interpolatedValue = interpolation1(lView, prefix, v0, suffix);
  checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
  return

stylePropInterpolate1

/**
 *
 * Update an interpolated style property on an element with 2 bound values
 * surrounded by text.
* ```html
 * <div style.color="prefix{{v0}}-{{v1}}suffix"></div>
 * ```
 *
 * @param styleIndex Index of style
 *        to update. This index value refers to the
 *        index of the style in the style bindings array that was passed into
 *        `styling`.
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param valueSuffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @codeGenApi
*/
export function

stylePropInterpolate2 {
  const lView = getLView();
  const interpolatedValue = interpolation2(lView, prefix, v0, i0, v1, suffix);
  checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
  return

stylePropInterpolate2

/**
 *
 * Update an interpolated style property on an element with 3
 * bound values surrounded by text.
* ```html
 * <div style.color="prefix{{v0}}-{{v1}}-{{v2}}suffix"></div>
 * ```
 *
 * @param styleIndex Index of style to update. This index value refers to the
 *        index of the style in the style bindings array that was passed into
 *        `styling`.
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
* @param i0 Static value used for concatenation only.
* @param v1 Value checked for change.
* @param i1 Static value used for concatenation only.
* @param v2 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param valueSuffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @codeGenApi
*/
export function

stylePropInterpolate3 {
  const lView = getLView();
  const interpolatedValue = interpolation3(lView, prefix, v0, i0, v1, i1, v2, suffix);
  checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
  return

stylePropInterpolate3

/**
 *
 * Update an interpolated style property on an element with 4
 * bound values surrounded by text.
* ```html
 * <div style.color="prefix{{v0}}-{{v1}}-{{v2}}-{{v3}}suffix"></div>
 * ```
 *
 * @param styleIndex Index of style to update. This index value refers to the
 *        index of the style in the style bindings array that was passed into
 *        `styling`.
 * @param prefix Static value used for concatenation only.
 * @param v0 Value checked for change.
* @param i0 Static value used for concatenation only.
* @param v1 Value checked for change.
* @param i1 Static value used for concatenation only.
* @param v2 Value checked for change.
* @param i2 Static value used for concatenation only.
* @param v3 Value checked for change.
* @param suffix Static value used for concatenation only.
* @param valueSuffix Optional suffix. Used with scalar values to add unit such as `px`.
* @returns itself, so that it may be chained.
* @codeGenApi
*/
export function

stylePropInterpolate4 {
  const lView = getLView();
  const interpolatedValue = interpolation4(lView, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);
  checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
  return

stylePropInterpolate4
```
interpolation4(View, prefix, v0, i0, v1, i1, v2, i2, v3, suffix);\n checkStylingProperty(prop, interpolatedValue, valueSuffix, false);\n return stylePropInterpolate4();\n\n/**
 * Update an interpolated style property on an element with 5 bound values surrounded by text.
 * @param prefix Static value used for concatenation only.\n * @param v0 Value checked for change.\n * @param i0 Static value used for concatenation only.\n * @param v1 Value checked for change.\n * @param i1 Static value used for concatenation only.\n * @param v2 Value checked for change.\n * @param i2 Static value used for concatenation only.\n * @param v3 Value checked for change.\n * @param i3 Static value used for concatenation only.\n * @param v4 Value checked for change.\n * @param i4 Static value used for concatenation only.\n * @param v5 Value checked for change.\n * @param i5 Static value used for concatenation only.\n * @returns itself, so that it may be chained.\n * @codeGenApi\n */
  const lView = getLView();
  const interpolatedValue = interpolation5(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, suffix);\n  checkStylingProperty(prop, interpolatedValue, valueSuffix, false);\n  return stylePropInterpolate5();\n\n/**
 * Update an interpolated style property on an element with 6 bound values surrounded by text.
 * @param prefix Static value used for concatenation only.\n * @param v0 Value checked for change.\n * @param i0 Static value used for concatenation only.\n * @param v1 Value checked for change.\n * @param i1 Static value used for concatenation only.\n * @param v2 Value checked for change.\n * @param i2 Static value used for concatenation only.\n * @param v3 Value checked for change.\n * @param i3 Static value used for concatenation only.\n * @param v4 Value checked for change.\n * @param i4 Static value used for concatenation only.\n * @param v5 Value checked for change.\n * @param i5 Static value used for concatenation only.\n * @returns itself, so that it may be chained.\n * @codeGenApi\n */
  const lView = getLView();
  const interpolatedValue = interpolation6(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);\n  checkStylingProperty(prop, interpolatedValue, valueSuffix, false);\n  return stylePropInterpolate6();\n\n/**
 * Update an interpolated style property on an element with 7 bound values surrounded by text.
 * @param prefix Static value used for concatenation only.\n * @param v0 Value checked for change.\n * @param i0 Static value used for concatenation only.\n * @param v1 Value checked for change.\n * @param i1 Static value used for concatenation only.\n * @param v2 Value checked for change.\n * @param i2 Static value used for concatenation only.\n * @param v3 Value checked for change.\n * @param i3 Static value used for concatenation only.\n * @param v4 Value checked for change.\n * @param i4 Static value used for concatenation only.\n * @param v5 Value checked for change.\n * @param i5 Static value used for concatenation only.\n * @returns itself, so that it may be chained.\n * @codeGenApi\n */
  const lView = getLView();
  const interpolatedValue = interpolation7(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, suffix);\n  checkStylingProperty(prop, interpolatedValue, valueSuffix, false);\n  return stylePropInterpolate7();\n\n*/
}
```typescript
  const lView = getLView();
  const interpolatedValue =
    interpolation7(lView, prefix, v0, i0, v1, i1, v2, i2, v3, i3, v4, i4, v5, i5, v6, suffix);
  checkStylingProperty(prop, interpolatedValue, valueSuffix, false);
  return stylePropInterpolate7;
}

/**
 * Update an interpolated style property on an element with 7 bound values surrounded by text.
 * When the value passed to a property has 7 interpolated values in it:
 * @param propName Name of property. Because it is going to DOM, this is not subject to renaming as part of minification.
 * @param value New value to write.
 * @param sanitizer An optional function used to sanitize the value.
 * @returns This function returns itself so that it may be chained.
 * (e.g. `property('name', ctx.name)('title', ctx.title)`)
 */
export function hostProperty<T>(
    propName: string, value: T, sanitizer?: any):
    instanceof Option => typeof Option
    return hostProperty(T);;
```

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propName: string, value: T, sanitizer?: SanitizerFn|null): typeof hostProperty {
  const bindingIndex = nextBindingIndex();
  if (bindingUpdated(lView, bindingIndex, value)) {
    const tView = getTView();
    const tNode = getSelectedTNode();
    elementPropertyInternal(tView, tNode, lView, propName, bindingIndex);
  }
  return hostProperty;
}

/**
 * Updates a synthetic host binding (e.g. `@HostBinding('foo')`) properly gets rendered in the component's renderer. Normally all host bindings are evaluated with the parent's component's renderer, but, in the case of animation triggers, they need to be evaluated with the sub component's renderer (because that's where the animation triggers are defined).
 * Do not use this instruction as a replacement for `elementProperty`. This instruction only exists to ensure compatibility with the ViewEngine's host binding behavior.
 * The index of the element to update in the data array is the parent property Name of property. Because it is going to DOM, this is not subject to renaming as part of minification.
 * An optional function used to sanitize the value.
 * @param propName Name of property. Because it is going to DOM, this is not subject to renaming as part of minification.
 * @param value New value to write.
 * @param sanitizer An optional function used to sanitize the value.
 */
export function syntheticHostProperty<T>(
    propName: string, value: T|NO_CHANGE
): typeof syntheticHostProperty {
  const lView = getLView();
  const bindingIndex = nextBindingIndex();
  if (bindingUpdated(lView, bindingIndex, value)) {
    const tView = getTView();
    const tNode = getSelectedTNode();
    const currentDef = getCurrentDirectiveDef(tView.data);
    const renderer = loadComponentRenderer(currentDef, tNode, lView);
    elementPropertyInternal(tView, tNode, lView, propName, value, renderer, sanitizer, true);
    ngDevMode && storePropertyBindingMetadata(tView.data, tNode, propName, bindingIndex);
  }
  return syntheticHostProperty;
}

/**
 * Retrieves the component instance associated with a given DOM element.
 * @usageNotes
 * Given the following DOM

structure:

```html
<my-app>
  <div>
    <child-comp></child-comp>
  </div>
</my-app>
```

Calling `getComponent` on `<child-comp>` will return the instance of `ChildComponent` associated with this DOM element.

@param element DOM element from which the component should be retrieved.
@returns Component instance associated with the element or `null` if there's no component associated with it.

@globalApi

@export

@publicApi

```typescript
function getComponent<T>(element: Element): T|null {
  return null;
}
```

Calling the function on `<my-app>` will return the `MyApp` instance.

```typescript
function getComponentAtNodeIndex<T>(context: LContext, nodeIndex: number, view: LView): T|null {
  return null;
}
```

### getComponentExample

```typescript
function getComponentExample(element: Element): void {
  const context = loadLContext(element, false);
  if (context === null) return;

  if (context.component === undefined) {
    context.component = getComponentAtNodeIndex(context.nodeIndex, context.lView);
  }

  if (context.lView === null) return;

  let lView = context.lView;
  let parent: LView|null;
  while (lView[HOST] === null && (parent = getLViewParent(lView)!)) {
    lView = parent;
  }

  const tNode = context.lView[TVIEW].data[context.nodeIndex] as TElementNode;
  return new NodeInjector(tNode, context.lView);
}
```

```typescript
function getInjectionTokens(element: Element): any[] {
  const context = loadLContext(element, false);
  if (context === null) return [];

  const lView = context.lView;
  const tView = lView[TVIEW];
  const tNode = tView.data[context.nodeIndex] as TNode;
  const providerTokens: any[] = [];
  const startIndex = tNode.providerIndexes & TNodeProviderIndexes.ProvidersStartIndexMask;
  const endIndex = tNode.directiveEnd;
  for (let i = startIndex; i < endIndex; i++) {
    let value = tView.data[i];
    if (isDirectiveDefHack(value)) {
      // The fact that we sometimes store Type and sometimes DirectiveDef in this location is a design flaw. We should always store type so that we can be monomorphic. The issue in this location is that for Components/Directives we store the def instead the type. The correct behavior is that we should always be storing injectable type in this location.
      value = value.type;
    }
    providerTokens.push(value);
  }
}
```
return providerTokens;

/**
 * Retrieves directive instances associated with a given DOM element. Does not include
 * component instances. const context = loadLContext(element)!
 * context.directives === undefined) return null;
 * The references are retrieved as a map of local reference name to element or directive instance.
 * * Returns LContext associated with a target passed as an argument. This function is throw if a given target doesn't have associated LContext.
 */

export function getDirectives(element: Element): {}[] {
  const context = loadLContext(element)!
  if (context.directives === undefined) {
    context.directives = getDirectivesAtNodeIndex(context.nodeIndex, context.lView, false);
  }
  return context.directives === null ? [] : [...context.directives]
}

/**
 * Returns LContext associated with a target passed as an argument. return LContext
 */

export function loadLContext(target: {}): LContext;
export function loadLContext(target: {}, throwOnNotFound: false): LContext|null;
export function loadLContext(target: {}, throwOnNotFound: boolean = true): LContext|null {
  const context = getLContext(target);
  if (!context && throwOnNotFound) throw new Error(
      ngDevMode ? `Unable to find context associated with ${stringifyForError(target)}` : 'Unexpected ng target');
  return context;
}

/**
 * Retrieve map of local references. The references are retrieved as a map of local reference name to element or directive instance.
 * * Returns rendered text for a given component.
 */

export function getRenderedText(component: any): string {
  const hostElement = getHostElement(component);
  return hostElement.textContent || '';
}

export function loadLContextFromNode(node: Node): LContext {
  if (!(node instanceof Node)) throw new Error('Expecting instance of DOM Element');
  return loadLContext(node)!
}

/**
 * Event listener configuration returned from `getListeners`. * Names of the event listener. * Element that is the listener is bound to. * Element: Element; * Callback that is invoked when the event is triggered. * (value: any) => any; * Whether the listener is using event capturing. * * Type of the listener (e.g. a native DOM event or a custom @Output). *
 * * type: 'dom'|'output'; * * Retrieves a list of event listeners associated with a DOM element. * The list does include host* listeners, but it does not include event listeners defined outside of the Angular context in * (e.g. through `addEventListener`).
 */

export interface Listener {
  /** Name of the event listener. */
  name: string;
  /** Element that the listener is bound to. */
  element: Element;
  /** Callback that is invoked when the event is triggered. (value: any) => any; */
  callback: (value: any) => any;
  /** Whether the listener is using event capturing. */
  useCapture: boolean;
  /** Type of the listener (e.g. a native DOM event or a custom @Output). */
  type: 'dom'|'output';
}

/**
 * Retrieves a list of event listeners associated with a DOM element. return LContext
 */

export function getListeners(element: Element): Listener[] {
  assertDomElement(element);
  const lContext = loadLContext(element)!
  if (!lContext) return [];
  const lView = lContext.lView;
  const tView = lView[TVIEW];
  const lCleanup = lView[CLEANUP];
  const tCleanup = tView.cleanup;
  const listeners: Listener[] = [];
  if (tCleanup && lCleanup) {
    for (let i = 0; i < tCleanup.length; i++) {
      const listener = tCleanup[i];
      const 실제 Context = loadLContext(element, false);
      return listener.name === 'click' && listener.element instanceof Element:
      return listener;
ICleanup) { for (let i = 0; i < tCleanup.length;)
    const firstParam = tCleanup[i++];
    const secondParam = tCleanup[i++];
    if (typeof firstParam === 'string') {
      const name = firstParam;
      const listenerElement = unwrapRNode(lView[secondParam]);
    } as any as Element
    const useCaptureOrIndx = tCleanup[i++];
    const callback = tCleanup[i++];
    if (typeof callback === 'function') {
      const useCapture = typeof useCaptureOrIndx === 'boolean' ? useCaptureOrIndx : false;
      const type = (typeof useCaptureOrIndx === 'boolean' || useCaptureOrIndx > 0) ? 'dom' : 'output';
      const useCapture = typeof useCaptureOrIndx === 'boolean' ? useCaptureOrIndx : false;
      const useCaptureOrIndx = tCleanup[i++];
      if (element == listenerElement) {
        listeners.push({ element, name, callback, useCapture, type });
      }
    }
  }
  return array
    listeners.sort(sortListeners);
    return listeners;
}

function sortListeners(a: Listener, b: Listener) {
  if (a.name == b.name) return 0;
  return a.name < b.name ? -1 : 1;
}

/**
 * This function should not exist because it is
 * megamorphic and only mostly correct.
 * See call site for more info.
 */
function isDirectiveDefHack(obj: any): obj is DirectiveDef<any> {
  return obj.type !== undefined && obj.template !== undefined;
}

/**
 * Returns the attached `DebugNode` instance for an element in the
 * DOM.
 */
export function getDebugNode(element: Element): DebugNode | null {
  let debugNode: DebugNode | null = null;
  const lContext = loadLContextFromNode(element);
  const lView = lContext.lView;
  const nodeIndex = lContext.nodeIndex;
  if (nodeIndex !== -1) {
    const valueInLView = lView[nodeIndex];
    // this means that
    // value in the lView is a component with its own
    // data. In this situation the TNode is not accessed at the same
    // spot.
    const tNode = isLView(valueInLView) ? (valueInLView[T_HOST] as TNode) :
      getTNode(lView[TVIEW], nodeIndex - HEADER_OFFSET);
    debugNode = buildDebugNode(tNode, lView, nodeIndex);
  }
  return debugNode;
}

/**
 * Retrieve the component `LView` from component/element.
 * NOTE: `LView` is a private and should not be leaked outside.
 */
export function getComponentLView(target: any): LView {
  const lContext = loadLContext(target);
  const nodeIndx = lContext.nodeIndex;
  const lView = lContext.lView;
  const componentLView = lView[nodeIndx];
  ngDevMode && assertLView(componentLView);
  return componentLView;
}

/** Asserts that a value is a
 * DOM Element. */
function assertDomElement(value: any) {
  if (typeof Element !== 'undefined' && !(value instanceof Element)) {
    throw new Error('Expecting instance of DOM Element');
  }
}

/**
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 * that can be found in the LICENSE file at
 * https://angular.io/license
 */
import {detectChanges, markDirty} from '../instructions/all';
import {getRootComponents} from './discovery_utils';

/**
 * Marks a component for
 * check (in case of OnPush components) and synchronously
 * performs change detection on the application this
 * component belongs to.
 *
 * @param component Component to @link ChangeDetectorRef#markForCheck mark
 * for check.
 *
 * @publicApi
 * @globalApi ng
 */
export function applyChanges(component: {}): void {
  markDirty(component);
  getRootComponents(component).forEach(rootComponent =>
    detectChanges(rootComponent));
}
function publishDefaultGlobalUtils() {
  if (!_published) {
    _published = true;

    publishGlobalUtil('getComponent', getComponent);
    publishGlobalUtil('getContext', getContext);
    publishGlobalUtil('getListeners', getListeners);
    publishGlobalUtil('getOwningComponent', getOwningComponent);
    publishGlobalUtil('getHostElement', getHostElement);
    publishGlobalUtil('getInjector', getInjector);
    publishGlobalUtil('getRootComponents', getRootComponents);
    publishGlobalUtil('getDirectives', getDirectives);
    publishGlobalUtil('applyChanges', applyChanges);

    publishGlobalUtil('getComponent', getComponent);
    publishGlobalUtil('getContext', getContext);
    publishGlobalUtil('getListeners', getListeners);
    publishGlobalUtil('getOwningComponent', getOwningComponent);
    publishGlobalUtil('getHostElement', getHostElement);
    publishGlobalUtil('getInjector', getInjector);
    publishGlobalUtil('getRootComponents', getRootComponents);
    publishGlobalUtil('getDirectives', getDirectives);
    publishGlobalUtil('applyChanges', applyChanges);
  }
}

export declare type GlobalDevModeContainer = {
  [GLOBAL_PUBLISH_EXPANDO_KEY]: {
    [fnName: string]: Function;
  };
};

/**
 * Publishes the given function to `window.ng` so that it can be
 * used from the browser console when an application is not in production.
 * *export* function publishGlobalUtil(name: string, fn: Function): void
 * 
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 * found in the LICENSE file at https://angular.io/license
 */

import {Type} from '../core';
import {Injector} from '../di/injector';
import {Sanitizer} from '../sanitization/sanitizer';
import {assertIndexInRange} from '../util/assert';

import {assertComponentType} from './assert';
import {getComponentDef} from './definition';
import {diPublicInInjector, getOrCreateNodeInjectorForNode} from './di';
import {registerPostOrderHooks} from './hooks';
import {addHostBindingsToExpandoInstructions, addToViewTree, CLEAN_PROMISE, createLView, createTView, getOrCreateTComponentView, getOrCreateTNode, growHostVarsSpace, initTNodeFlags, instantiateRootComponent, invokeHostBindingsInCreationMode, locateHostElement, markAsComponentHost, refreshView, renderView} from './instructions/shared';
import {ComponentDef, ComponentType, RenderFlags} from './interfaces/definition';
import {TElementNode, TNode, TNodeType} from './interfaces/node';
import {PlayerHandler} from './interfaces/player';
import {domRendererFactory3, RElement, Renderer3, RendererFactory3} from './interfaces/renderer';
import {CONTEXT, HEADER_OFFSET, LView, LViewFlags, RootContext, RootContextFlags, TVIEW, TVViewType} from './interfaces/view';
import {setUpAttributes} from './util/attrs_utils';
import {enterView, getPreviousOrParentTNode, leaveView, setSelectedIndex} from './state';
import {computeStaticStyling} from './styling/static_styling';
import {defaultScheduler, stringifyForError} from './util/misc_utils';
import {getRootContext} from './util/view_traversal_utils';
import {readPatchedLView} from './util/view_utils';

/** Options that control
 * how the component should be bootstrapped. */
export interface CreateComponentOptions {
  /** Which renderer
   * factory to use. */
  rendererFactory?: RendererFactory3;

  /** A custom sanitizer instance */
  sanitizer?: Sanitizer;

  /** A custom animation player handler */
  playerHandler?: PlayerHandler;

  /** Host element on which the component will be bootstrapped. If not specified, the
   * component will be bootstrapped. */
  host?: RElement|string;

  /** Module injector for the component. If unspecified, the injector will be NULL_INJECTOR. */
  injector?: Injector;

  /** List of features to be applied to the created component. Features are simply
   * functions that decorate a component with a certain behavior. Typically, the features in this list are features that cannot be added to the
   * other features list in the component definition because they rely on other features. */
  hostFeatures?: HostFeature[];

  /** Options that control how the component should be bootstrapped. */
  features?: Feature[];
}

const w = global as any as GlobalDevModeContainer;

if (w[GLOBAL_PUBLISH_EXPANDO_KEY] = { }) {
  w[GLOBAL_PUBLISH_EXPANDO_KEY] = {
    [GLOBAL_PUBLISH_EXPANDO_KEY]: {
      [fnName: string]: Function;
    }
  };
}

function publishGlobalUtil(name, fn) {
  if (typeof COMPILED === 'undefined' || !COMPILED) {
    const w = global as any as GlobalDevModeContainer;
    ngDevMode && assertDefined(fn, 'function not defined');
    if (w) {
      let container = w[GLOBAL_PUBLISH_EXPANDO_KEY];
      if (!container) {
        container = w[GLOBAL_PUBLISH_EXPANDO_KEY] = {
          [GLOBAL_PUBLISH_EXPANDO_KEY]: {
            [fnName: string]: Function;
          }
        };
      }
      container[fnName] = fn;
    }
  }
}
which is used to schedule change detection work in the future. When marking components as dirty, it is necessary to schedule the work of change detection in the future. This is done to coalesce multiple [ @link markDirty] calls into a single changed detection processing.

* The default value of the scheduler is the 'requestAnimationFrame' function. It is also useful to override this function for testing purposes.

* scheduler?: (work: () => void) => void;

*/

/** See CreateComponentOptions.hostFeatures */
type HostFeature
= (<T>(component: T, componentDef: ComponentDef<T>) => void); // TODO: A hack to not pull in the NullInjector from @angular/core/index
export const NULL_INJECTOR: Injector = {
  get: (token: any, notFoundValue?: any) => {
    throw new Error('NullInjector: Not found: ' + stringifyForError(token));
  }
};

/**
 * Bootstraps a Component into an existing host element and returns an instance of the component.

 * Use this function to bootstrap a component into the DOM tree. Each invocation of this function will create a separate tree of components, injectors and change detection cycles and lifetimes. To dynamically insert a new component into an existing tree such that it shares the same injection, change detection and object lifetime, use [ @link ViewContainer#createComponent ].
 * @param componentType Component to bootstrap
 * @param opts: Optional parameters which control bootstrapping
 */
export function renderComponent<T>(
    componentType: ComponentType<T>|
    Type<T>/Type as workaround for: Microsoft/TypeScript/issues/4881
    ,
    opts: CreateComponentOptions = {}): T {
  ngDevMode && publishDefaultGlobalUtils();
  ngDevMode && assertComponentType(componentType);

  const rendererFactory = opts.rendererFactory || domRendererFactory3;
  const sanitizer = opts.sanitizer || null;
  const componentDef = getComponentDef<T>(componentType)!
      if (componentDef.type != componentType)
          (componentDef as {type: Type<any>}).type = componentType;

  const componentTag = componentDef.selectors![0]![0] as string;
  const hostRenderer = rendererFactory.createRenderer(null, null);
  const hostRN = locateHostElement(hostRenderer, opts.host || componentTag, componentDef.encapsulation);
  const rootFlags = componentDef.onPush ? LViewFlags.Dirty | LViewFlags.IsRoot :
                LViewFlags.CheckAlways | LViewFlags.IsRoot;
  const rootContext = createRootContext(opts.scheduler, opts.playerHandler);

  const renderer = rendererFactory.createRenderer(hostRN, null);

  const componentView = createRootComponentView(hostRN, componentDef, rootView, rendererFactory, renderer, sanitizer);
  const component = createRootComponent(componentView, componentDef, rootView, rootContext, opts.hostFeatures || null);

  try {
    if (rendererFactory.begin) rendererFactory.begin();
    renderView(rootTView, rootView, null);
    refreshView(rootTView, rootView, null, null); // finalize
    if (rendererFactory.end) rendererFactory.end();
  } finally {
    leaveView();
  }

  return component;
}

/**
 * Creates the root component view and the root component node.
 * @param rNode Render host element.
 * @param def ComponentDef
 * @param rootView The parent view where the host node is stored
 * @param hostRenderer The current renderer
 * @returns Component view created
 */
  const tView = rootView[TVIEW];
  ngDevMode && assertIndexInRange(rootView, 0 + HEADER_OFFSET);
  rootView[0 + HEADER_OFFSET] = rNode;
  const tNode: TElementNode = getOrCreateTNode(tView, 0, TNodeType.Element, null, null);

  const componentView = createRootComponentView(rNode, componentDef, rootView, rendererFactory, sanitizer);
  const component = createRootComponent('root', componentView, componentDef, rootView, rootContext, opts.hostFeatures || null);

  return component;
}

/**
 * @param rNode Render host element.
 * @param def ComponentDef
 * @param rootView The parent view where the host node is stored
 * @param hostRenderer The current renderer
 * @param sanitizer The sanitizer, if provided
 * @returns Component view created
 */
  const view = rootView[TVIEW];
  ngDevMode && assertIndexInRange(rootView, 0 + HEADER_OFFSET);

  const rNode = rNode;
  const tNode: TElementNode = getElementAtTNode(tView, rootView, rNode, 0);
  const mergedAttrs = (tNode.mergedAttrs = tNode.mergedAttrs || {});

  if (rendererFactory.begin) rendererFactory.begin();
  renderView(rootView, null, null);
  if (rendererFactory.end) rendererFactory.end();

  return componentView;
```
rootView[HEADER_OFFSET], tNode,
      rendererFactory, viewRenderer, sanitizer);\n\nif (tView.firstCreatePass) {\n  diPublicInInjector(getOrCreateNodeInjectorForNode(tNode, rootView), tView,
    def.type);\n  markAsComponentHost(tView, tNode);\n  initTNodeFlags(tNode, rootView.length, 1);\n  addToViewTree(rootView, componentView);\n}\n
  if (tView.firstCreatePass) {
    diPublicInInjector(getOrCreateNodeInjectorForNode(tNode, rootView), tView,
        def.type);
    markAsComponentHost(tView, tNode);
    initTNodeFlags(tNode, rootView.length, 1);
  }

  addToViewTree(rootView, componentView);

  // Store component view at node index, with node as the HOST\n  return rootView[HEADER_OFFSET] = componentView;\n\n  /**\n   * Creates a root component and sets it up\n   * with features and host bindings.\n   * Shared by * renderComponent() and ViewContainerRef.createComponent().\n   */
  export function createRootComponent<T>(componentView: LView, componentDef: ComponentDef<T>,
      rootView: LView, rootContext: RootContext,\n      hostFeatures: HostFeature[]): any {
    const tView =\n      rootLView[TVIEW];\n    // Create directive instance with factory() and store at next index in viewData\n    const component = instantiateRootComponent(tView, rootLView, componentDef);
    rootContext.components.push(component);
    componentView[CONTEXT] = component;
    hostFeatures && hostFeatures.forEach((feature) => feature(component, componentDef));\n    // We want to generate an empty QueryList for root content queries for backwards\n    // compatibility with ViewEngine.\n    if (componentDef.contentQueries) {
      componentDef.contentQueries(RenderFlags.Create, component,\n        rootLView.length - 1);\n    }\n    \n    \n    /**\n     * Used to enable lifecycle hooks on the root component.\n     * Include this feature when calling \n     * renderComponent() if the root component\n     * you are rendering has lifecycle hooks defined. Otherwise, the hooks\n     * won't * be called properly.\n     */
    export function LifecycleHooksFeature(component: any, def:
        ComponentDef<any>): void {
      const rootTView = readPatchedLView(component)![TVIEW];\n      const dirIndex =\n        rootTView.data.length - 1;\n      // TODO(misko): replace `as TNode` with createTNode call. (needs refactoring to\n      // lose dep on\n      // LNode).\n      registerPostOrderHooks(rootTView, {directiveStart: dirIndex, directiveEnd: dirIndex + 1} as TNode);
    }
  }
```
DirectiveDef<any>|ComponentDef<any>): void {
  let superType = getSuperType(definition.type);
  let shouldInheritFields = true;
  const inheritanceChain: WritableDef[] = [definition];
  while (superType) {
    let superDef: DirectiveDef<any>|ComponentDef<any>|undefined = undefined;
    if (isComponentDef(definition)) {
      superDef = superType.cmp || superType.dir;
    } else {
      if (isDirectiveDef(definition)) {
        superDef = superType.dir;
      }
    }
    if (superDef) {
      if (shouldInheritFields) {
        inheritanceChain.push(superDef);
        // Some fields in the definition may be empty, if there were no values to put
        // in them that would've justified object creation. Unwrap them if necessary.
        const writeableDef = definition as WritableDef;
        writeableDef.inputs = maybeUnwrapEmpty(definition.inputs);
        writeableDef.declaredInputs = maybeUnwrapEmpty(definition.declaredInputs);
        writeableDef.outputs = maybeUnwrapEmpty(definition.outputs);
        // Merge hostBindings
        const superHostBindings = superDef.hostBindings && inheritHostBindings(definition, superHostBindings);
        // Merge queries
        const superViewQuery = superDef.viewQuery && inheritViewQuery(definition, superViewQuery);
        const superContentQueries = superDef.contentQueries && inheritContentQueries(definition, superContentQueries);
        // Merge host attrs and vars
        fillProperties(definition.inputs, superDef.inputs);
        fillProperties(definition.declaredInputs, superDef.declaredInputs);
        fillProperties(definition.outputs, superDef.outputs);
        // Merge animations metadata.
        // If `superDef` is a Component, the `data` field is present (defaults to an empty object).
        if (isComponentDef(superDef) && superDef.data.animation) {
          const defData = (definition as ComponentDef<any>).data;
          defData.animation = (defData.animation || []).concat(superDef.data.animation);
        }
        // Run parent features
        const features = superDef.features;
        if (features) {
          for (let i = 0; i < features.length; i++) {
            (features[i] as DirectiveFeature)(definition);
          }
        }
      }
      superType = Object.getPrototypeOf(superType);
    }
  }
  mergeHostAttrsAcrossInheritance(inheritanceChain);
}

/**
 * Merge the `hostAttrs` and `hostVars` from the inherited parent to the base class.
 * @param inheritanceChain A list of `WritableDefs` starting at the top
 * most type and listing sub-types in order. For each type take the `hostAttrs` and `hostVars` from
 * the inherited parent to the base class.
 */
function mergeHostAttrsAcrossInheritance(inheritanceChain: WritableDef[]) {
  let hostVars: number = 0;
  let hostAttrs: TAttributes|null = null;
  // We process the inheritance order from the base to the leaves here.
  for (let i = inheritanceChain.length - 1; i >= 0; i--) {
    const def = inheritanceChain[i];
    def.hostVars = (hostVars += def.hostVars);
    def.hostAttrs = mergeHostAttrs(def.hostAttrs, hostAttrs = def.hostAttrs);
  }
  return mergeHostAttrsAcrossInheritance(inheritanceChain);
definition.contentQueries;

if (prevContentQueries) {
  definition.contentQueries = (rf, ctx, directiveIndex) => {
    superContentQueries(rf, ctx, directiveIndex);
    prevContentQueries(rf, ctx, directiveIndex);
  };
} else {
  definition.contentQueries = superContentQueries;
}

function inheritHostBindings(definition: WritableDef, superHostBindings: HostBindingsFunction<any>) {
  const prevHostBindings = definition.hostBindings;
  if (prevHostBindings) {
    definition.hostBindings = (rf, ctx, directiveIndex) => {
      superHostBindings(rf, ctx, directiveIndex);
      prevHostBindings(rf, ctx, directiveIndex);
    };
  } else {
    definition.hostBindings = superHostBindings;
  }
}

function inheritHostBindings(definition: WritableDef, superHostBindings: HostBindingsFunction<any>) {
  const prevHostBindings = definition.hostBindings;
  if (prevHostBindings) {
    definition.hostBindings = (rf, ctx, directiveIndex) => {
      superHostBindings(rf, ctx, directiveIndex);
      prevHostBindings(rf, ctx, directiveIndex);
    };
  } else {
    definition.hostBindings = superHostBindings;
  }
}

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

import {ComponentDef, DirectiveDef} from '../interfaces/definition';
import {isComponentDef} from '../interfaces/type_checks';

import {getSuperType} from './inherit_definition_feature';

/**
 * Fields which exist on either directive or component definitions, and need to
 * be copied from parent to child classes by the `CopyDefinitionFeature`.
 */
const COPY_DIRECTIVE_FIELDS: (keyof DirectiveDef<unknown>)[] = [
  // The child class should use the providers
  'providersResolver',
  // Not listed here are any fields which are handled by the
  'InheritDefinitionFeature', such
  // as inputs, outputs, and host binding functions.
];

/**
 * Fields which exist only on component definitions, and need to be copied from parent to child
 * * classes by the
 * `CopyDefinitionFeature`. * The type here allows any field of `ComponentDef` which is not also a property
 * of `DirectiveDef`, since those should go in `COPY_DIRECTIVE_FIELDS` above.
 */
const COPY_COMPONENT_FIELDS: Exclude<keyof ComponentDef<unknown>, keyof DirectiveDef<unknown>>[] = [
  // The child class should use the template function of its parent, including all template
  // semantics.
  'template',
  'decls',
  'consts',
  'vars',
  'onPush',
  'ngContentSelectors',
  // The child class should use the
  'styles',
  'encapsulation',
  // The child class should be checked by the runtime in the same way as its parent.
  'schemas',
  // Copies the fields not handled by the
  'InheritDefinitionFeature' from the supertype of an * definition.
];

/**
 * Copies the fields not handled by
 * the `InheritDefinitionFeature` from the supertype of a
 * definition.

 * This exists primarily to support ngcc
 * migration of an existing View Engine pattern, where an * entire decorator is inherited from a parent to a child
 * class. When ngcc detects this case, it * generates a skeleton definition on the child class, and applies this feature.
 */
export function CopyDefinitionFeature(definition: DirectiveDef<any>|ComponentDef<any>): void {
  let superType = getSuperType(definition.type)!

  let superDef: DirectiveDef<any>|ComponentDef<any>|undefined = undefined;
  if (isComponentDef(definition)) {
    // Don't use getComponentDef/getDirectiveDef. This logic
    // relies on inheritance.
    superDef = superType.cmp!
  } else {
    superDef = superType.dir!
  }

  // Needed because `definition` fields are readonly.
  const defAny = (definition as any);

  // Copy over any fields
  for (const field of COPY_DIRECTIVE_FIELDS) {
    defAny[field] = superDef[field];
  }

  if (isComponentDef(superDef)) {
    // Copy over any component-specific fields.
    for (const field of COPY_COMPONENT_FIELDS) {
      defAny[field] = superDef[field];
    }
  }
}

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 */

import {resolveForwardRef} from '../di/forward_ref';
import {ClassProvider, Provider} from '../di/interface/provider';
import {isClassProvider, isTypeProvider, providerToFactory} from '../di/r3_injector';
import {assertDefined} from '../util/assert';

import {diPublicInInjector, getNodeInjectable, getOrCreateNodeInjectorForNode} from './di';
import {directiveInject} from './instructions/all';
import {DirectiveDef} from './interfaces/definition';
import {TData, TVIEW, TView} from './interfaces/view';
import {getLView, getPreviousOrParentTNode, getTView} from...
Resolves the providers which are defined in the DirectiveDef. When inserting the tokens and the factories in their respective arrays, we can assume that this method is called first for the component (if any), and then for other directives on the same node. As a consequence, the providers are always processed in that order: 1) The view providers of the component 2) The providers of the component 3) The providers of the other directives. This matches the structure of the injectables arrays of a view (for each node). So the tokens and the factories can be pushed at the end of the arrays, except in one case for multi providers.

```typescript
export function providersResolver<T>(
    def: DirectiveDef<T>,
    providers: Provider[], viewProviders: Provider[]): void {
  const tView = getTView();
  if (tView.firstCreatePass)
    resolveProvider(viewProviders, tView.data, tView.blueprint, isComponent, true);

  resolveProvider(providers, tView.data, tView.blueprint, isComponent, false);
}
```

This list of view providers is processed first, and the flags are updated. Then, the list of providers is processed, and the flags are updated.

```typescript
function resolveProvider(
    provider: Provider, tInjectables: TData, lInjectablesBlueprint: NodeInjectorFactory[],
    isComponent: boolean, isViewProvider: boolean): void {
  provider = resolveForwardRef(provider);
  if (Array.isArray(provider)) {
    for (let i = 0; i < provider.length; i++) {
      resolveProvider(provider[i], tInjectables, lInjectablesBlueprint, isComponent,
        isViewProvider);
    }
  } else {
    let token = isTypeProvider(provider) ? provider : resolveForwardRef(provider.provide);
    let providerFactory: () => any = providerToFactory(provider);

    const tNode = getPreviousOrParentTNode();
    const beginIndex = tNode.providerIndexes & TNodeProviderIndexes.ProvidersStartIndexMask;
    const endIndex = tNode.directiveStart;
    const cptViewProvidersCount = tNode.providerIndexes >>
      TNodeProviderIndexes.CptViewProvidersCountShift;

    if (isTypeProvider(provider) || !provider.multi) {
      // Single provider case: the factory is created and pushed immediately
      const factory = new NodeInjectorFactory(providerFactory, isViewProvider, directiveInject);
      let existingFactoryIndex = indexOf(token, tInjectables, isViewProvider ? beginIndex : beginIndex + cptViewProvidersCount,
        endIndex);
      if (existingFactoryIndex === -1) {
        diPublicInInjector(getOrCreateNodeInjectorForNode(tNode as TElementNode | TContainerNode | TElementContainerNode, tView),
          tView, token);
        registerDestroyHooksIfSupported(tView, provider, tInjectables.length);
        tNode.directiveStart++;
        tNode.directiveEnd++;
        if (isViewProvider) {
          tNode.providerIndexes += TNodeProviderIndexes.CptViewProvidersCountShifter;
        }
      } else {
        lInjectablesBlueprint.push(factory);
      }
    } else {
      const existingProvidersFactoryIndex =
        indexOf(token, tInjectables, beginIndex + cptViewProvidersCount, endIndex);
      const existingViewProvidersFactoryIndex =
        indexOf(token, tInjectables, beginIndex + cptViewProvidersCount, endIndex);
      // The first one (for view providers) is always in the first block of the injectables array,
      // and the second one (for providers) is always in the second block. This is important because view providers have higher priority. When a multi token is being looked up, the view providers should be found first. Note that it is not possible to have a multi factory in the third block (directive block).

      if (isViewProvider) {
        tNode.providerIndexes += TNodeProviderIndexes.CptViewProvidersCountShifter;
        lInjectables.push(token);
        tNode.directiveStart++;
        tNode.directiveEnd++;
      } else {
        lInjectablesBlueprint.push(existingFactoryIndex = factory;
          IView[existingFactoryIndex] = factory;
        }
      } else {
        // Multi provider case
        // We create a multi factory which is going to aggregate all the values. Since the output of such a factory depends on content or view injection, we create two of them, which are linked together.
        // The algorithm to process multi providers is as follows:
        // 1) If the multi provider comes from the `viewProviders` of the component:
        // a) If the special view providers factory doesn't exist, it is created and pushed into the multi factory.
        // b) Else, the multi provider is added to the existing multi factory.
        // 2) If the multi provider comes from the `providers` of the component or of another directive:
        // a) If the multi factory doesn't exist, it is created and provider pushed into it.
        // b) Else, the multi provider is added to the existing multi factory.
      }
    }
  }
}
```
const doesViewProvidersFactoryExist = existingViewProvidersFactoryIndex >= 0 &&
injectablesBlueprint[existingViewProvidersFactoryIndex].providerFactory = factory;
}

/**
 * Registers the `ngOnDestroy` hook of a provider, if the provider supports destroy hooks.
 * @param tView `TView` in which to register the hook.
 * @param provider Provider whose hook should be registered.
 * @param contextIndex Index under which to find the context for the hook when it's being invoked.
 * @param indexInFactory Only required for `multi` providers. Index of the provider in the multi
 * provider factory.
 */
function registerDestroyHooksIfSupported(tView: TView, provider: Exclude<Provider, any[]>,
    contextIndex: number, indexInFactory?: number) {
  const providerIsTypeProvider = isTypeProvider(provider);
  if (providerIsTypeProvider || isClassProvider(provider)) {
    const prototype = ((provider as ClassProvider).useClass || provider).prototype;
    const ngOnDestroy = prototype.ngOnDestroy;
    if (ngOnDestroy) {
      const hooks = tView.destroyHooks || (tView.destroyHooks = []);

      if (!providerIsTypeProvider && ((provider as ClassProvider)).multi) {
        hooks.push(contextIndex, ngOnDestroy);
      } else {
        const existingCallbacksIndex = hooks.indexOf(contextIndex);

        if (existingCallbacksIndex === -1) {
          hooks.push(contextIndex, [indexInFactory!, ngOnDestroy]);
        } else {
          (hooks[existingCallbacksIndex + 1] as DestroyHookData).push(indexInFactory!, ngOnDestroy);
        }
      }
    }
  }
}

/**
 * Add a factory in a multi factory.
 * @returns Index at which the factory was inserted.
 */
function multiFactoryAdd(multiFactory: NodeInjectorFactory, factory: () => any, isComponentProvider: boolean): number {
  if (isComponentProvider) {
    multiFactory.componentProviders!++;
  }
  return multiFactory.multi!.push(factory) - 1;
}

/**
 * Use this with `multi` `providers`.
 */
function multiProvidersFactoryResolver(this: NodeInjectorFactory, _: undefined, tData: TData, lData: LView, tNode: TDirectiveHostNode): any[] {
  return multiResolve(this.multi!, []);
}

/**
 * Use this with `multi` `viewProviders`.
 * This factory knows how to concatenate itself with the existing `multi` `providers`.
 */
function multiViewProvidersFactoryResolver(this: NodeInjectorFactory, _: undefined, tData: TData, lView: LView, tNode: TDirectiveHostNode): any[] {
  // This is a helper function that concatenates the new factory with the existing one.
  return multiResolve(this.multi!, []);
}

/**
 * @returns Index at which the factory was inserted.
 */
function getNodeInjectable(tView: TView, indexInFactory: number, indexInFactoryWhenRegisteringMultiFactoryDestroyHook: number, existingCallBacksIndex: number) {
  if (existingCallBacksIndex === -1) {
    hooks.push(contextIndex, [indexInFactory, ngOnDestroy]);
  } else {
    hooks.push(contextIndex, ngOnDestroy);
  }
}
lView[TVIEW], this.providerFactory!.index!, tNode);
    if (typeof this.providerFactory !== 'undefined') {
      // Copy the section of the array which contains `multi` `providers` from the component
      result = multiProviders.slice(0, componentCount);
    } else {
      result = [];
    }
    // Insert the `viewProvider` instances.
    multiResolve(factories, result);
    return result;
  }

  // Copy the section of the array which contains `multi` `providers` from other directives
  for (let i = componentCount; i < multiProviders.length; i++) {
    result.push(multiProviders[i]);
  }
  return result;
}

/**
 * Maps an array of factories into an array of values.
 */
function multiResolve(factories: Array<() => any>, result: any[]): any[] {
  for (let i = 0; i < factories.length; i++) {
    result.push(factories[i]());
  }
  return result;
}

/**
 * Creates a multi factory.
 */
function multiFactory(
    factoryFn: (
        this: NodeInjectorFactory, _: undefined, tData: TData, lData: LView,
        tNode: TDirectiveHostNode) => any,
    index: number, isViewProvider: boolean, isComponent: boolean,
    f: () => any): NodeInjectorFactory {
  const factory = new NodeInjectorFactory(factoryFn, isViewProvider, directiveInject);
  factory.multi = [];
  factory.index = index;
  factory.componentProviders = 0;
  multiFactoryAdd(factory, f, isComponent && !isViewProvider);
  return factory;
}

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 * found in the LICENSE file at https://angular.io/license
 */
import {ProcessProvidersFunction, Provider} from
    '../../di/interface/provider';
import {providersResolver} from '../di_setup';
import {DirectiveDef} from
    '../interfaces/definition';

/**
 * This feature resolves the providers of a directive (or component),
 * and publish
 * them into the DI system, making it visible to others for injection.
 * * For example:
 * ```ts
 * class ComponentWithProviders {
 *   constructor(private greeter: GreeterDE) {}
 *
 *   static cmp = defineComponent({
 *     type: ComponentWithProviders,
 *     selectors: ['component-with-providers'],
 *     factory: () => new ComponentWithProviders(directiveInject(GreeterDE as any)),
 *     decls: 1,
 *     vars: 1,
 *     template: function(fs: RenderFlags, ctx: ComponentWithProviders) {
 *       if (fs & RenderFlags.Create) {
 *         text(0);
 *       }
 *       if (fs & RenderFlags.Update) {
 *         textInterpolate(ctx.greeter.greet());
 *       }
 *     },
 *     features: [ProvidersFeature([GreeterDE])]
 *   });
 * }
 * ```
 *
 * @param definition
 *
 * @codeGenApi
 */
export function ProvidersFeature<T>(providers: Provider[], viewProviders: Provider[] = []) {
  return (definition: DirectiveDef<T>) => {
    definition.providersResolver =
        (def: DirectiveDef<T>, processProvidersFn?: ProcessProvidersFunction) => {
          return providersResolver(
              def,
              //
              processProvidersFn ? processProvidersFn(providers) : providers,
              viewProviders);
        };
  };
}

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

import {ChangeDetectorRef} from '../change_detection/change_detection';
import {Injector} from '../di/injector';
import {Type} from '../interface/type';

import {ElementRef} from
    './element_ref';
import {NgModuleRef} from './ng_module_factory';
import {ViewRef} from
    './view_ref';

/**
 * Represents a component created by a `ComponentFactory`.
 * Provides access to the
 * component instance and related objects, and provides the means of destroying the instance.
 * @publicApi
 */
export abstract class ComponentRef<C> {
  /**
   * The host or anchor
   * [element](guide/glossary#element) for this component instance.
   */
  abstract get location(): ElementRef;

  /**
   * The 
   * [dependency injector](guide/glossary#injector) for this component instance.
   */
  abstract get injector(): Injector;

  /**
   * This component instance.
   */
  abstract get instance(): C;

  /**
   * The change detector for this component instance.
   */
  abstract get changeDetectorRef(): ChangeDetectorRef;

  /**
   * The type of this component (as created by a
   * `ComponentFactory` class).
   */
  abstract get componentType(): Type<any>;

  /**
   * Destroys the component instance and all of the data structures associated with it.
   */
  abstract get destroy(): () => void;

  /**
   * A lifecycle hook that provides additional developer-defined cleanup
   * functionality for the component.
   */
  @param callback A handler function that cleans up developer-defined data
   * associated with this component.
   * Called when the `destroy()` method is invoked.
   */
  abstract onDestroy(callback: Function): void;
Base class for a factory that can create a component dynamically.

* Instantiate a factory for a given type of component with `resolveComponentFactory()`. Use the resulting `ComponentFactory.create()` method to create a component of that type.

* @see [Dynamic Components](guide/dynamic-component-loader)

* @publicApi

```typescript
export abstract class ComponentFactory<C> {
  /**
   * The component's HTML selector.
   */
  abstract get selector(): string;
  /**
   * The type of component the factory will create.
   */
  abstract get componentType(): Type<any>;
  /**
   * Selector for all `<ng-content>` elements in the component.
   */
  abstract get ngContentSelectors(): string[];
  /**
   * The inputs of the component.
   */
  abstract get inputs(): {propName: string, templateName: string}[];
  /**
   * The outputs of the component.
   */
  abstract get outputs(): {propName: string, templateName: string}[];
  /**
   * Creates a new component.
   */
  abstract create(
      injector: Injector, projectableNodes?: any[][], rootSelectorOrNode?: string|any,
      ngModule?: NgModuleRef<any>): ComponentRef<C>;
}
```

```typescript
const ERROR_COMPONENT = 'ngComponent';

export function getComponent(error: Error): Type<any> {
  return (error as any)[ERROR_COMPONENT];
}
```

```typescript
class _NullComponentFactoryResolver implements ComponentFactoryResolver {
  resolveComponentFactory<T>(component: {new(...args: any[]): T}): ComponentFactory<T> {
    throw noComponentFactoryError(component);
  }
}
```

```typescript
export class ComponentFactoryBoundToModule<C> extends ComponentFactory<C> {
  readonly selector: string;
  readonly componentType: Type<any>;
  readonly ngContentSelectors: string[];
  readonly inputs: {propName: string, templateName: string}[];
  readonly outputs: {propName: string, templateName: string}[];

  constructor(private factory: ComponentFactory<C>, private ngModule: NgModuleRef<any>) {
    super();
    this.selector = factory.selector;
    this.componentType = factory.componentType;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
    this.ngModule?: NgModuleRef<any>; this.createComponentType: Type<any>;
    this.ngContentSelectors = factory.ngContentSelectors;
    this.inputs = factory.inputs;
    this.outputs = factory.outputs;
    this.injector = Injector; this.projectableNodes?: any[][], this.rootSelectorOrNode?: string|any,
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0
renderer-specific style modifiers.

```typescript
@publicApi
export enum RendererStyleFlags2 {
  Important = 1 << 0,
  DashCase = 1 << 1
}

/**
 * Marks a style as using dash case naming (this-is-dash-case).
 */
export class Renderer2 {
  /**
   * Use to store arbitrary developer-defined data on a renderer instance.
   * as an object containing key-value pairs.
   * This is useful for renderers that delegate to other renderers.
   * @param name An identifying name for the new element, unique within the namespace.
   * @returns The new element.
   */
  abstract createElement(name: string, namespace?: string): any;
  /**
   * Appends a child to a given parent node in the host element DOM.
   * @param parent The parent node.
   * @param newChild The new child node.
   */
  abstract appendChild(parent: any, newChild: any): void;
  /**
   * Implement this callback to destroy the render or the host element.
   * @param parent The parent node.
   * @param node The child node to destroy.
   */
  abstract destroyNode(parent: any, node: any): void;
  /**
   * Implement this callback to insert a child node at a given position in a parent node
   * in the host element DOM.
   * @param parent The parent node.
   * @param currentChild The current child node.
   * @param beforeChild The child node before which `newChild` is inserted.
   * @returns The modified element.
   */
  /**
   * Implement this callback to remove a child node from the host element's DOM.
   * @param parent The parent node.
   * @param oldChild The child node to remove.
   * @param isHostElement Optionally signal to the renderer whether this element is a host element
   * or not.
   * @returns The element.
   */
  abstract removeChild(parent: any, oldChild: any, isHostElement?: boolean): any;
  /**
   * Implement this callback to prepare an element to be bootstrapped
   * as a root element, and return the element instance.
   * @param selectorOrNode The DOM element.
   * @param preserveContent Whether the contents of the root element
   * should be preserved, or cleared upon bootstrap (default behavior).
   * @returns The root element.
   */
  abstract selectRootElement(selectorOrNode: string, preserveContent?: boolean): any;
}
```

This needs to be refactored into a separate file so that it can be imported from 'node_manipulation.ts'. Currently doing the import cause resolution order to change and fail.

This is used as a performance optimization for production mode. Remove `ifdef`.

Use with `ViewEncapsulation.ShadowDom` to allow simple native content projection via `<slot>` elements.

For WebWorkers, always returns true.

This is because the check is synchronous, the caller can't rely on checking for null.

This is because the check is synchronous, and the caller can't rely on checking for null.

This is because the check is synchronous, and the caller can't rely on checking for null.

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This is because the check is synchronous, and the caller can't rely on checking for null.
removeAttribute(el: any, name: string, namespace?: string|null): void;
  /**
   * Implement this callback to add a class to an element in the DOM.
   * @param el The element.
   * @param name The class name.
   */
  abstract

  addClass(el: any, name: string): void;
  /**
   * Implement this callback to remove a class from an element in the
   * DOM.
   * @param el The element.
   * @param name The class name.
   */
  abstract removeClass(el: any, name: string): void;

  setStyle(el: any, style: string, value: any, flags?: RendererStyleFlags2):
  /**
   * Implement this callback to set a CSS style for an element in the DOM.
   * @param el The element.
   * @param name The style name.
   * @param value The new value.
   * @param flags Flags for style variations.
   */
  abstract

  listen(target: string|"window"|"document"|"body"|any, eventName: string,
  callback: (event: any) => boolean | void): () => void;

  static __NG_ELEMENT_ID__: () => Renderer2 = () =>

const SWITCH_RENDERER2_FACTORY__PRE_R3__ = noop;
const SWITCH_RENDERER2_FACTORY: typeof render3InjectRenderer2 =

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 */

import {stringify} from '../../util/stringify';
import {isListLikeIterable, iterateListLike} from '../change_detection_util';

import {IterableChangeRecord, IterableChanges, IterableDiffer,
  IterableDifferFactory, NgIterable, TrackByFunction} from './iterable_differs';

export class DefaultIterableDifferFactory implements IterableDifferFactory {
  constructor() {}
  supports(obj: Object|null|undefined): boolean {
    return isListLikeIterable(obj);
  }

  create<V>(trackByFn?: TrackByFunction<V>): DefaultIterableDiffer<V> {
    return new DefaultIterableDiffer<V>(trackByFn);
  }

  // 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
  // isListLikeIterable, iterateListLike from '../change_detection_util'
  // IterableChangeRecord, IterableChanges, IterableDiffer,
  // IterableDifferFactory, NgIterable, TrackByFunction
  // DefaultIterableDifferFactory implements IterableDifferFactory
  // constructor() {}
  // supports(obj: Object|null|undefined): boolean {
  // return isListLikeIterable(obj);
  // }
`_check()` calls

private _linkedRecords: _DuplicateMap<V>|null = null;
// Keeps track of the removed records at any point in time during `_check()` calls.
private _unlinkedRecords: _DuplicateMap<V>|null = null;
private _previousItHead: IterableChangeRecord_<V>|null = null;
private _itTail: IterableChangeRecord_<V>|null = null;
private _additionsHead: IterableChangeRecord_<V>|null = null;
private _additionsTail: IterableChangeRecord_<V>|null = null;
private _movesHead: IterableChangeRecord_<V>|null = null;
private _movesTail: IterableChangeRecord_<V>|null = null;
private _removalsHead: IterableChangeRecord_<V>|null = null;
private _removalsTail: IterableChangeRecord_<V>|null = null;
private _identityChangesHead: IterableChangeRecord_<V>|null = null;
private _identityChangesTail: IterableChangeRecord_<V>|null = null;
constructor(trackByFn?: TrackByFunction<V>|null) {
  if (trackByFn) this._trackByFn = trackByFn;
  this._trackByFn = trackByFunctionV<V> || trackByIdentity;
  forEachItem(fn: (record: IterableChangeRecord_<V>) => void) {
    let record: IterableChangeRecord_<V>|null = null;
    for (record = this._itHead; record !== null; record = record._next) {
      fn(record);
    }
  }
  forEachOperation(fn: (item: IterableChangeRecord<V>, previousIndex: number|null, currentIndex: number|null) => void) {
    let nextIt = this._itHead;
    let nextRemove = this._removalsHead;
    let addRemoveOffset = 0;
    let moveOffsets: number[]|null = null;
    while (nextIt || nextRemove) {
      const record:
        IterableChangeRecord<V> = !nextRemove ||
        nextIt &&
        nextIt.currentIndex! <
        getPreviousIndex(nextRemove, addRemoveOffset, moveOffsets) ?
        nextIt! : nextRemove;
      const adjPreviousIndex = getPreviousIndex(record, addRemoveOffset, moveOffsets);
      const currentRecord = record.currentIndex;
      if (adjPreviousIndex === currentRecord) {
        fn(record, adjPreviousIndex, currentRecord);
        getEachIdentityChange(fn: (record: IterableChangeRecord_<V>) => void) {
          fn(record, currentRecord, adjPreviousIndex);
        } forEachAddedItem(fn: (record: IterableChangeRecord_<V>) => void) {
          fn(record);
        } forEachMovedItem(fn: (record: IterableChangeRecord_<V>) => void) {
          fn(record);
        } forEachRemovedItem(fn: (record: IterableChangeRecord_<V>) => void) {
          fn(record);
        } forEachIdentityChange(fn: (record: IterableChangeRecord_<V>) => void) {
          fn(record);
        } return true;
      } else {
        nextIt = nextIt!._next;
      }
    }
  }
  forEachPreviousItem(fn: (record: IterableChangeRecord_<V>) => void) {
    let record: IterableChangeRecord_<V>|null = null;
    for (record = this._previousItHead; record !== null; record = record._nextPrevious) {
      fn(record);
    }
  }
  forEachAddedItem(fn: (record: IterableChangeRecord_<V>) => void) {
    let record:IterableChangeRecord_<V>|null = null;
    for (record = this._additionsHead; record !== null; record = record._nextAdded) {
      fn(record);
    }
  }
  forEachMovedItem(fn: (record: IterableChangeRecord_<V>) => void) {
    let record:IterableChangeRecord_<V>|null = null;
    for (record = this._movesHead; record !== null; record = record._nextMoved) {
      fn(record);
    }
  }
  forEachRemovedItem(fn: (record: IterableChangeRecord_<V>) => void) {
    let record:IterableChangeRecord_<V>|null = null;
    for (record = this._removalsHead; record !== null; record = record._nextRemoved) {
      fn(record);
    }
  }
  forEachIdentityChange(fn: (record: IterableChangeRecord_<V>) => void) {
    let record: IterableChangeRecord_<V>|null = null;
    for (record is this._identityChangesHead; record !== null; record = record._nextIdentityChange) {
      fn(record);
    }
  }
  check(collection: NgIterable<V>|null|undefined) {
    if (collection == null) return true;
    if (isListLikeIterable(collection)) {
      fn(collection);
    } else {
      fn(null);
    }
  }
  onDestroy() {}
  diff(collection: NgIterable<V>|null|undefined) {
    DefaultIterableDiffer<V>|null | fn(collection: NgIterable<V>|null|undefined) {
      if (collection == null) return true;
      if (isListLikeIterable(collection)) {
        throw new Error('Error trying to diff $stringify(collection)'.)
      }
    }
  }
  _reset() {
    fn(this._reset);
  }
  _reset();
  _reset();
this._itHead; let mayBeDirty: boolean = false; let index: number; let item: V; let itemTrackBy:
any; if (Array.isArray(collection)) { this (as [length: number]).length = collection.length; for (let
index = 0; index < this.length; index++) { this item = collection[index]; itemTrackBy =
this._trackByFn(index, item); if (record === null || !Object.is(record.trackById, itemTrackBy)) { record =
this._mismatch(record, item, itemTrackBy, index); mayBeDirty = true; } else { if (mayBeDirty) { this // TODO(misko): can we limit this to duplicates only? record =
this._verifyReinsertion(record, item, itemTrackBy, index); } } else { record = record._next; } } iterateListLike(collection, (item: V) => { itemTrackBy = this._trackByFn(index, item); if (record ===
null || !Object.is(record.trackById, itemTrackBy)) { record = this._mismatch(record, item, itemTrackBy,
index); mayBeDirty = true; } else { if (mayBeDirty) { this // TODO(misko): can we limit this to duplicates only? record =
this._verifyReinsertion(record, item, itemTrackBy, index); } } } } if (Array.isArray(collection)) { (this as {length: number}).length = collection.length; for (let
index = 0; index < this.length; index++) { item = collection[index]; itemTrackBy =
this._trackByFn(index, item); if (record === null || !Object.is(record.trackById, itemTrackBy)) {
record = this._mismatch(record, item, itemTrackBy, index); mayBeDirty = true; } else { if (mayBeDirty) { this // TODO(misko): can we limit this to duplicates only? record =
this._verifyReinsertion(record, item, itemTrackBy, index); } } } } else {
index = 0; iterateListLike(collection, (item: V) => { itemTrackBy = this._trackByFn(index, item);
if (record === null || !Object.is(record.trackById, itemTrackBy)) { record = this._mismatch(record, item,
itemTrackBy, index); mayBeDirty = true; } else { if (mayBeDirty) { this // TODO(misko): can we limit this to
duplicates only? record = this._verifyReinsertion(record, item, itemTrackBy, index); } } } } 

/* CollectionChanges is considered dirty if it has any additions, moves, removers, or identity changes.
 * changes. 
 */ get isDirty(): boolean {
return this._additionsHead !== null || this._movesHead !== null ||
this._removalsHead !== null ||
this._identityChangesHead !== null;
}

/**
 * Reset the state of the change objects to show no changes.
 * This means set previousKey to currentKey, and clear all of the queues (additions, moves, removers).
 * Set the previousIndexes of moved and added items to their currentIndexes
 * * Reset the list of additions, moves and
 * * trimmed
 */
this._reset() {
if (this.isDirty) {
let record:
IterableChangeRecord_<V>|null; let nextRecord: IterableChangeRecord_<V>|null; for (record =
this._previousItHead = this._itHead; record !== null; record = record._nextPrevious) {
for (record = this._currentIndex; record !== null; record = record._nextPrevious) {
for (record = this._additionsHead; record !== null; record = record._nextAdded) {
record.previousIndex = record.currentIndex;
nextRecord = record._nextMoved;
this._movesHead = this._movesTail = null;
this._removalsHead = this._removalsTail = null;
this._identityChangesHead =
this._identityChangesTail = null;
} // TODO(vich): when assert gets supported // assert(this.isDirty);
} // * * * This is the core function which handles differences between collections.
* * 'record' is
the record which we saw at this position last time. If null then it is a new item. * item
* * * * item
* * index the position of the item in the collection
* * index is the position of the item in the collection
* * internal
* * previousRecord: IterableChangeRecord_<V>|null; let previousRecord: IterableChangeRecord_<V>|null;
if (record ===
this._itTail; } } else { previousRecord = record._prev; // Remove the record from the collection since we know it does
not match the item.
this._remove(record); // Attempt to see if we have seen the item before.
record = this._linkedRecords === null ? null : this._linkedRecords.get(itemTrackBy, index); if (record !== null) {
// We have seen this before, we need to move it forward in the collection. // But first we need to check if identity
changed, so we can update in view if necessary if (!Object.is(record.item, item))
this._addIdentityChange(record, item); this._moveAfter(record, previousRecord, index); } else { // Never seen it, check evicted list.
record = this._unlinkedRecords === null ? null :
this._unlinkedRecords.get(itemTrackBy, null); if (record !== null) { // It is an item which we have
evicted earlier: reinsert it back into the list.
} // But first we need to check if identity changed, so we can update
in view if necessary if (!Object.is(record.item, item)) this._addIdentityChange(record, item); this._reinsertAfter(record, previousRecord, index);
} else { // It is a new item: add it.
record =
this._addAfter(new IterableChangeRecord_<V>(item, itemTrackBy), previousRecord, index); 
} return record; /* * This check is only needed if an array contains duplicates. (Short circuit of nothing
Use case: `[a, a]` => `[b, a, a]` * If we did not have this check then the insertion of `b`
would:
1) evict first `a`
2) insert `b` at `0` index.
3) leave `a` at index `1` as is. <-- this is wrong
* 3) reinsert `a` at index `2`<br/>* This correct behavior is:
1) evict first `a`
2) insert `b` at `0` index.
3) reinsert `a` at index `1`
4) move `a` from `1` to `2`<br/>* * Double check that we have not evicted a duplicate item. We need to check if the item type may have already been removed:
* The insertion of `b` will evict the first `a`. If we don't reinsert it now it will be reinserted <br/>at the end. Which will show up as the two `a`'s switching position. This is incorrect, since an `a`'s better way to think of it is as insert of `b` rather then switch `a` with `b` and then add an `a`'s end.<br/>* @internal */

```
_iterableChangeRecord_<V> {
  let reinsertRecord: _IterableChangeRecord_<V>|null =
      this._unlinkedRecords === null ? null : this._unlinkedRecords.get(itemTrackBy);
  if (reinsertRecord !== null) {
    record = this._reinsertAfter(reinsertRecord, record._prev!, index);
  } else if (record.currentIndex !== index) {
    record.currentIndex = index;
    this._addToMoves(record, index);
  }
  return record;
}
```

```
/**
 * Get rid of any excess _IterableChangeRecord_<V>'s from the previous collection
 * * - `record`
 * @internal
 */
_truncate(record: _IterableChangeRecord_<V>|null) {
  // Anything after that needs to be removed:
  while (record !== null) {
    const nextRecord: _IterableChangeRecord_<V>|null = record._next;
    this._addToRemovals(this._unlink(record));
    record = nextRecord;
  }
  if (this._unlinkedRecords !== null) {
    this._unlinkedRecords.clear();
  }
  if (this._additionsTail !== null) {
    this._additionsTail._nextAdded = null;
  }
  if (this._movesTail !== null) {
    this._movesTail._nextMoved = null;
  }
  if (this._itTail !== null) {
    this._itTail._next = null;
  }
  if (this._removalsTail !== null) {
    this._removalsTail._nextRemoved = null;
  }
  if (this._identityChangesTail !== null) {
    this._identityChangesTail._nextIdentityChange = null;
  }
  this._unlinkedRecords.clear();
  if (this._additionsTail === null) {
    this._additionsTail = record;
  } else {
    this._additionsTail._nextAdded = record;
  }
  if (this._movesTail === null) {
    this._movesTail._nextMoved = record;
  } else {
    this._movesTail._nextMoved = record;
  }
  if (this._itTail === null) {
    this._itTail._next = record;
  } else {
    this._itTail._next = record;
  }
  return record;
}
```

```
/**
 * Insert after previously removed _IterableChangeRecord_<V>'s
 * * - `record`
 * @internal
 */
_insertAfter(
      record: _IterableChangeRecord_<V>, prevRecord: _IterableChangeRecord_<V>|null,
      index: number): _IterableChangeRecord_<V> {
  // TODO(vicb):
  // assert(record != prevRecord);
  // assert(record._next === null);
  // assert(record._prev === null);
  const next: _IterableChangeRecord_<V>|null =
      prevRecord === null ? this._itHead : prevRecord._next;
  // TODO(vicb):
  // assert(next != record);
  // assert(prevRecord != record);
  record._next = next;
  record._prev = prevRecord;
  if (next === null) {
    this._itTail = record;
  } else {
    next._prev = record;
  }
  if (this._linkedRecords === null) {
    this._linkedRecords = new_DuplicateMap<V>();
  }
  this._linkedRecords.put(record);
  record.currentIndex = index;
  return record;
}
```
this._addToRemovals(this._unlink(record));
} /* @internal */
.unlink(record: IterableChangeRecord_<V>): IterableChangeRecord_<V> {
  if (this._linkedRecords !== null) {
    this._linkedRecords.remove(record);
  }
  const prev = record._prev;
  const next = record._next;
  // TODO(vich): // assert(prev === null) === null; // assert(next === null) === null;
  if (prev === null) {
    this._itHead = next;
  } else {
    prev._next = next;
  }
  if (next === null) {
    this._itTail = prev;
  } else {
    next._prev = prev;
  }
  return record;
} /* @internal */
.unlink(record: IterableChangeRecord_<V>, toIndex: number): IterableChangeRecord_<V> {
  if (this._linkedRecords !== null) {
    this._linkedRecords.remove(record);
  }
  const prev = record._prev;
  const next = record._next;
  // TODO(vich): // assert(nextMoved === null) === null; // assert(record.previousIndex === toIndex) === null;
  if (prev === null) {
    this._itHead = next;
  } else {
    prev._next = next;
  }
  if (next === null) {
    this._itTail = prev;
  } else {
    next._prev = prev;
  }
  return record;
}
.unlink(record: IterableChangeRecord_<V>, trackById: any): number|null {
  if (this._linkedRecords !== null) {
    this._linkedRecords.remove(record);
  }
  record.currentIndex = null;
  record._nextRemoved = null;
  if (this._unlinkedRecords === null) {
    this._unlinkedRecords = new _DuplicateMap<V>();
  }
  this._unlinkedRecords.put(record);
  record.currentIndex = null;
  record._nextRemoved = null;
  if (this._removalsTail === null) {
    // TODO(vich): // assert(_removalsHead === null);
    this._removalsTail = this._removalsHead = record;
  } else {
    // TODO(vich): // assert(_removalsTail._nextRemoved === null);
    record._prevRemoved = this._removalsTail;
    this._removalsTail = this._removalsTail._nextRemoved;
    return record;
  }
}
.unlink(record: IterableChangeRecord_<V>, item: V) {
  record.item = item;
  if (this._identityChangesTail === null) {
    this._identityChangesTail = this._identityChangesHead = record;
  } else {
    this._identityChangesTail = this._identityChangesTail._nextIdentityChange = record;
  }
  return record;
}
.unlink(record: IterableChangeRecord_<V>, trackById: any) {
  if (this._linkedRecords !== null) {
    this._linkedRecords.remove(record);
  }
  record.currentIndex = null;
  record._nextRemoved = null;
  if (this._unlinkedRecords === null) {
    this._unlinkedRecords = new _DuplicateMap<V>();
  }
  this._unlinkedRecords.put(record);
  record.currentIndex = null;
  record._nextRemoved = null;
  if (this._removalsTail === null) {
    // TODO(vich): // assert(_removalsHead === null);
    this._removalsTail = this._removalsHead = record;
  } else {
    // TODO(vich): // assert(_removalsTail._nextRemoved === null);
    record._prevRemoved = this._removalsTail;
    this._removalsTail = this._removalsTail._nextRemoved = record;
  }
  return record;
}
/*
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 * found in the LICENSE file at https://angular.io/license
 */

import {stringify} from '../../util/stringify';
import {isJsObject} from '../change_detection_util';
import {KeyValueChangeRecord, KeyValueChanges, KeyValueDiffer,
KeyValueDifferFactory} from './keyvalue_differs';

export class DefaultKeyValueDifferFactory<K, V>
implements KeyValueDifferFactory {
  constructor() {}
  supports(obj: any): boolean {
    return obj instanceof Map || isJsObject(obj);
  }

  create<K, V>(): KeyValueDiffer<K, V> {
    return new DefaultKeyValueDiffer<K, V>;
  }
}

export class DefaultKeyValueDiffer<K, V> implements
KeyValueDiffer<K, V>, KeyValueChanges<K, V> {
  private _records = new Map<K,
KeyValueChangeRecord_<K, V>>();
  private _mapHead: KeyValueChangeRecord_<K, V>|null = null;
  //_appendAfter is used in the check loop
  private _appendAfter: KeyValueChangeRecord_<K, V>|null = null;
  private _previousMapHead: KeyValueChangeRecord_<K, V>|null = null;
  private _changesHead: KeyValueChangeRecord_<K, V>|null = null;
  private _changesTail: KeyValueChangeRecord_<K, V>|null = null;
  private _additionsHead: KeyValueChangeRecord_<K, V>|null = null;
  private _additionsTail: KeyValueChangeRecord_<K, V>|null = null;
  private _removalsHead: KeyValueChangeRecord_<K, V>|null = null;
  private _removalsTail: KeyValueChangeRecord_<K, V>|null = null;

  get isDirty(): boolean {
    return this._additionsHead !== null || this._changesHead !== null ||
        this._removalsHead !== null;
  }

  forEachItem(fn: (r: KeyValueChangeRecord<K, V>) => void) {
    let record: KeyValueChangeRecord_<K, V>|null;
    for (record = this._mapHead; record !== null; record = record._next) {
      fn(record);
    }
  }

  forEachPreviousItem(fn: (r: KeyValueChangeRecord<K, V>) => void) {
    let record:
KeyValueChangeRecord_<K, V>|null;
    for (record = this._previousMapHead; record !== null; record =
record._nextPrevious) {
      fn(record);
    }
  }

  forEachChangedItem(fn: (r: KeyValueChangeRecord<K, V>) => void) {
    let record: KeyValueChangeRecord_<K, V>|null;
    for (record = this._changesHead; record !== null; record =
record._nextChanged) {
      fn(record);
    }
  }

  forEachAddedItem(fn: (r: KeyValueChangeRecord<K, V>) => void) {
    let record: KeyValueChangeRecord_<K, V>|null;
    for (record = this._additionsHead; record !== null; record =
record._nextAdded) {
      fn(record);
    }
  }

  forEachRemovedItem(fn: (r: KeyValueChangeRecord<K, V>) => void) {
    let record: KeyValueChangeRecord_<K, V>|null;
    for (record = this._removalsHead; record !== null; record =
record._nextRemoved) {
      fn(record);
    }
  }

  get isEmpty(): boolean {
    return this._mapHead === null && this._additionsHead === null;
  }

  clear() {
    this._mapHead = null;
  }

  hasRemovals(): boolean {
    return this._removalsHead !== null;
  }

  getRemovalItemAtOrAfterIndex(index: number): KeyValueChangeRecord_<K, V>|null {
    let record = this._removalsHead;
    let currentIndex = 0;
    while (record !== null) {
      if (currentIndex === index) {
        return record;
      }
      currentIndex += 1;
      record = record._nextRemoved;
    }
    return null;
  }

  hasAdditions(): boolean {
    return this._additionsHead !== null;
  }

  getAdditionItemAtOrAfterIndex(index: number): KeyValueChangeRecord_<K, V>|null {
    let record = this._additionsHead;
    let currentIndex = 0;
    while (record !== null) {
      if (currentIndex === index) {
        return record;
      }
      currentIndex += 1;
      record = record._nextAdded;
    }
    return null;
  }

  hasChanged(): boolean {
    return this._changesHead !== null;
  }

  getChangedItemAtOrAfterIndex(index: number): KeyValueChangeRecord_<K, V>|null {
    let record = this._changesHead;
    let currentIndex = 0;
    while (record !== null) {
      if (currentIndex === index) {
        return record;
      }
      currentIndex += 1;
      record = record._nextChanged;
    }
    return null;
  }

  getPreviousIndex(item: any, addRemoveOffset: number, moveOffsets: number|null): number {
    let previousIndex = item.previousIndex;
    if (previousIndex === null) return previousIndex;
    let moveOffset = 0;
    if (moveOffsets && previousIndex <
moveOffsets.length) {
      moveOffset = moveOffsets[previousIndex];
    }
    return previousIndex + addRemoveOffset + moveOffset;
  }
}
forEachRemovedItem(fn: (r: KeyValueChangeRecord<K, V>) => void) {
  let record:
  KeyValueChangeRecord_<K, V>|null
  for (record = this._removalsHead; record !== null; record = record._nextRemoved) {
    fn(record);
  }

  diff(map?: Map<any, any>|{
          key: any
        }|
    null):
    let record:
    KeyValueChangeRecord_<K, V>|null;
    for (record = this._removalsHead; record !== null; record = record._nextRemoved) {
      fn(record);
    }

    this.check(map) {
      if (map) {
        this._maybeAddToChanges(insertBefore, value);
        this._appendAfter = insertBefore;
        insertBefore = insertBefore._next;
      } else {
        const record = this._getOrCreateRecordForKey(key, value);
        insertBefore = this._insertBeforeOrAppend(insertBefore, record);
      }
    }

    this.onDestroy();

    /**
     * Check the current state of the map vs.
     * the previous.
     */
    this.check(map) {
      this._reset();
      let insertBefore = this._mapHead;
      let record = this._mapHead;
      while (record !== null) {
        if (record.previousValue === record.currentValue) {
          insertBefore._prev = record._prev;
          insertBefore._next = record._next;
          this._records.delete(record.key);
          record._next = null;
          record._prev = null;
        } else {
          insertBefore = record;
        }
      }
      this._mapHead = null;
      this.isDirty = false;
    }

    this.onDestroy();

    /**
     * Inserts a record before `before` or
     * append at the end of the list when `before` is null.
     *
     * Notes:
     * - This method appends at
     * this._appendAfter,
     * - This method updates `this._additionsTail`.
     * - The return value is the new value for the
     * insertion pointer.
     */
    this._insertBeforeOrAppend(before, record) {
      if (before) {
        const prev = before._prev;
        record._next = before;
        record._prev = prev;
        before._prev = record;
        if (prev) {
          prev._next = record;
        }
      }
      if (before === this._mapHead) {
        this._mapHead = record;
      }
      this._appendAfter = before;
      return record;
    }

    this._getOrCreateRecordForKey(key, value) {
      if (this._records.has(key)) {
        const record = this._records.get(key);!
        this._maybeAddToChanges(record, value);
        const prev = record._prev;
        const next = record._next;
        if (prev) {
          prev._next = next;
        }
        if (next) {
          next._prev = prev;
        }
        record._nextPrevious = record._next;
        record._next = null;
        record._prev = null;
        return record;
      }

      const record = new KeyValueChangeRecord_<K, V>(key);
      this._records.set(key, record);
      record.currentValue = value;
      this._additionsTail = record;
      return record;
    }

    this._reset() {
      this.isDirty = false;
      let record:
      KeyValueChangeRecord_<K, V>|null;
      for (record = this._mapHead; record !== null; record = record._next) {
        record.previousValue = record.currentValue;
        record.currentValue = null;
        record._prev = null;
        record._next = null;
      }
      this._mapHead = null;
      this._additionsTail = null;
      this._additionsHead = null;
      this._changesTail = null;
      this._changesHead = null;
      this._removalsHead = null;
    }

    this.onDestroy();

    this._reset();
    this._mapHead = null;
    this.isDirty = false;

this._additionsTail = record;
   } else {
      this._additionsTail!._nextAdded = record;
      this._additionsTail = record;
   }
}

private _addToChanges(record: KeyValueChangeRecord_<K, V>) {
   if (this._changesHead === null) {
     this._changesHead = this._changesTail = record;
   } else {
     this._changesTail!._nextChanged = record;
     this._changesTail = record;
   }
}

/** @internal */
private _forEach<K, V>(obj: Map<K, V>|{[k: string]: V}, fn: (v: V, k: any) => void) {
   if (obj instanceof Map) {
     obj.forEach(fn);
   } else {
     Object.keys(obj).forEach(k => fn(obj[k], k));
   }
}

class KeyValueChangeRecord_<K, V> implements KeyValueChangeRecord<K, V> {
  previousValue: V|null = null;
  currentValue: V|null = null;
  _nextPrevious: KeyValueChangeRecord_<K, V>|null = null;
  _next: KeyValueChangeRecord_<K, V>|null = null;
  _prev: KeyValueChangeRecord_<K, V>|null = null;
  _nextAdded: KeyValueChangeRecord_<K, V>|null = null;
  _nextRemoved: KeyValueChangeRecord_<K, V>|null = null;
  _nextChanged: KeyValueChangeRecord_<K, V>|null = null;
  _trackBy: any = undefined;
  constructor(public key: K) {}
}

/**
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 */

import {defineInjectable} from '../../di/interface/defs';
import {StaticProvider} from '../../di/interface/provider';
import {Optional, SkipSelf} from '../../di/metadata';

/**
 * A type describing supported iterable types.
 *
 * @publicApi
 */
export type NgIterable<T> = Array<T>|Iterable<T>;

/**
 * A strategy for tracking changes over time to an iterable. Used by {@link NgForOf} to respond to changes in an iterable by effecting equivalent changes in the DOM.
 *
 * @publicApi
 */
export interface IterableDiffer<V> {
  /**
   * Compute a difference between the previous state and the new `object` state.
   *
   * @param object containing the new value.
   * @returns an object describing the difference. The return value is only valid until the next
   * `diff()` invocation.
   */
  diff(object: NgIterable<V>|undefined|null): IterableChanges<V>|null;
}

/**
 * An object describing the changes in the `Iterable` collection since last time
 * `IterableDiffer#diff()` was invoked.
 *
 * @param record A change which needs to be applied
 * @param previousIndex The previous index of the item in the original `Iterable`
 * @param currentIndex The current index of the item in the original `Iterable`
 * @param item The item.
 * @returns an object describing the difference.
 * The return value is only valid until the next
 * `IterableDiffer#diff()` invocation.
 */
export interface IterableChangeRecord<V> {
  readonly currentIndex: number|null;
  readonly previousIndex: number|null;
  readonly item: V;
  readonly trackById: any;
}

/**
 * @deprecated v4.0.0 - Use IterableChangeRecord instead.
 * @publicApi
 */
export interface
CollectionChangeRecord<V> extends IterableChangeRecord<V> {

/**
 * An optional function passed into the `NgForOf` directive that defines how to track \n changes for items in an iterable. \n * The function takes the iteration index and item ID. \n * When supplied, Angular tracks changes by the return value of the function. \n * \n * @publicApi \n */
export interface TrackByFunction<T> {
  (index: number, item: T): any;
}

/**
 * Provides a factory for \n * \n * @link IterableDiffer \n */
export interface IterableDifferFactory {
  /**
   * A repository of different iterable differning strategies used by NgFor, NgClass, and others. \n   * \n   * @publicApi \n   */
  supports(objects: any): boolean;
  create<V>(trackByFn?: TrackByFunction<V>): IterableDiffer<V>;
}

/**
 * @publicApi \n */
export interface IterableDiffer<T> {
  /**
   * Computes a difference between the previous state and the new `object` state.
   * \n   * The following example shows how to extend an existing list of factories. \n   * \n   * This step is all that’s required to make a new \n   * \n   * @link IterableDiffer \n   * instance. \n   * \n   * @param objects \n   * \n   * @param parent \n   * @param Constant \n   * \n   * @param return new \n   * \n   * @param injected \n   * \n   * This step is all that’s required to make a new \n   * \n   * @link IterableDiffer \n   */
  diff(object: any): any;
}

/**
 * A repository of different iterable differning strategies used by NgFor, NgClass, and others. \n * \n * @publicApi \n */
export interface IterableDifferFactory {
  /**
   * A repository of different iterable differning strategies used by NgFor, NgClass, and others. \n   * \n   * @publicApi \n   */
  supports(objects: any): boolean;
  create<V>(trackByFn?: TrackByFunction<V>): IterableDiffer<V>;
}

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 * Provides a factory for \n * \n * @publicApi \n */
export interface IterableDifferFactory {
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  supports(objects: any): boolean;
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}

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  supports(objects: any): boolean;
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  supports(objects: any): boolean;
  create<V>(trackByFn?: TrackByFunction<V>): IterableDiffer<V>;
}

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  supports(objects: any): boolean;
  create<V>(trackByFn?: TrackByFunction<V>): IterableDiffer<V>;
}

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export interface IterableDifferFactory {
  /**
   * A repository of different iterable differning strategies used by NgFor, NgClass, and others. \n   * \n   * @publicApi \n   */
  supports(objects: any): boolean;
  create<V>(trackByFn?: TrackByFunction<V>): IterableDiffer<V>;
}

/**
 * Provides a factory for \n * \n * @publicApi \n */
export interface IterableDifferFactory {
  /**
   * A repository of different iterable differning strategies used by NgFor, NgClass, and others. \n   * \n   * @publicApi \n   */
  supports(objects: any): boolean;
  create<V>(trackByFn?: TrackByFunction<V>): IterableDiffer<V>;
}

/**
 * Provides a factory for \n * \n * @publicApi \n */
export interface IterableDifferFactory {
  /**
   * A repository of different iterable differning strategies used by NgFor, NgClass, and others. \n   * \n   * @publicApi \n   */
  supports(objects: any): boolean;
  create<V>(trackByFn?: TrackByFunction<V>): IterableDiffer<V>;
}
over all added items.
 */
  forEachAddedItem(fn: (r: KeyValueChangeRecord<K, V>) => void): void;

  /**
   * Iterate over all removed items.
   */
  forEachRemovedItem(fn: (r: KeyValueChangeRecord<K, V>) => void): void;

  /**
   * Current key in the Map.
   */
  readonly key: K;

  /**
   * Previous value for the key or 'null' if removed.
   */
  readonly previousValue: V|null;

  /**
   * Current value for the key or 'null' if added.
   */
  readonly currentValue: V|null;

  /**
   * A repository of different Map diffing strategies used by NgClass, NgStyle, and others.
   */
  static prov = defineInjectable({
    token: KeyValueDiffers,
    providedIn: 'root',
    factory: () => new KeyValueDiffers(
      [new DefaultKeyValueDifferFactory()]
    )
  });

  /**
   * Takes an array of `KeyValueDiffer` and returns a provider used to extend the
   * inherited `KeyValueDiffer` instance with the provided factories and return a new
   * @link @Component
   */
  static extend<S>(factories: KeyValueDifferFactory[]): StaticProvider {
    return {
      provide: KeyValueDiffers,
      useFactory: (parent: KeyValueDiffers) => {
        if (!parent) {
          // Typically would occur when calling KeyValueDiffers.extend inside of dependencies passed
          // to bootstrap(), which would override default pipes instead of extending them.
          throw new Error('Cannot extend KeyValueDiffers without a parent injector.');
        }
        return KeyValueDiffers.create(factories, parent);
      },
      // Dependency technically isn't optional, but we can provide a better error message this way.
      deps: [[KeyValueDiffers, new SkipSelf(), new Optional()],
      [DefaultKeyValueDifferFactory, new SkipSelf(), new Optional()],
      [CollectionChangeRecord, new SkipSelf(), new Optional()],
      [PipeTransform, new SkipSelf(), new Optional()],
      [TrackByFunction, new SkipSelf(), new Optional()],
      [KeyValueChangeRecord, new SkipSelf(), new Optional()],
      [KeyValDiff: KeyValueDifferFactory[keyof KeyValueDifferFactory]]
    };
  }

  /**
   * 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 {DefaultIterableDifferFactory} from './differs/default_iterable_differ';
  import {DefaultKeyValueDifferFactory} from './differs/default_keyvalue_differ';
  import {IterableDifferFactory, IterableDiffers} from './differs/iterable_differs';
  import {KeyValueDifferFactory, KeyValueDiffers} from './differs/keyvalue_differs';
  import {PipeTransform} from './pipe_transform';
  import * as _ from 'lodash';

  /**
   * @license
   * Copyright Google LLC All Rights Reserved.
   */

  export * from '../interface';
  export * from './change_detection_util';
  export * from './constants';
  export * from './differs';
  export * from './interfaces';
  export * from './iterable';
  export * from './keyvalue';
  export * from './pipes';
  export * from './provider';
  export * from './reflect';
  export * from './util';

  export {Steelwatch};
views are currently attached to this container.

```typescript
abstract get length(): number;

abstract createEmbeddedView<C>(templateRef: TemplateRef<C>, context?: C, index?: number): EmbeddedViewRef<C> | null;

abstract createComponent<C>(componentFactory: ComponentFactory<C>, index?: number, injector?: Injector, projectableNodes?: any[], ngModule?: NgModuleRef<any>): ComponentRef<C> | null;

abstract insert(viewRef: ViewRef, index?: number): ViewRef;

abstract move(viewRef: ViewRef, currentIndex: number): ViewRef;

abstract indexOf(viewRef: ViewRef): number;

abstract remove(index?: number): void;

abstract detach(index?: number): ViewRef | null;
```

### External Error Handling

```typescript
export function expressionChangedAfterItHasBeenCheckedError(context: DebugContext, oldValue: any, currValue: any, isFirstCheck: boolean): Error {
  let msg = `ExpressionChangedAfterItHasBeenCheckedError: Expression has changed after it was checked. Previous value: '${oldValue}'. Current value: '${currValue}'.`;
  if (isFirstCheck) {
    msg += ` It seems like the view has been created after its parent and its children have been dirty checked. Has it been created in a change detection hook?`;
  }
  return viewDebugError(msg, context);
}

export function viewWrappedDebugError(err: any, context: DebugContext): Error {
  if (!(err instanceof Error)) {
    // errors that are not Error instances don't have a stack,
    // so it is ok to wrap them into a new Error object...
    err = new Error(err.toString());
  }
  _addDebugContext(err, context);
  return err;
}

export function viewDebugError(msg: string, context: DebugContext, oldValue: any, currValue: any, isFirstCheck: boolean): Error {
  let msg = `ExpressionChangedAfterItHasBeenCheckedError: Expression has changed after it was checked. Previous value: '${oldValue}'. Current value: '${currValue}'.`;
  if (isFirstCheck) {
    msg += ` It seems like the view has been created after its parent and its children have been dirty checked. Has it been created in a change detection hook?`;
  }
  return viewDebugError(msg, context);
}
```

### Other Error Handling Functions

```typescript
export function isViewDebugError(err: Error): boolean {
  return
```
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```javascript
!!getDebugContext(err);\n\n// Original code snippet from Angular framework

export function viewDestroyedError(action: string): Error {
  return new Error(`ViewDestroyedError: Attempt to use a destroyed view: `{action}`.
```

import {ComponentFactoryResolver, Injector} from '@angular/core';
import {NgModuleRef} from '@angular/core';
import {ViewContainerRef} from '@angular/core';
import {Renderer2, RendererFactory2, RendererType2} from '@angular/core';
import {Sanitizer} from '@angular/core';
import {SecurityContext} from '@angular/core';

// Util functions

/**
 * Factory for ViewDefinitions/NgModuleDefinitions.
 * We use a function so we can reexecute it in case an error happens and use
 * the given logger function to log the error from the definition of the node, which
 * is shown in all browser logs.
 */
export interface DefinitionFactory<D extends Definition<any>> {
  (logger: NodeLogger): D;
}

/**
 * Function to call console.error at the right source location. This is an
 * indirection via another function as browser will log the location that actually
 * called console.error.
 */
export interface NodeLogger {
  (): () => void;
}

export interface Definition<DF extends DefinitionFactory<any>> {
  factory: DF|null;
}

export interface NgModuleDefinition extends Definition<NgModuleDefinitionFactory> {
  providers: NgModuleProviderDef[]; // providersByKey: {
  type: NgModuleProviderDef; // modules: any[];
  scope: 'root'|'platform'|null;
}

export interface NgModuleDefinitionFactory extends DefinitionFactory<NgModuleDefinition> {}

export interface ViewDefinition extends Definition<ViewDefinitionFactory> {
  flags: ViewFlags;
  updateDirectives: ViewUpdateFn;
  updateRenderer: ViewUpdateFn;
  handleEvent: ViewHandleEventFn;
  /**
   * Order: Depth first.
   * Especially providers are before elements / anchors.
   */
  nodes: NodeDef[];
  /** aggregated NodeFlags for all nodes **/
  nodeFlags: NodeFlags;
  rootNodeFlags: NodeFlags;
  lastRenderRootNode: NodeDef|null;
  bindingCount: number;
  outputCount: number;
  /**
   * Binary or of all query ids that are matched by one of the nodes.
   * This includes query ids from templates as well.
   */
  matchedQueries: number;
}

export interface ViewDefinitionFactory extends DefinitionFactory<ViewDefinition> {}

// helper functions to create an overloaded function type

export interface NodeCheckFn {
  (view: ViewData, nodeIndex: number, argStyle: ArgumentType.Dynamic, values: any[]): any;
}

export const enum ArgumentType {
  Inline = 0,
  Dynamic = 1
}

export interface ViewHandleEventFn {
  (view: ViewData, nodeIndex: number, eventName: string, event: any): boolean;
}

/**
 * Bitmask for ViewDefinition.flags
 */
export const enum ViewFlags {
  None = 0,
  OnPush = 1 << 1,
}

/**
 * A node definition in the view.
 */
export interface NodeDef {
  flags: NodeFlags;
  // Index of the node in view data and view definition (those are the same)
  nodeIndex: number;
  // Index of the node in the check functions
  // Differ from nodeIndex when nodes are added or removed at runtime (ie after compilation)
  checkIndex: number;
  parent: NodeDef|null;
  /** this is checked against NgContentDef.index to find matched nodes */
  ngContentDef: NgContentDef|null;
  /** number of transitive children */
  childCount: number;
  /** aggregated NodeFlags for all transitive children (does not include self) */
  childFlags: NodeFlags;
  /** aggregated NodeFlags for all direct children (does not include self) */
  directChildFlags: NodeFlags;
  bindingIndex: number;
  bindings: BindingDef[];
  outputIndex: number;
  outputs: OutputDef[];
  /** references that the user placed on the element */
  references: {
    [refId: string]: QueryValueDef;
  }
  /**
   * ids and value types of all queries that are matched by this node.
   */
  matchedQueries: {
    [queryId: number]: QueryValueDef;
  }
  /** Binary or of all matched query ids of this node. */
  matchedQueryIds: number[];
}

const enum NodeType {
}
```

---

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```
```typescript
/**
 * View instance data.
 * Attention: Adding fields to this is performance sensitive!
 *
 * @interface ViewData
 * @property {ViewDefinition} def - ViewDefinition
 * @property {RootData} root - RootData
 * @property {Renderer2} renderer - Renderer2
 * @property {any[]} _providers - any[].
 *
 * @export
 */

export interface ViewData {
  def: ViewDefinition;
  root: RootData;
  renderer: Renderer2;
  // index of component provider / anchor.
  parentNodeDef: NodeDef|null;
  parent: ViewData|null;
  viewContainerParent: ViewData|null;
  component: any;
  context: any;
  // Attention: Never loop over this, as this will
  // create a polymorphic usage site.
  // Instead: Always loop over ViewDefinition.nodes, // and call the right accessor (e.g.
  // 'elementData') based on the NodeType.
  nodes: {[key: number]: NodeData};
}

/**
 * View instance data.
 * Attention: Adding fields to this is performance sensitive!
 *
 * @interface ViewData
 * @property {ViewDefinition} def - ViewDefinition
 * @property {RootData} root - RootData
 * @property {Renderer2} renderer - Renderer2
 * @property {any[]} oldValues - any[]
 * @property {DisposableFn[]} disposables - DisposableFn[]
 * @property {number[]} initIndex - number[]
 * @property {any[]} _enumerable - any[]
 *
 * @export
 */

export interface ViewData {
  def: ViewDefinition;
  root: RootData;
  renderer: Renderer2;
  // index of component provider / anchor.
  parentNodeDef: NodeDef|null;
  parent: ViewData|null;
  viewContainerParent: ViewData|null;
  component: any;
  context: any;
  // Attention: Never loop over this, as this will
  // create a polymorphic usage site.
  // Instead: Always loop over ViewDefinition.nodes, // and call the right accessor (e.g.
  // 'elementData') based on the NodeType.
  nodes: {[key: number]: NodeData};
  state: ViewState;
  oldValues: any[];
  disposables: DisposableFn|null;
  initIndex: number;
}

/**
 * Bitmask of states
 *
 * @export
 */

export const enum ViewState {
  BeforeFirstCheck = 1 << 0,
  FirstCheck = 1 << 1,
  Attached = 1 << 2,
  ChecksEnabled = 1 << 3,
  IsProjectedView = 1 << 4,
  CheckProjectedView = 1 << 5,
  CheckProjectedViews = 1 << 6,
  Destroyed = 1 << 7,
  InitState = 0,
  InitState_Mask = 7 << 8,
  InitState_BeforeInit = 0 << 8,
  InitState_CallingOnInit = 1 << 8,
  InitState_CallingAfterContentInit = 2 << 8,
  InitState_CallingAfterViewInit = 3 << 8,
  InitState_AfterInit = 4 << 8,
  InitState_Destroyed = 7 << 8,
  InitState_Mask = 7 << 8,
  InitState_BeforeInit = 0 << 8,
  InitState_CallingOnInit = 1 << 8,
  InitState_CallingAfterContentInit = 2 << 8,
  InitState_CallingAfterViewInit = 3 << 8,
  InitState_AfterInit = 4 << 8,
  InitState_Destroyed = 7 << 8,
  ChecksEnabled,
  CatInit = BeforeFirstCheck | CatDetectChanges | InitState_BeforeInit
}

// Called before each cycle of a view's check to detect whether this is in the
// interface (for which we need to call ngOnInit,
// ngAfterViewInit or ngAfterViewInitIn// lifecycle methods. Returns true if this check cycle should call
lifecycle methods. The viewData function shiftInitState(view: ViewData, priorInitState: ViewState, newInitState: ViewState): boolean {
  // Only update the init state if we are in the current state. For example, only move into CallingInit if we are in BeforeInit. Only move into CallingContentInit if we are in CallingInit.
  // Normally this will always be true because of how checkCycle is called in checkAndUpdateView. However, if checkAndUpdateView is called recursively or if an exception is thrown while checkAndUpdateView is running, checkAndUpdateView starts over from the beginning. This ensures the state is monotonically increasing.
  // terminating in the AfterInit state, which ensures the Init methods are called when the view is being initialized.
  // at least once and only once. const state = view.state; const initState = state & InitState_Mask; if (initState === priorInitState) {
    view.state = (state & ~InitState_Mask) | newInitState;
    view.initIndex = -1;
    return true;
  }
  return initState === newInitState;
}

// Returns true if the lifecycle init method should be called for the node with the
// the given init index. The function shouldCallLifecycleInitHook(view: ViewData, state: ViewState, index: number): boolean {
  if ((view.state & InitState_Mask) === initState && view.initIndex <= index) {
    view.initIndex = index + 1;
    return true;
  }
  return false;
}

// Node instance data.
// We have a separate type per NodeType to save memory
// (TextData | ElementData | ProviderData | PureExpressionData | QueryList<any>)
// To keep our code monomorphic,
// we prohibit using 'NodeData' directly but enforce the use of accessors ('asElementData', ...).
// This way, no usage site can get a 'NodeData' from view.nodes and then use it for different purposes.
// We export class NodeData by private _brand: any; number; * Data for an instantiated NodeType.

/**
 * Data for an instantiated NodeType.Text.
 *
 * Attention: Adding fields to this is performance sensitive!
 */
export interface TextData {
  renderText: any;
}

export function asTextData(view: ViewData, index: number): TextData {
  return view.nodes[index];
}

/**
 * Data for an instantiated NodeType.Element.
 *
 * Attention: Adding fields to this is performance sensitive!
 */
export interface ElementData {
  renderElement: any;
  componentView: ViewData;
  viewContainer: ViewContainerData|null;
  template: TemplateData;
}

export interface ViewContainerData extends ViewContainerRef {
  // Note: we are using the prefix _ as ViewContainerData is a ViewContainerRef and therefore
  // directly exposed to the user.
  _embeddedViews: ViewData[];
  _projectedViews: any[];
}

export function asElementData(view: ViewData, index: number): ElementData {
  return view.nodes[index];
}

/**
 * Data for an instantiated NodeType.Provider.
 *
 * Attention: Adding fields to this is performance sensitive!
 */
export interface ProviderData {
  data: any;
  _brand: any;
}

export function asProviderData(view: ViewData, index: number): ProviderData {
  return view.nodes[index];
}

/**
 * Data for a query list.
 *
 * Attention: Adding fields to this is performance sensitive!
 */
export interface QueryList<any> {
  _data: any[];
  _index: number;
  _length: number;
}

export function asQueryList(view: ViewData, index: number): QueryList<any> {
  return view.nodes[index];
}
```

ProviderData {\n  instance: any;\n}\n\n/**\n * Accessor for view.nodes, enforcing that every usage site stays\n * monomorphic.\n */\nexport function asProviderData(view: ViewData, index: number): ProviderData {\n  return\n    <any>view.nodes[index];\n}\n\n/**\n * Data for an instantiated NodeType.PureExpression.\n */\nexport interface PureExpressionData {\n  value: any;\n}\n\n/**\n * Accessor for view.nodes, enforcing that every usage site stays monomorphic.\n */\nexport function asPureExpressionData(view: ViewData, index: number): PureExpressionData {\n  return\n    <any>view.nodes[index];\n}\n\n/**\n * Accessor for view.nodes, enforcing that every usage site stays monomorphic.\n */\nexport function asQueryList(view: ViewData, index: number): QueryList<any> {\n  return\n    <any>view.nodes[index];\n}\n\nexport interface RootData {\n  injector: Injector;\n  ngModule: NgModuleRef<any>\n  projectableNodes: any[]\n  selectorOrNode: any;\n  renderer: Renderer2;\n  rendererFactory: RendererFactory2;\n  errorHandler: ErrorHandler;\n  sanitizer: Sanitizer;\n}\n\nexport abstract class DebugContext {\n  abstract get view(): ViewData;\n  abstract get nodeIndex(): number|null;\n  abstract get injector(): Injector;\n  abstract get abstract get component(): any;\n  abstract get providerTokens(): any[]\n  abstract get references(): {[key: string]: any};\n  abstract get abstract get componentRenderElement(): any;\n  abstract get get renderNode(): any;\n  abstract logError(console: Console, ...values: any[]): void;\n}\n\nexport const enum CheckType {\n  CheckAndUpdate,\n  CheckNoChanges\n}\n\nexport interface ProviderOverride {\n  token: any;\n  flags: NodeFlags;\n  value: any;\n  deps: ([DepFlags, any][]|any);\n  deprecatedBehavior: boolean;\n}\n\nexport const enum Source {\n まったくsame,\n とんでもない\n}\n\nexport interface Services {\n  setCurrentNode(view: ViewData, nodeIndex: number): void;\n  createRootView(view: ViewData, injector: Injector, projectableNodes: any[]|any,\n      rootSelectorOrNode: string|any,\n      def: ViewDefinition, ngModule: NgModuleRef<any>\n      createComponentView\n    '<any>', context?: any;\n    view: ViewData;\n    createEmbeddedView\n    '<parent': ViewData, anchorDef: NgModuleRef<any>,\n    def: ViewDefinition, context?: any;\n    createComponentView\n    '<parentView': ViewData,\n    moduleType: Type<any>, parent: Injector, bootstrapComponents: Type<any>[]\n    ngModuleRef: NgModuleRef<any>\n    overrideProvider(override: ProviderOverride): void;\n    overrideComponentView\n    '<compType: Type<any>, compFactory: ComponentFactory<any>\n    <any>\n    clearOverrides(): void;\n    checkAndUpdateView(view: ViewData): void;\n    checkNoChangesView\n    '<view: ViewData;\n    destroyView\n    '<view: ViewData;\n    resolveDep\n    '<view: ViewData, elDef: NodeDef|null, allowPrivateServices: boolean, depDef: DepDef;\n    updateDirectives\n    '=> void;\n    updateRenderer: (view: ViewData, checkType: CheckType) => void;\n    <any>\n    createDebugContext\n    '=> void;\n    dirtyParentQueries: (view: ViewData) => void;\n    setCurrentNode\n    '=> void;\n  Services\n  Services = {\n    setCurrentNode: undefined!, \n    createRootView: undefined!, \n    createComponentView: undefined!, \n    createNgModuleRef: undefined!, \n    overrideProvider: undefined!, \n    overrideComponentView: undefined!, \n    clearOverrides: undefined!, \n    createDebugContext: undefined!, \n    updateDirectives\n    undefined!, \n    updateRenderer: undefined!, \n    dirtyParentQueries: \n    undefined!, \n    '/sampling\n    Copyright Google LLC All Rights Reserved.\n    * Use of this source\n    code is governed by an MIT-style license that can be\n    found in the LICENSE file at https://angular.io/license\n    from './change_detection/change_detection';\n    from '/render/api';\n    from '/util/stringify';\n    from '/types\n    '=> void;\n    updateDirectives: undefined!, \n    updateRenderer: undefined!, \n    dirtyParentQueries: \n    undefined!, \n    '/**\n    Copyright Google LLC All Rights Reserved.\n    * Use of this source\n    code is governed by an MIT-style license that can be\n    found in the LICENSE file at https://angular.io/license\n    from './sampling\n    from '/render/api';\n    from '/util/stringify';\n    from '/types'}
};

// Other
// -------------------------------------

import {devModeEqual, WrappedValue} from '../change_detection/change_detection';
import {SOURCE} from '../di/injector_compatibility';
import {ViewEncapsulation} from '../metadata/view';
import {RendererType2} from '../render/api';
import {stringify} from '../util/stringify';

import {expressionChangedAfterItHasBeenCheckedError} from './errors';
import {asElementData, asTextData,\n    BindingDef, BindingFlags, Definition, DefinitionFactory, DepDef, DepFlags, ElementData, NodeDef, NodeFlags,\n    QueryValueType, Services, ViewData, ViewDefinition, ViewDefinitionFactory, ViewFlags, ViewState} from './types';


/
export const NOOP: any = () => {};

const _tokenKeyCache = new Map<any, string>();

export const Services: Services = {
  setCurrentNode: undefined!,
  createRootView: undefined!,
  createComponentView: undefined!,
  createNgModuleRef: undefined!,
  overrideProvider: undefined!,
  overrideComponentView: undefined!,
  clearOverrides: undefined!,
  createDebugContext: undefined!,
  updateDirectives: undefined!,
  updateRenderer: undefined!,
  dirtyParentQueries: undefined!,
};
```javascript
function tokenKey(token: any): string {
  let key = _tokenKeyCache.get(token);
  if (!key) {
    key = 
      stringify(token) + '_' + _tokenKeyCache.size;
    _tokenKeyCache.set(token, key);
  }
  return key;
}

export function unwrapValue(view: ViewData, nodeId: number, bindingIdx: number, value: any): any {
  if (WrappedValue.isWrapped(value)) {
    value = WrappedValue.unwrap(value);
  }
  return value;
}

const UNDEFINED_RENDERER_TYPE_ID = '$$undefined';
const EMPTY_RENDERER_TYPE_ID = '$$empty';

export function createRendererType2(values: {
  styles: (string|any[])[],
  encapsulation: ViewEncapsulation,
  data: {[kind: string]: any[]}[]
}: RendererType2) {
  return {
    id: UNDEFINED_RENDERER_TYPE_ID,
    styles: values.styles,
    encapsulation: values.encapsulation,
    data: values.data
  };
}

let _renderCompCount = 0;

export function resolveRendererType2(type?: RendererType2|null): RendererType2|null {
  if (type &&
      type.id === UNDEFINED_RENDERER_TYPE_ID) {
    // first time we see this RendererType2. Initialize it...
    type.isFilled = false;
    type.isFilled = ((type.encapsulation != null && type.encapsulation !== ViewEncapsulation.None) ||
        type.styles.length || Object.keys(type.data).length);
    if (isFilled) {
      type.id = `c${_renderCompCount++}`;
    } else {
      type.id = EMPTY_RENDERER_TYPE_ID;
    }
  }
  if (type && type.id ===
      EMPTY_RENDERER_TYPE_ID) {
    type = null;
  }
  return type || null;
}

export function checkBinding(
    view: ViewData, def: NodeDef, bindingIdx: number, value: any): boolean {
  const oldValue = view.oldValues[def.bindingIndex + bindingIdx];
  if ((view.state & ViewState.FirstCheck) ||
      !Object.is(oldValue, value)) {
    return true;
  }
  return false;
}
```

---

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---
def.nodeIndex).renderText;

export function elementEventFullName(target: string|null, name: string): string {
  return target ? `$(${target}}.${name}` : name;
}

export function isComponentView(view: ViewData): boolean {
  return !!view.parent && (!view.parentNodeDef!.flags & NodeFlags.Component);
}

export function isEmbeddedView(view: ViewData): boolean {
  return !!view.parent && (!view.parentNodeDef!.flags & NodeFlags.Component);
}

export function filterQueryId(queryId: number): number {
  return 1 << (queryId % 32);
}

export function splitMatchedQueriesDsl(matchedQueriesDsl: [string|number, QueryValueType][]|null): {
  matchedQueries: {[]: [QueryId: string; references: {[]: [QueryId: string; QueryValueType];}] | []};
  matchedQueryIds: number;
  const matchedQueries: {[]: [QueryId: string; QueryValueType];} = [];
  let matchedQueryIds = 0;
  const references: {[]: [QueryId: string; QueryValueType];} = [];
  if (matchedQueriesDsl) {
    matchedQueriesDsl.forEach(([queryId, valueType]) => {
      if (typeof queryId === 'number') {
        matchedQueries[queryId] = valueType;
        matchedQueryIds |= filterQueryId(queryId);
      } else {
        references[queryId] = valueType;
      }
    });
  }
  return {matchedQueries, matchedQueryIds, references};
}

export function splitDepsDsl(deps: ([DepFlags, any]|any)[]|null, sourceName?: string): DepDef[] {
  return deps.map(value => {
    let token:
    let flags:
    if (Array.isArray(value)) {
      [flags, token] = value;
    } else {
      flags = DepFlags.None;
      token = value;
    }
    if (token &&
        (typeof token === 'function' || typeof token === 'object') && sourceName) {
      Object.defineProperty(token,
        SOURCE, {value: sourceName, configurable: true});
    }
    return {flags, token, tokenKey: tokenKey(token)};
  });
}

export function getParentRenderElement(view: ViewData, renderHost: any, def: NodeDef): any {
  let
  renderParent = def.renderParent;
  if (renderParent) {
    if ((renderParent.flags & NodeFlags.TypeElement) === 0 ||
        (renderParent.flags & NodeFlags.ComponentView) === 0 ||
        (renderParent.element!.componentRendererType &&
        renderParent.element!.componentRendererType!.encapsulation === ViewEncapsulation.Native)) {
      // only
      // children of non components, or children of components with native encapsulation should
      // be attached.
      return asElementData(view, def.renderParent!.nodeIndex).renderElement;
    }
  } else {
    return renderHost;
  }
}

const DEFINITION_CACHE = new WeakMap<any, Definition<any>>();

export function resolveDefinition<D extends Definition<any>>(factory: DefinitionFactory<D>): D {
  let value = DEFINITION_CACHE.get(factory)!
  if (!value) {
    value = factory(() => NOOP);
    value.factory = factory;
    DEFINITION_CACHE.set(factory, value);
  }
  return value;
}

export function rootRenderNodes(view: ViewData): any[] {
  const renderNodes: any[] = [];
  visitRootRenderNodes(view,
    RenderNodeAction.Collect, undefined, undefined, renderNodes);
  return renderNodes;
}

export const enum RenderNodeAction {
  Collect,
  AppendChild,
  InsertBefore,
  RemoveChild
}

export function visitRootRenderNodes(view: ViewData, action: RenderNodeAction, parentNode: any, nextSibling: any, target?: any[]) {
  if (action === RenderNodeAction.RemoveChild) {
    parentNode = view.renderer.parentNode(renderNode(view,
      view.def.lastRenderRootNode!));
  }
  visitSiblingRenderNodes(view, action, 0, view.def.nodes.length - 1,
    parentNode, nextSibling, target);
}

export function visitSiblingRenderNodes(view: ViewData, action: RenderNodeAction, startIndex: number, endIndex: number, parentNode: any, nextSibling: any, target?: any[]) {
  for (let i = startIndex; i <= endIndex; i++) {
    const nodeDef = view.def.nodes[i];
    if (nodeDef.flags & (NodeFlags.TypeElement | NodeFlags.TypeText | NodeFlags.TypeNgContent)) {
      visitRenderNode(view,
        nodeDef, action, parentNode, nextSibling, target);
      i += nodeDef.childCount;i += nodeDef.childCount;
    }
  }
}

export function visitProjectedRenderNodes(view: ViewData, ngContentIndex: number, action: RenderNodeAction, parentNode: any, nextSibling: any, target?: any[]) {
  if (action === RenderNodeAction.RemoveChild) {
    parentNode = view.renderer.parentNode(renderNode(view,
      view.def.lastRenderRootNode!));
  }
  visitSiblingRenderNodes(view, action, 0, view.def.nodes.length - 1,
    parentNode, nextSibling, target);
  visitProjectedRenderNodes(view, ngContentIndex, action, parentNode, nextSibling, target);
}

export function visitProjectedRenderNodes(view: ViewData, ngContentIndex: number, action: RenderNodeAction, parentNode: any, nextSibling: any, target?: any[]) {
  if (action === RenderNodeAction.RemoveChild) {
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      view.def.lastRenderRootNode!));
  }
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    parentNode, nextSibling, target);
  visitProjectedRenderNodes(view, ngContentIndex, action, parentNode, nextSibling, target);
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  if (action === RenderNodeAction.RemoveChild) {
    parentNode = view.renderer.parentNode(renderNode(view,
      view.def.lastRenderRootNode!));
  }
  visitSiblingRenderNodes(view, action, 0, view.def.nodes.length - 1,
    parentNode, nextSibling, target);
  visitProjectedRenderNodes(view, ngContentIndex, action, parentNode, nextSibling, target);
}

export function visitProjectedRenderNodes(view: ViewData, ngContentIndex: number, action: RenderNodeAction, parentNode: any, nextSibling: any, target?: any[]) {
  if (action === RenderNodeAction.RemoveChild) {
    parentNode = view.renderer.parentNode(renderNode(view,
      view.def.lastRenderRootNode!));
  }
  visitSiblingRenderNodes(view, action, 0, view.def.nodes.length - 1,
    parentNode, nextSibling, target);
  visitProjectedRenderNodes(view, ngContentIndex, action, parentNode, nextSibling, target);

Characteristics of:

- **Open Source Used In Secure Network Analytics (Stealthwatch):**

  - **Version:** 7.4.0
  - **License:** MIT-style license
  - **Source Code:** Available at the Angular.io license

- **Import:**
  - From `./util/array_utils`
  - From `./types`

- **Function:**
  - `attachProjectedView`
  - `attachEmbeddedView`

- **Module:**
  - NgModule
  - types

- **Classes:**
  - `NgModuleData`
  - `ElementData`
  - `NodeDef`

- **Functions:**
  - `resolveNgModuleDep`
  - `resolveNgModuleDep`
  - `createElement`
  - `callFactory`

- **Properties:**
  - `ngOnDestroy`
  - `providersIn`

- **Navigation:**
  - `parentView`
  - `prevView`
  - `viewIndex`

- **APIs:**
  - `attachProjectedView`
  - `attachEmbeddedView`

- **Usage:**
  - For secure network analytics
  - In Stealthwatch

---

# Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

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View: [https://angular.io/license](https://angular.io/license)
ViewState.IsProjectedView) {\n  return; }\n} // Note: For performance reasons, we don't add a view to template_.projectedViews only 1x throughout its lifetime, \n// and remove it not until the view is destroyed. \n// (hard, as when a parent view is attached/detached we would need to attach/detach all views \n// nested projected views as well, even across component boundaries. \n// - don't track the insertion order of views in the projected views array \n// (hard, as when the views of the same template are inserted different view containers) \n\nViewState.IsProjectedView;\nlet projectedViews = dvcElementData.template_.projectedViews;\nif (!projectedViews) \n  projectedViews = dvcElementData.template_.projectedViews = [];\n}\n\nprojectedViews.push(view);\n// Note: we are changing the NodeDef here as we cannot calculate \n// the fact whether a template is used for projection during compilation. \nmarkNodeAsProjectedTemplate(view.parent!.def, \nview.parentNodeDef!);\n}\n\nfunction markNodeAsProjectedTemplate(viewDef: ViewDefinition, nodeDef: NodeDef) {\n  if (nodeDef.flags & NodeFlagsProjectedTemplate) \n    return; \n\n  nodeDef.flags |= NodeFlagsProjectedTemplate;\n  let parentNodeDef = nodeDef.parent; \n  while (parentNodeDef) \n    parentNodeDef.childDefs |= NodeFlagsProjectedTemplate;\n  parentNodeDef = parentNodeDef.parent; \n}\n\nexport function detachEmbeddedView(elementData: ElementData, viewIndex?: number): ViewData|null {\n  const embeddedViews = elementData.viewContainer!.embeddedViews; \n  if (viewIndex == null || viewIndex >= embeddedViews.length) \n    return null; \n  \n  const prevView = newViewIndex > 0 ? \n    embeddedViews[newViewIndex - 1] : null; \n  \n  Services.dirtyParentQueries(view);\n  renderDetachView(view);\n  \n  return view; \n}\n\nexport function detachProjectedView(view: ViewData) {\n  if (!(view.state & ViewState.IsProjectedView)) \n    return; \n\n  const dvcElementData = declaredViewContainer(view); \n  if (dvcElementData) \n    detachProjectedView(dvcElementData); \n  renderDetachView(view);\n  Services.dirtyParentQueries(view);\n  \n  return view; \n}\n\nexport function moveEmbeddedView(
  elementData: ElementData, oldViewIndex: number, newViewIndex: number): ViewData {\n  const embeddedViews = elementData.viewContainer!.embeddedViews; \n  if (newViewIndex == null) \n    newViewIndex = embeddedViews.length - 1; \n  \n  if (newViewIndex < 0) \n    return null; \n  \n  const prevView = newViewIndex > 0 ? \n    embeddedViews[newViewIndex - 1] : null; \n  \n  Services.dirtyParentQueries(view);\n  renderDetachView(view);\n  \n  return view; \n}\n\nexport function renderAttachEmbeddedView(view: ViewData, viewIndex: number) {\n  \n  if (viewIndex == null || viewIndex >= embeddedViews.length) \n    return; \n  \n  renderAttachView(view);\n  Services.dirtyParentQueries(view);\n  \n  return view; \n}\n\nexport function renderDetachView(view: ViewData) {\n  \n  if (viewIndex == null || viewIndex >= embeddedViews.length) \n    return; \n  \n  renderAttachView(view);\n  Services.dirtyParentQueries(view);\n  \n  return view; \n}
while (!elDef && view) {
      elDef = viewParentEl(view);
      view = view.parent!
    }

    return view ?
        new Injector_(view, elDef) : new Injector_(this._view, null);
  }

  clear(): void {
    const len =
        this._embeddedViews.length;
    for (let i = len - 1; i >= 0; --i) {
      const view =
        detachEmbeddedView(this._data, i);
      Services.destroyView(view);
    }

    return view ?
        new Injector_(view, elDef) : new Injector_(this._view, null);
  }

  get(index: number): ViewRef|null {
    const view = this._embeddedViews[index];
    if (view) {
      const ref =
        new ViewRef_(view, elDef);
      ref.attachToViewContainerRef(this);
      return ref;
    }
    return null;
  }

  get length(): number {
    return this._embeddedViews.length;
  }

  createEmbeddedView<C>(templateRef:
      TemplateRef<C>, context?: C, index?: number):
      EmbeddedViewRef<C> {
    const viewRef =
        templateRef.createEmbeddedView(context || {});
    this.insert(viewRef, index);
    return viewRef;
  }

  createComponent<C>(
      componentFactory: ComponentFactory<C>, index?: number, injector?: Injector,
projectableNodes?: any[][], ngModuleRef?: NgModuleRef<any>): ComponentRef<C> {
    const contextInjector =
        injector || this.parentInjector;
    if (!ngModuleRef && !(componentFactory instanceof
        ComponentFactoryBoundToModule)) {
      ngModuleRef = contextInjector.get(NgModuleRef);
    }
    const
        componentRef =
            componentFactory.create(contextInjector, projectableNodes, undefined, ngModuleRef);
    this.insert(componentRef.hostView, index);
    return componentRef;
  }

  insert(viewRef: ViewRef, index?:
      number): ViewRef {
    if (viewRef.destroyed) {
      throw new Error('Cannot insert a destroyed View in a
        ViewContainer!');
    }
    const viewRef_ = <ViewRef_>viewRef;
    const viewData = viewRef_._view;
    attachEmbeddedView(this._view, this._data, index, viewData);
    viewRef_.attachToViewContainerRef(this);
    return viewRef;
  }

  move(viewRef: ViewRef, currentIndex: number): ViewRef {
    if (viewRef.destroyed) {
      throw new Error('Cannot move a destroyed View in a ViewContainer!');
    }
    const previousIndex =
        this._embeddedViews.indexOf(viewRef._view);
    moveEmbeddedView(this._data, previousIndex,
        currentIndex);
    return viewRef;
  }

  indexOf(viewRef: ViewRef): number {
    return this._embeddedViews.indexOf((<ViewRef_>viewRef)._view);
  }

  remove(index?: number): void {
    const
        viewData = detachEmbeddedView(this._data, index);
    if (viewData) {
      Services.destroyView(viewData);
    }
  }

  detach(index?: number): ViewRef|null {
    const view = detachEmbeddedView(this._data, index);
    return view ? new ViewRef_(view) : null;
  }

  export function createChangeDetectorRef(view: ViewData):
      ChangeDetectorRef {
    return new ViewRef_(view);
  }

  export class ViewRef_ implements
      EmbeddedViewRef<any>, InternalViewRef {
    /** @internal */
    _view: ViewData;
    private
        _viewContainerRef: ViewContainerRef|null;
    private _appRef: ApplicationRef|null;

    constructor(_view: ViewData) {
      this._view = _view;
      this._viewContainerRef = null;
      this._appRef = null;
    }

    get rootNodes(): any[] {
      return rootRenderNodes(this._view);
    }

    get context() {
      return this._view.context;
    }

    get destroyed(): boolean {
      return (this._view.state & ViewState.Destroyed) !== 0;
    }

    markForCheck(): void {
      markParentViewsForCheck(this._view);
    }

    checkNoChanges(): void {
      Services.checkNoChangesView(this._view);
    }

    reattach(): void {
      this._view.state |= ViewState.Attached;
    }

    onDestroy(callback: Function) {
      if (!this._view.disposables) {
        this._view.disposables = [
      ];
      }
      this._view.disposables.push(<any>callback);
    }

    detachFromAppRef() {
      if (this._appRef) {
        this._appRef.detachView(this);
      }
      if (this._viewContainerRef) {
        detachFromViewContainerRef(indexOf(this));
      }
    }

    renderDetatchView(this._view) {
      Services.destroyView(view);
    }

    attachToAppRef(appRef: ApplicationRef) {
      if (this._viewContainerRef) {
        throw new Error('This view is already attached to a
          ViewContainer!');
      }
      this._appRef = appRef;
      this.attachToViewContainerRef(vcRef: ViewContainerRef) {
        if (this._appRef) {
          throw new Error('This view is already attached directly to the ApplicationRef!');
        }
      }
      this._viewContainerRef = vcRef;
    }

    export function createTemplateData(view: ViewData, def: NodeDef): TemplateData {
      return new TemplateData(view, def);
    }
  }
}

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TemplateRef<any> implements TemplateData

```
/**
 * @internal
 */
@internal
**/

|projectedViews|: ViewData|: void |
|constructor|: (private _parentView: ViewData), void |
|super|: NodeDef |: void |
|createEmbeddedView|: (context: any): ViewRef |: void |
|return new ViewRef|: (Services.createEmbeddedView( this._parentView, this._def, this._def.element!.template !, context)) |: void |
|get elementRef|: (ElementRef |: void |
|return new ElementRef(asElementData(this._parentView, this._def.nodeIndex).renderElement) |: void |
|unexport function createInjector|: (view: ViewData, elDef: NodeDef): void |
|constructor|: (return newInjector(_view, elDef), void |
|unexportClass Injector|: (constructor(private view: ViewData, private elDef: NodeDef?) |: void |
|get(token: any, notFoundValue: any = Injector.THROW_IF_NOT_FOUND) |: void |
```

```
/**
 * @internal
 */
@internal
**/

ordinator: private _parentView: ViewData, private _def: NodeDef |: void |
|>:_parentView, void |
|data: ViewData |: void |
|index: number) |: void |

|return function createNgModuleRef|: (moduleType: Type<any>, parent: Injector, bootstrapComponents: Type<any>[]), void |
|get instance() |: void |
|get componentFactoryResolver() |: void |
|destroy() |: void |
|onDestroy(callback: () => void) |: void |
```

```
/**
 * @license
 * Copyright Google LLC 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 {ChangeDetectorRef, SimpleChange, SimpleChanges, WrappedValue} from '../change_detection/change_detection';
import {INJECTOR, Injector, resolveForwardRef} from '../di';
import {ElementRef} from '../linker/element_ref';
import {TemplateRef} from '../linker/template_ref';
import {ViewContainerRef} from '../linker/view_container_ref';
import {Renderer2} from '../render/api';
import {isObservable} from '../util/lang';
import {stringify} from '../util/stringify';

import {createChangeDetectorRef, createInjector} from './refs';
import {asElementData, asProviderData, BindingFlags, DepDef, DepFlags, NodeDef, NodeFlags, OutputDef, OutputType, ProviderData, QueryValueType, Services, shouldCallLifecycleInitHook, ViewData, ViewFlags, ViewState} from './types';
import {calcBindingFlags, checkBinding, dispatchEvent, isComponentView, splitDepsDsl, splitMatchedQueriesDsl, tokenKey, viewParentEl} from './util';

const Renderer2TokenKey = tokenKey(Renderer2);
const ElementRefTokenKey = tokenKey(ElementRef);
const ViewContainerRefTokenKey = tokenKey(ViewContainerRef);
const TemplateRefTokenKey = tokenKey(TemplateRef);
```

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INJECTORRefTokenKey = tokenKey(INJECTOR);\n\nexport function directiveDef(\n    checkIndex: number, \n    flags: NodeFlags, matchedQueries: null|string | number, QueryValueType[]], \n    childCount: number, ctor: any, \n    deps: ([DepFlags, any][any][])\n    props?: null|[[name: string], [number, string]]\n    outputs?: null|[[name: string], string]): NodeDef \n    const bindings: BindingDef[] = []; \n    if (props) { \n        for (let prop in props) { \n            const [\n                bindingIndex, nonMinifiedName] = props[prop]; \n                bindings[bindingIndex] = { \n                    flags: BindingFlags.TypeProperty, \n                    name: prop, \n                    nonMinifiedName, \n                    ns: null, \n                    securityContext: \n                } \n            } \n        } \n    } \n    return _def(\n        checkIndex, \n        flags, matchedQueries, childCount, ctor, ctor, deps, bindings, outputs);\n\nexport function pipeDef(flags: NodeFlags, ctor: any, deps: ([DepFlags, any][any][])\n    returns: NodeDef \n    flags |= NodeFlags.TypePipe; \n    return _def(-1, \n        flags, matchedQueries, childCount, ctor, ctor, deps, outputs);\n\nexport function providerDef(\n    flags: NodeFlags, matchedQueries: null|[[string | number, QueryValueType[]], \n    token: any, \n    value: any, deps: ([DepFlags, any][any][])\n    returns: NodeDef \n    flags = Flags.TypePipe; \n    return _def(-1, \n        flags, matchedQueries, childCount, token, value, outputs);\n\nexport function _def(\n    checkIndex: number, \n    flags: NodeFlags, matchedQueriesDsl: [string|number, QueryValueType[]]|null, \n    childCount: number, \n    token: any, \n    value: any, deps: ([DepFlags, any][any][])\n    returns: NodeDef \n    bindings: BindingDef[] = []; \n    outputs: OutputDef[] = []; \n    return {
        // will be set by the view definition\n        nodeIndex: -1, \n        parent: null, \n        renderParent: null, \n        bindingIndex: -1, \n        outputIndex: -1, \n        // regular values\n        checkIndex, \n        flags, \n        childFlags: 0, \n        directChildFlags: 0, \n        childMatchedQueries: 0, \n        matchedQueries, \n        matchedQueryIds, \n        references, \n        ngContentIndex: -1, \n        childCount, \n        bindings, \n        bindingFlags: calcBindingFlags(bindings), \n        outputs, \n        element: null, \n        provider: { token, value, deps: depDefs }, \n        text: null, \n        query: null, \n        ngContent: null, \n        outputs: null, \n        export function createProviderInstance(view: ViewData, def: NodeDef): any { \n            return _createProviderInstance(view, def); \n        } \n        \n        export function createPipeInstance(view: ViewData, def: NodeDef): any { \n            let compView = view; \n            while (compView.parent && !isComponentView(compView)) { \n                compView = viewParentEl(compView); \n            } \n            return createPipeInstance(view, def); \n        } \n        \n        export function createDirectiveInstance(view: ViewData, def: NodeDef): any { \n            if (def.outputs.length) { \n                for (let i = 0; i < def.outputs.length; i++) { \n                    const output = def.outputs[i]; \n                    const outputObservable = instance[output.propName!](); \n                    if (isObservable(outputObservable)) { \n                        const subscription = outputObservable.subscribe({ \n                            eventHandlerClosure ... }); \n                        view.disposables!={output,propName!}; \n                        const outputObservable = instance[output.propName!]; \n                        if (isObservable(outputObservable)) { \n                            const subscription = outputObservable.subscribe({ \n                                eventHandlerClosure ... }); \n                        } \n                        view.disposables!={output,propName!}; \n                    } \n                } \n            } \n        } \n        \n        export function checkAndUpdateDirectiveInline(\n            view: ViewData, def: NodeDef, v0: any, v1: any, v2: any, v3: any, v4: any, v5: any, v6: any, v7: any, v8: any, v9: any): boolean { \n            const providerData = asProviderData(view, def.nodeIndex); \n            const directive = providerData.instance; \n            let changed = false; \n            SimpleChanges = undefined!; \n            const bindLen = def.bindings.length; \n            if (bindLen > 0 && checkBinding(view, def, 0)) { \n                changed = true; \n                changes = updateProp(view, providerData, def, 0, v0, v1); \n            } \n            if (bindLen > 1 && checkBinding(view, def, 1, v1)) { \n                changed = true; \n                changes = updateProp(view, providerData, def, 1, v1, ...); \n            } \n        }
changes);
  }
  if (bindLen > 2 && checkBinding(view, def, 2, v2)) {
    changed = true;
  }
  changes = updateProp(view, providerData, def, 2, v2, changes);
  }
  if (bindLen > 3 && checkBinding(view, def, 3, v3)) {
    changed = true;
  }
  changes = updateProp(view, providerData, def, 3, v3, changes);
  }
  if (bindLen > 4 && checkBinding(view, def, 4, v4)) {
    changed = true;
  }
  changes = updateProp(view, providerData, def, 4, v4, changes);
  }
  if (bindLen > 5 && checkBinding(view, def, 5, v5)) {
    changed = true;
  }
  changes = updateProp(view, providerData, def, 5, v5, changes);
  }
  if (bindLen > 6 && checkBinding(view, def, 6, v6)) {
    changed = true;
  }
  changes = updateProp(view, providerData, def, 6, v6, changes);
  }
  if (bindLen > 7 && checkBinding(view, def, 7, v7)) {
    changed = true;
  }
  changes = updateProp(view, providerData, def, 7, v7, changes);
  }
  if (bindLen > 8 && checkBinding(view, def, 8, v8)) {
    changed = true;
  }
  changes = updateProp(view, providerData, def, 8, v8, changes);
  }
  if (bindLen > 9 && checkBinding(view, def, 9, v9)) {
    changed = true;
  }
  changes = updateProp(view, providerData, def, 9, v9, changes);
  }
  if (changes) {
    directive.ngOnChanges(changes);
  }
  if ((def.flags & NodeFlags.OnInit) && shouldCallLifecycleInitHook(view, ViewState.InitState_CallingOnInit, def.nodeIndex)) {
    directive.ngOnInit();
  }
  if (def.flags & NodeFlags.DoCheck) {
    directive.ngDoCheck();
  }
  return changed;
}

export function checkAndUpdateDirectiveDynamic(view: ViewData, def: NodeDef, values: any[]): boolean {
  const providerData = asProviderData(view, def.nodeIndex);
  const directive = providerData.instance;
  let changed = false;
  let changes: SimpleChanges = undefined !;
  for (let i = 0; i < values.length; i++) {
    if (checkBinding(view, def, i, values[i])) {
      changed = true;
      changes = updateProp(view, providerData, def, i, values[i], changes);
    }
  }
  if (changes) {
    directive.ngOnChanges(changes);
  }
  if ((def.flags & NodeFlags.OnInit) && shouldCallLifecycleInitHook(view, ViewState.InitState_CallingOnInit, def.nodeIndex)) {
    directive.ngOnInit();
  }
  if (def.flags & NodeFlags.DoCheck) {
    directive.ngDoCheck();
  }
  return changed;
}

function _createProviderInstance(view: ViewData, def: NodeDef): any {
  // private services can see other private services
  const allowPrivateServices = (def.flags & NodeFlags.PrivateProvider) > 0;
  const providerDef = def.provider;
  switch (def.flags & NodeFlags.Types) {
    case NodeFlags.TypeClassProvider:
      return createClass(view, def.parent!, allowPrivateServices, providerDef!.value, providerDef!.deps);
    case NodeFlags.TypeFactoryProvider:
      return callFactory(view, def.parent!, allowPrivateServices, providerDef!.value, providerDef!.deps);
    case NodeFlags.TypeUseExistingProvider:
      return resolveDep(view, def.parent!, allowPrivateServices, providerDef!.deps[0]);
    case NodeFlags.TypeValueProvider:
      return providerDef!.value;
  }
}

function createClass(view: ViewData, elDef: NodeDef, allowPrivateServices: boolean, ctor: any, deps: DepDef[]): any {
  const len = deps.length;
  switch (len) {
    case 0:
      return new ctor();
    case 1:
      return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]));
    case 2:
      return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]));
    case 3:
      return new ctor(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]), resolveDep(view, elDef, allowPrivateServices, deps[2]));
    default:
      const depValues = [];
      for (let i = 0; i < len; i++) {
        depValues.push(resolveDep(view, elDef, allowPrivateServices, deps[i]));
      }
      return new ctor(...depValues);
    }
}

function callFactory(view: ViewData, elDef: NodeDef, allowPrivateServices: boolean, factory: any, deps: DepDef[]): any {
  const len = deps.length;
  switch (len) {
    case 0:
      return factory();
    case 1:
      return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]));
    case 2:
      return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]));
    case 3:
      return factory(resolveDep(view, elDef, allowPrivateServices, deps[0]), resolveDep(view, elDef, allowPrivateServices, deps[1]), resolveDep(view, elDef, allowPrivateServices, deps[2]));
    default:
      const depValues = [];
      for (let i = 0; i < len; i++) {
        depValues.push(resolveDep(view, elDef, allowPrivateServices, deps[i]));
      }
      return function (...depValues): any {
        // This default value is when checking the hierarchy for a token. 
        // It means both: 
        // - the token is not provided by the current injector, 
        // - only the element injectors should be checked (ie do not check module injectors) 
        return undefined !; 
      }
}

// This default value is when checking the hierarchy for a token.
// It means both: 
// - the token is not provided by the current injector, 
// - only the element injectors should be checked (ie do not check module injectors) 
//
When requesting `el2.injector.get(token)`, we should check in the following order and return the first found value:
- `el2.injector.get(token, default)`
- `el1.injector.get(token, NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR)`
- `mod2.injector.get(token, default)`

```javascript
const NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR = {};

export function resolveDep(view: ViewData, elDef: NodeDef, allowPrivateServices: boolean, depDef: DepDef, notFoundValue: any = Injector.THROW_IF_NOT_FOUND) {
  const startView = view;
  while (startView) {
    if (elDef) {
      switch (depDef.tokenKey) {
        case Renderer2TokenKey: {
          const compView = findCompView(startView, elDef, allowPrivateServices);
          return compView.renderer;
        }
        case ElementRefTokenKey: return new ElementRef(asElementData(startView, elDef.nodeIndex).renderElement);
        case ViewContainerRefTokenKey: return asElementData(startView, elDef.nodeIndex).viewContainer;
        case TemplateRefTokenKey: {
          if (elDef.element!.template) {
            return asElementData(startView, elDef.nodeIndex).template;
          }
        }
        case ChangeDetectorRefTokenKey: {
          let cdView = findCompView(startView, elDef, allowPrivateServices);
          return createChangeDetectorRef(cdView);
        }
        case InjectorRefTokenKey: case INJECTORRefTokenKey: return createInjector(startView, elDef);
        default:
          const providerDef = (allowPrivateServices ? elDef.element!.allProviders : elDef.element!.publicProviders)[depDef.tokenKey];
          if (providerDef) {
            let providerData = asProviderData(startView, providerDef.nodeIndex);
            if (!providerData) {
              providerData = { instance: _createProviderInstance(startView, providerDef) };
              searchView.nodes[providerDef.nodeIndex] = providerData as any;
            }
            return providerData.instance[depDef.tokenKey];
          }
      }
    }
    allowPrivateServices = isComponentView(startView);
    elDef = viewParentEl(startView)!
    startView = startView.parent!
  }
  return startView.root.ngModule.injector.get(depDef.token, notFoundValue);}
```

```javascript
function findCompView(view: ViewData, elDef: NodeDef, allowPrivateServices: boolean) {
  let compView: ViewData;
  if (allowPrivateServices) {
    compView = asElementData(view, elDef.nodeIndex).componentView;
  } else {
    compView = view;
    while (compView.parent && !isComponentView(compView)) {
      compView = compView.parent!
    }
  }
  return compView.root.injector.get(depDef.token, NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR);
}
```
```typescript
= def.bindings[bindingIdx];
changes[binding.nonMinifiedName!] =
  new SimpleChange(oldValue, value,
  (view.state & ViewState.FirstCheck) !== 0);
return changes;

// This function calls the ngAfterContentCheck, ngAfterContentInit, ngAfterViewCheck, and ngAfterViewInit lifecycle hooks (depending on the node\n// flags in lifecycle). Unlike ngDoCheck, ngOnChanges and ngOnInit, which are\n// called during a pre-order traversal of the view tree (that is calling the parent hooks before the child hooks) these events are sent in using an\// post-order traversal of the tree (children before parents). This changes the meaning of initIndex in the view state. For ngOnInit, initIndex tracks the expected nodeIndex which a ngOnInit should be called. When sending an\// ngAfterContentInit and ngAfterViewInit it is the expected count of\// ngAfterContentInit or ngAfterViewInit methods that have been called. This ensures that despite being called recursively or after picking up after an\// exception, the ngAfterContentInit or ngAfterViewInit will be called on the correct nodes. Consider for example, the following (where E is an element\// and D is a directive)\n
Tree:  \n1/\n//   D3  2/\n//     E4  3\n//      5/\n// E5  4\n//    E6  5\n// E7  6\n\// As can be seen, the post-order index has an unclear relationship to the pre-order index (postOrderIndex = preOrderIndex - parentCount + childCount). Since number of calls to ngAfterContentInit and ngAfterViewInit\n// are stable (will be the same for the same view regardless of exceptions or recursion) we just need to count them which will roughly correspond to the post-order index (it skips elements and directives that do not have lifecycle hooks).\n•\n// For example, if an exception is raised in the E6.onAfterViewInit() the initIndex is left at 3 (by shouldCallLifecycleInitHook() which set it to initIndex + 1). When checkAndUpdateView() is called again D3, E2 and E6 will\// not have their ngAfterViewInit() called but, starting with E7, the rest of the view will begin getting ngAfterViewInit() called until a check and pass is complete.\n\n// This algorithm also handles recursion. Consider if E4’s ngAfterViewInit()\n// indirectly calls E1’s ChangeDetectorRef.detectChanges(). The expected\n// initIndex is set to 6, the recursive checkAndUpdateView() starts walk again.\n// D3, E2, E6, E7, E5 and E4 are skipped, ngAfterViewInit() is called on E1\n\n// When the recursion returns the initIndex will be 7 so E1 is skipped as it\n// has already been called in the recursively called checkAndUpdateView().\n
export function callLifecycleHooksChildrenFirst(view: ViewData, lifecycles: NodeFlags)
{\n  if (!(view.def.nodeFlags & lifecycles)) {\n    return;\n  }\n  const nodes = view.def.nodes;\n  let initIndex = 0;\n  for (let i = 0; i < nodes.length; i++) {\n    const nodeDef = nodes[i];\n    let parent = nodeDef.parent;\n    if (parent & lifecycles) {\n      callProviderLifecycles(view, i, nodeDef.flags & lifecycles, initIndex++);
    }\n    if (parent &\n      life\n      cycles) {\n      const nodeDef = nodes[i];\n      let parent = nodeDef.parent;\n      if (parent &\n        life\n        cycles) {\n        const\n      \n    while (parent && (parent.flags &\n      NodeFlags.TypeElement) && parent.nodeIndex + parent.childCount) {\n      \n      \n    }\n  }\n\n  function callElementProvidersLifecycles(view: ViewData, elDef: NodeDef, lifecycles: NodeFlags, initIndex: number) {\n    number {\n      for (let i = elDef.nodeIndex + 1; i <= elDef.nodeIndex + elDef.childCount; i++) {\n        const nodeDef = view.def.nodes[i];\n      if (nodeDef.flags & lifecycles) {\n        callProviderLifecycles(view, i, nodeDef.flags & lifecycles, initIndex++);
      }\n    }\n  }\n\n  function callProviderLifecycles(view: ViewData, elDef: NodeDef, lifecycles: NodeFlags, initIndex: number) {\n    const providerData = asProviderData(view, elDef);\n    if (providerData) {\n      provider.ngAfterContentInit();\n    }\n    const provider = providerData.instance;\n    if (!provider) {\n      return;\n    }\n    Services.setCurrentNode(view, index);\n    if (lifecycles & NodeFlags.AfterContentInit && shouldCallLifecycleInitHook(view, ViewState.InitState_CallingAfterContentInit, initIndex)) {\n      provider.ngAfterContentInit();\n    }\n    if (lifecycles & NodeFlags.AfterViewChecked) {\n      provider.ngAfterContentChecked();\n    }\n    if (lifecycles & NodeFlags.AfterViewInit && shouldCallLifecycleInitHook(view, ViewState.InitState_CallingAfterViewInit, initIndex)) {\n      provider.ngAfterViewInit();\n    }\n    if (lifecycles & NodeFlags.AfterViewChecked) {\n      provider.ngAfterViewChecked();\n    }\n    if (lifecycles & NodeFlags.OnDestroy) {\n      provider.ngOnDestroy();
    }\n  }
```

---

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```typescript
import {ChangeDetectorRef as ViewEngine_ChangeDetectorRef} from 'change_detection/change_detector_ref';
import {InjectionToken} from './di/injection_token';
import {Injector} from './di/injector';
import {InjectFlags} from './di/interface/injector';
import {Type} from '../interface/type';
import {ComponentFactory as viewEngine_ComponentFactory, ComponentRef as viewEngine_ComponentRef} from '../linker/component_factory';
import {ComponentFactoryResolver as viewEngine_ComponentFactoryResolver} from '../linker/component_factory_resolver';
import {NgModuleRef as viewEngine_NgModuleRef} from '../linker/ng_module_factory';
import {RendererFactory2} from '../render/api';
import {Sanitizer} from '../sanitization/sanitizer';
import {VERSION} from '../version';
import {NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR} from '../view/provider';

import {assertComponentType} from './assert';
import {createRootComponent, createRootContext, LifecycleHooksFeature} from './component';
import {getComponentDef} from './definition';
import {NodeInjector} from './di';
import {assignTViewNodeToLView, createLView, createTView, elementCreate, locateHostElement, renderView} from './instructions/shared';
import {ComponentDef} from './interfaces/definition';
import {TContainerNode, TElementContainerNode, TElementNode, TNode, TNodeType} from './interfaces/node';
import {domRendererFactory3, RendererFactory3, RNode} from './interfaces/renderer';
import {LView, LViewFlags, TVIEW, TViewType} from './interfaces/view';
import {MATH_ML_NAMESPACE, SVG_NAMESPACE} from './namespaces';
import {assertNodeOfPossibleTypes} from './node_assert';
import {writeDirectClass} from './node_manipulation';
import {extractAttrsAndClassesFromSelector, stringifyCSSSelectorList} from './node_selector_matcher';
import {enterView, leaveView} from './state';
import {setUpAttributes} from './util/attrs_utils';
import {defaultScheduler} from './util/misc_utils';
import {getTNode} from './util/view_utils';
import {createElementRef} from './view_engine_compatibility';
import {RootViewRef, ViewRef} from './view_ref';

export class ComponentFactoryResolver extends viewEngine_ComponentFactoryResolver {
  /**
   * @param ngModule The NgModuleRef to which all resolved factories are bound.
   */
  constructor(private ngModule?: viewEngine_NgModuleRef<any>) {
    super();
  }

  resolveComponentFactory<T>(component: Type<T>): viewEngine_ComponentFactory<T> {
    ngDevMode && assertComponentType(component);
    const componentDef = getComponentDef(component)!
      return new ComponentFactory(componentDef, this.ngModule);
  }
}

function toRefArray(map: {key: string; value: string}): {propName: string; templateName: string;}
  return array; for (let nonMinified in map) {
    if (map.hasOwnProperty(nonMinified)) {
      const minified = map[nonMinified];
      array.push({propName: minified, templateName: nonMinified});
    }
  }
  return array;

function getNamespace(elementName: string): string|null {
  const name = elementName.toLowerCase();
  return name === 'svg' ? SVG_NAMESPACE : (name === 'math' ? MATH_ML_NAMESPACE : null);
}

/**
 * A change detection scheduler token for {@link RootContext}. This token is the default value used
 * for the default `RootContext` found in the `{@link ROOT_CONTEXT} token.
 */
export const SCHEDULER = new InjectionToken<((fn: () => void) => void)>('SCHEDULER_TOKEN', {
  providedIn: 'root',
  factory: () => defaultScheduler,
});

function createChainedInjector(rootViewInjector: Injector, moduleInjector: Injector): Injector {
  return {
    get:
```
viewEngine_ComponentFactory<T> {
  selector: string;
  componentType: Type<any>;
  ngContentSelectors: string[];
  isBoundToModule: boolean;
  get inputs(): { propName: string; templateName: string; }[] {
    return toRefArray(this.componentDef.inputs);
  }
  get outputs(): { propName: string; templateName: string; }[] {
    return toRefArray(this.componentDef.outputs);
  }
  @param componentDef
  The component definition.
  * @param ngModule
  The NgModuleRef to which the factory is bound.
  * @constructor
  private componentDef: ComponentDef<any>;
  private ngModule?: viewEngine_NgModuleRef<any>;
  constructor() {
    this.componentDef = componentDef;
    this.componentType = componentDef.type;
    this.selector =
      this.componentType ? componentDef.selectors : 
      null;
    this.ngContentSelectors =
      this.componentDef.ngContentSelectors ? componentDef.ngContentSelectors :
      null;
    this.isBoundToModule = !!ngModule;
    ngModule = ngModule || this.ngModule;
    if (ngModule) {
      const injector = Injector, projectableNodes?: any[][],
        rootSelectorOrNode?: any,
        ngModule?: viewEngine_NgModuleRef<any>;
      projectableNodes = projectableNodes || undefined;
      rootSelectorOrNode = rootSelectorOrNode || undefined;
      ngModule = ngModule || this.ngModule;
    }
    createChainedInjector(injector, ngModule, injector) {
      const sanitizer = sanitizer,
        rootViewInjector = createRootComponentView,
        rootContext = createRootContext();
      createRootComponentView(
        hostRNode, this.componentDef, rootLView, rootContext, rootFlags, null,
        rootComponent, rootRenderer);
    }
    const rootFlags = this.componentDef.onPush ? LViewFlags.Dirty | 
      LViewFlags.CheckAlways | LViewFlags.IsRoot;
    const rootContext = createRootContext();
    // Create the root view. Uses empty TView and ContentTemplate.
    const rootTView = createTView(TViewType.Root, -1, null, 0, 0, null, null, null);
    const rootLView = createLView(
      null, rootTView, rootContext, rootFlags, null, null, rootRenderer);
    // rootView is the parent when bootstraping
    // TODO(misko): it looks like we are entering view here but we don't really need to do.
    // `renderView` does that. However as the code is written it is needed because
    // `createRootComponentView` and `createRootComponent` both read global state.
    // Fixing those issues would allow us to drop this.
    // In Angular 5 reference: https://stackblitz.com/edit/lifecycle-hooks-vcref
    component = createRootComponent(
      componentView, this.componentDef, rootLView, rootContext, [LifecycleHooksFeature]);
  }
}

// Extract attributes and classes from the first selector only to match VE behavior.
const { attrs, classes } =
  extractAttributesAndClassesFromSelector(this.componentDef.selectors[0]);
if (attrs) {
  setAttributes(hostRenderer, hostRNode, attrs);
} else {
  // If host element is created as a part of this function call (i.e. `rootSelectorOrNode` is
  // not defined), also apply attributes and classes extracted from component selector.
}

// Projectable nodes can be passed as array of arrays or
// array of iterables (ngUpgrade
// case). Here we do normalize passed data structure to be an array of arrays
// to avoid
// complex checks down the line.
// We also normalize the length of the passed in projectable
// (to match the number of
// <ng-container> slots defined by a component).
projection.push(nodesForSlot != null ? 
  Array.from(nodesForSlot) : null);
normalizedLocale = normalizeLocale(locale); let match = getLocaleData(normalizedLocale); if (match) {
  return match; // let's try to find a parent locale
}
const parentLocale = normalizedLocale.split('-')[0];
match = getLocaleData(parentLocale); if (match) {
  return match; // if (parentLocale === 'en')
}
throw new Error('Missing locale data for the locale `"{locale}\"`');

Retrieves the default currency code for the given locale.

The default is defined as the first currency which is still in use.

*locale* @param locale The code of the locale whose currency code we want.

*returns* The code of the default currency for the given locale.

*locale* @export getLocaleCurrencyCode(locale: string): string|null

export function getLocaleCurrencyCode(locale: string): string|null {
  const data = findLocaleData(locale);
  return data[LocaleDataIndex.CurrencyCode] || null;
}

getLocaleCurrencyCode

Removes the plural function used by ICU expressions to determine the plural case to use.

*locale* @param locale The code for the locale format rules to use.

*returns* The plural function for the locale.

@see `NgPlural`

@see [Internationalization (i18n) Guide](https://angular.io/guide/i18n)

*export* function getLocalePluralCase(locale: string): (value: number) => number

export function getLocalePluralCase(locale: string): (value: number) => number {
  const data = findLocaleData(locale);
  return data[LocaleDataIndex.PluralCase];
}

getLocalePluralCase

Helper function to get the given `normalizedLocale` from `LOCALE_DATA` or from the global `ng.common.locale`.

*export* function getLocaleData(normalizedLocale: string): any

export function getLocaleData(normalizedLocale: string): any {
  if (!(normalizedLocale in LOCALE_DATA)) {
    LOCALE_DATA[normalizedLocale] = global.ng && global.ng.common && global.ng.common.locales &&
    global.ng.common.locales[normalizedLocale] || null;
  }
  return LOCALE_DATA[normalizedLocale];
}

getLocaleData

Helper function to remove all the locale data from `LOCALE_DATA`.

*export* function unregisterAllLocaleData() {
  LOCALE_DATA = {};
}

unregisterAllLocaleData

Index of each type of locale data from the locale data array.

*export* enum LocaleDataIndex {
  LocaleId = 0,
  ...,
  ExtraData
}

LocaleDataIndex

Index of each value in currency data (used to describe CURRENCIES_EN in currencies.ts).

*export* enum CurrencyIndex {
  Symbol = 0,
  ...,
  NbOfDigits
}

CurrencyIndex

Returns the canonical form of a locale name - lowercase with `_` replaced with `\`.

*export* function normalizeLocale(locale: string): string

export function normalizeLocale(locale: string): string {
  return locale.toLowerCase().replace(/_/g, '-');
}

normalizeLocale

The locale id that the application is currently using (for translations and ICU expressions).

*export* function setLocaleId(localeId: string)

export function setLocaleId(localeId: string) {
  assertDefined(localeId, `Expected localeId to be defined`);
  if (typeof localeId === 'string') {
    LOCALE_ID = localeId.toLowerCase().replace(/\_\-/g, '-');
  }
}

setLocaleId

The locale id that the application is currently using (for translations and ICU expressions).

*export* function getPluralCase(value: string, locale: string): string

export function getPluralCase(value: string, locale: string): string {
  const plural = getLocalePluralCase(locale)(parseInt(value, 10));
  const result = pluralMapping[plural];
  return (result !== undefined) ? result : 'other';
}

getPluralCase

The locale id that the application is using by default (for translations and ICU expressions).

*export* const DEFAULT_LOCALE_ID = `en-US`;

DEFAULT_LOCALE_ID

USD currency code that the application uses by default for CurrencyPipe when no *locale* is defined as a global value.

*export* const USD_CURRENCY_CODE = "USD";

USD_CURRENCY_CODE

The locale id that the application is currently using (for translations and ICU expressions).

*export* function setLocaleId(localeId: string)

export function setLocaleId(localeId: string) {
  assertDefined(localeId, `Expected localeId to be defined`);
  if (typeof localeId === 'string') {
    LOCALE_ID = localeId.toLowerCase().replace(/\_/g, '-');
  }
}

setLocaleId
ICU expressions.

This is the ivy version of `LOCALE_ID` that was defined as an injection token for the view engine but is now defined as a global value.

```typescript
export function getLocaleId(): string {
  return LOCALE_ID;
}
```

```typescript
/**
 * @license
 * Copyright Google LLC 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 {global} from './global';

declare global {
  const ngI18nClosureMode: boolean;
}

/**
 * NOTE: changes to the `ngI18nClosureMode` name must be synced with `compiler-cli/src/tooling.ts`.
 */
if (typeof ngI18nClosureMode === 'undefined') {
  // These property accesses can be ignored because ngI18nClosureMode will be set to false when optimizing code and the whole if statement will be dropped.
  // Make sure to refer to ngI18nClosureMode as ['ngI18nClosureMode'] for closure.
  // NOTE: we need to have it in IIFE so that the tree-shaker is happy.
  (function() {
    // tslint:disable-next-line:no-toplevel-property-access
    global['ngI18nClosureMode'] =
        // TODO(FW-1250): validate that this actually, you know, works.
        typeof goog !== 'undefined' && typeof goog.getMsg === 'function';
  })();
}
```

```typescript
/**
 * @license
 * Copyright Google LLC 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 {SanitizerFn} from './sanitization';

/**
 * OpCodes are efficient operations which can be applied to the DOM to update it. (For example to update to a new ICU case requires that we clean up previous elements and create new ones.)

 * Contents contain three parts:
 *  1) Parent node index offset.
 *  2) Reference node index offset.
 *  3) The instruction to execute.

 * var parent = lView[opCode >>> I18nMutateOpCode.SHIFT_PARENT];
 * var instruction = opCode & I18nMutateOpCode.MASK_OPCODE;
 * ```
 * var Parent = 'PARENT';
 * var RefNode = 'REF';
 * var Instruction = 'INSTRUCTION';
 * ```

 * Mask for OpCode

 * Mask for the Reference node (bits 16-3)
 * See `I18nMutateOpCodes` for example of usage.

 * const enum I18nMutateOpCode {
 *   /**
 *    * Stores shift amount for bits 17-3 that contain reference
 *    * index.
 *    */
 *   SHIFT_REF = 3,
 *   /**
 *    * Stores shift amount for bits 31-17 that contain parent index.
 *    */
 *   SHIFT_PARENT = 17,
 *   /**
 *    * Instruction to select a node.
 *    */
 *   Select = 0b000,
 *   /**
 *    * Instruction to append the current node to `PARENT`.
 *    */
 *   AppendChild = 0b001,
 *   /**
 *    * Instruction to remove the `REF` node from `PARENT`.
 *    */
 *   Remove = 0b011,
 *   /**
 *    * Instruction to set the attribute of a node.
 *    */
 *   Attr = 0b100,
 *   /**
 *    * Instruction to simulate elementEnd() (next OpCode will contain the operation.)
 *    */
 *   ElementEnd = 0b101,
 *   /**
 *    * Instruction to removed the nested ICU.
 *    */
 *   RemoveNestedIcu = 0b110,
 * }

 * export function getParentFromI18nMutateOpCode(mergedCode: number): number {
 *   return mergedCode >>> I18nMutateOpCode.SHIFT_PARENT;
 * }

 * export function getRefFromI18nMutateOpCode(mergedCode: number): number {
 * }

 * export function getInstructionFromI18nMutateOpCode(mergedCode: number): number {
 *   return mergedCode & I18nMutateOpCode.MASK_OPCODE;
 * }

 * export const ELEMENT_MARKER: ELEMENT_MARKER = {
 *   marker: 'element'
 * };

 * export const COMMENT_MARKER: COMMENT_MARKER = {
 *   marker: 'comment'
 * };

 * export interface I18nDebug {
 *   /**
 *    * Human readable representation of the OpCode arrays.
 *    * Marks that the next string is an element name.
 *    */
 *   I18nMutateOpCode: I18nMutateOpCode,
 *   /**
 *    * Marks that the next string is comment text.
 *    * See `I18nMutateOpCodes` documentation.
 *    */
 *   I18nDebug: I18nDebug
 * }

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 */
```
SHIFT_REF | AppendChild,\n *\n * // For adding element nodes\n * // --------------------------------\n * // Equivalent to:\n * // IView[1].appendChild(IView[0] = document.createElement('div'));\n * // ELEMENT_MARKER, 'div', 0, 1 << \n * // SHIFT_PARENT | 0 << SHIFT_REF | AppendChild,\n * *\n * // For adding comment nodes\n * // -------------------\n * // Equivalent to:\n * // IView[1].appendChild(IView[0] = document.createComment(''));\n * // COMMENT_MARKER, '', 0, 1 << SHIFT_PARENT | 0 << SHIFT_REF | AppendChild,
 *
 *   // For moving existing nodes to a different location\n * // ----------------------------------------------\n * // const node = IView[1];\n * // lView[2].appendChild(node);\n * 1 << SHIFT_REF | Remove,\n *
 * // For writing attributes\n * // -------------------\n * //   const node = lView[1];\n * //   node.setAttribute('attr', 'value');\n * 1 << SHIFT_REF | Attr, 'attr', 'value'
 * ];
 * ```
 *
 * See: `applyI18nCreateOpCodes`;
 */
export interface I18nMutateOpCodes extends
  Array<number|string|ELEMENT_MARKER|COMMENT_MARKER|null>, I18nDebug
{}

export const enum I18nUpdateOpCode {
  /**
   * Stores shift amount for bits 17-2 that contain reference
   */
  SHIFT_REF = 2,
  /**
   * Mask for OpCode
   */
  MASK_OPCODE = 0b11,

  /**
   * Instruction to update a text node.
   */
  Text = 0b00,
  /**
   * Instruction to update an attribute of a node.
   */
  Attr = 0b01,
  /**
   * Instruction to switch the current ICU case.
   */
  IcuSwitch = 0b10,
  /**
   * Instruction to update the current ICU case.
   */
  IcuUpdate = 0b11,
}

/**
 * Stores DOM operations which need to be applied to update DOM render tree due to changes in\n * expressions.\n * The basic idea is that 'i18nExp' OpCodes capture expression changes and update a change\n * mask bit. (Bit 1 for expression 1, bit 2 for expression 2 etc..., bit 32 for expression 32 and\n * higher.) The OpCodes then compare its own change mask against the expression change mask\n * determine if the OpCodes should execute.\n * NOTE: 32nd bit is special as it says 32nd or higher. This way if we have more than 32 bindings\n * the code still works, but with lower efficiency. (it is unlikely that a translation would have\n * more than 32 bindings.\n * These OpCodes can be used by both the i18n block as well as ICU sub-block.\n * \n * The following OpCodes represent: `<div i18n-title="pre{{exp1}}in{{exp2}}post">`
 * `elementAttribute(1, 'title', sanitizerFn(newValue));`\n * ```
 * 1 << SHIFT_REF | Attr,
 * 'title', sanitizerFn,\n *
 * The following OpCodes represent: `<div i18n-title="pre\n * `newValue = 'Hello ' + lView[bindIndex-2] + ';',\n * ```
 * 1 << SHIFT_REF | Text,\n *
 * The following OpCodes represent: `<div i18n-title="pre\n * `newValue = lView[bindIndex-1];',\n * ```
 * 1 << SHIFT_ICU | 1 << SHIFT_REF | IcuSwitch,\n *
 * // Switch ICU: `icuSwitchCase(IView[1], 0, newValue);`\n * 0 << SHIFT_ICU | 1 << SHIFT_REF | IcuUpdate,\n *
 * The following OpCodes represent: `<div i18n-title="pre\n * `newValue = IView[bindIndex-1];',\n * ```
 * 0 << SHIFT_ICU | 1 << SHIFT_REF | IcuUpdate,\n *
 * // Note `changeMask & -1` is always true, so the ICU Update\n * will always execute.\n * 0 << SHIFT_ICU | 1 << SHIFT_REF | IcuUpdate,\n *
 * The following OpCodes represent: `<div i18n-title="pre\n * `newValue = IView[bindIndex-1];',\n * ```
 * 0 << SHIFT_ICU | 1 << SHIFT_REF | IcuUpdate,\n *
 * I18nMutateOpCodes extends
 Array<number,string|ELEMENT_MARKER|COMMENT_MARKER|null>, I18nDebug {\n * ***\n * Number of slots to allocate in expando.\n * This is the max number of DOM elements which will be created by this i18n + ICU blocks.\n * The DOM elements are being created
they are stored in the EXPANDO, so that update OpCodes can
* write into them
 */
* vars: number;
/*
 * A set of OpCodes which will create the Text Nodes and ICU anchors for the translation blocks.
 * NOTE: The ICU anchors are filled in with ICU Update OpCode.
 * An create: I18nMutateOpCodes;
 */

* A set of OpCodes which will be executed on each change detection to determine if any changes to
 * DOM are required.
 * An update: I18nUpdateOpCodes;
 */

* A list of ICUs in a translation block (or `null` if block has no ICUs).

* Example:
  Given: `<div i18n>You have {count, plural, ...} and {state, switch, ...} in your cart</div>`

* There will be 2 ICUs in this array

* `1. `{count, plural, ...}`

* `2. `{state, switch, ...}`

* An icus: TICu[
[
`null`];

* Defines the ICU type of `select` or `plural`

* An export interface TICu {

* Defines the ICU type of `select` or `plural`

* An type: ICUType;

* Number of slots to allocate in expando for each case.

* This is the max

* Number of DOM elements which will be created by this i18n + ICU blocks. When `null` the DOM elements are being created

* are stored in the EXPANDO, so that update OpCodes can write into them

* An vars: number[];

* Currently selected ICU case pointer.

* `lView[currentCaseLViewIndex]` stores the currently selected case. This is needed to know how

* to clean up the current case when transitioning no the new case.

* An currentCaseLViewIndex: number;

* An optional array of child/sub ICUs.

* In case of nested ICUs such as:

* `{0, plural,

*   =0 {zero}

*   other {0 {1, select,

*                     cat

*                     dog {dogs}

*                     other {animals}

*                   }!

*   }

* }

* When the parent ICU is changing it must clean up child ICUs as well. For this reason it needs to

* know which child ICUs to run clean up for as well.

* In the above example this would be:

* `{```````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````````
import {createTextNode, nativeRemoveNode} from '../node_manipulation';
import {getBindingIndex, getLView, getPreviousOrParentTNode, getTView, 
setIsNotParent, setPreviousOrParentTNode} from './state';
import {renderStringify} from '../util/misc_utils';
import {getNativeByIndex, getNativeByTNode, getTNode, load} from 
'../util/view_utils';
import {getLocaleId} from './i18n_locale_id';

const i18nIndexStack: number[] = [];
let i18nIndexStackPointer = -1;

function popI18nIndex() {
  return i18nIndexStack[i18nIndexStackPointer--];
}

export function pushI18nIndex(index: number) {
  i18nIndexStack[++i18nIndexStackPointer] = index;
}

let changeMask = 0b0;
let shiftsCounter = 0;

export function setMaskBit(bit: boolean) {
  if (bit)
  { changeMask = changeMask | (1 << shiftsCounter);
  }
  shiftsCounter++;
}

export function applyI18n(tView: TView, lView: LView, index: number) {
  if (shiftsCounter > 0) {
    ngDevMode &&
        assertDefined(tView, `tView should be defined`);
    const tI18n = tView.data[index + HEADER_OFFSET] as 
    TI18n | I18nUpdateOpCodes;
    let updateOpCodes: I18nUpdateOpCodes;
    let tICus: TIcu[]|null = null;
    if 
    (Array.isArray(tI18n)) {
      updateOpCodes = tI18n as I18nUpdateOpCodes;
    } else {
      updateOpCodes = (tI18n as TI18n).update;
      tICus = (tI18n as TI18n).icus;
    }
    const bindingsStartIndex = getBindingIndex() -
    shiftsCounter - 1;
    applyUpdateOpCodes(tView, tICus, lView, updateOpCodes, bindingsStartIndex, 
    changeMask);

    // Reset changeMask & maskBit to default for the next update cycle
    changeMask = 0b0;
    shiftsCounter = 0;
  }
}

/**
 * Apply `I18nMutateOpCodes` OpCodes.
 *
 * @param tView Current `TView`
 * @param rootIndex Pointer to the root (parent) tNode for the i18n.
 * @param createOpCodes OpCodes to process
 * @param lView Current `LView`
 */
export function applyCreateOpCodes(
    tView: TView, rootindex: number, createOpCodes: I18nMutateOpCodes, 
    lView: LView): number[] {
  const renderer = lView[RENDERER];
  let currentTNode: TNode|null = null;
  let previousTNode: TNode|null = null;
  const visitedNodes: number[] = [];
  for (let i = 0; i < createOpCodes.length; i++) {
    const opCode = createOpCodes[i];
    if (typeof opCode == 'string') {
      const textRNode = createTextNode(opCode, renderer);
      const textNodeIndex = createOpCodes[++i] as number;
      ngDevMode &&
          ngDevMode.rendererCreateTextNode++;
      previousTNode = currentTNode;
      currentTNode =
      createDynamicNodeAtIndex(tView, lView, textNodeIndex, TNodeType.Element, textRNode, null);
      setIsNotParent();
    } else if (typeof opCode == 'number') {
      switch (opCode & I18nMutateOpCode.MASK_INSTRUCTION) {
        case I18nMutateOpCode.AppendChild:
          const destinationNodeIndex = opCode >>> I18nMutateOpCode.SHIFT_PARENT;
          let destinationTNode:
          TNode;
          if (destinationNodeIndex === rootindex) {
            // If the destination node is `i18nStart`, we don't
            // have a top-level node and we should use the host node instead
            destinationTNode = lView[T_HOST]!;
          } else {
            destinationTNode = getTNode(tView, destinationNodeIndex);
          }
          ngDevMode &&
              assertDefined(
                  currentTNode!,
                  `You need to create or
                  select a node before you can insert it into the DOM`)
          break;
        case I18nMutateOpCode.Select:
          // Negative indices indicate that a given TNode is a sibling node, not a parent node
          // (see `i18nStartFirstPass` for additional information).
          const isParent = opCode >= 0;
          if (isParent) {
            const destinationNodeIndex = opCode >>> I18nMutateOpCode.SHIFT_PARENT;
            let destinationTNode:
            TNode;
            if (destinationNodeIndex == rootindex) {
              // If the destination node is `i18nStart`, we don't
              // have a top-level node and we should use the host node instead
              destinationTNode = lView[T_HOST]!;
            } else if (destinationTNode == getTNode(tView, destinationNodeIndex))
            break;
          case I18nMutateOpCode.Select:
            const destinationTNode = getTNode(tView, destinationNodeIndex);
            if (currentTNode) {
              break;
            } else if (isParent) {
            
              const destinationTNode = getTNode(tView, destinationNodeIndex);
            } else {
              // If the destination node is `i18nStart`, we don't
              // have a top-level node and we should use the host node instead
              destinationTNode = lView[T_HOST]!;
            } else if (isParent) {
        
            const destinationTNode = getTNode(tView, destinationNodeIndex);
        } else {
          // If the destination node is `i18nStart`, we don't
          // have a top-level node and we should use the host node instead
          destinationTNode = lView[T_HOST]!;
        } else {
          // If the destination node is `i18nStart`, we don't
          // have a top-level node and we should use the host node instead
          destinationTNode = lView[T_HOST]!;
        } else {
          // If the destination node is `i18nStart`, we don't
          // have a top-level node and we should use the host node instead
          destinationTNode = lView[T_HOST]!;
        } else {
          // If the destination node is `i18nStart`, we don't
          // have a top-level node and we should use the host node instead
          destinationTNode = lView[T_HOST]!;
        }
elementAttributeInternal(on break; default: throw new Error('Unable to determine the type of mutate operation for \$\{opCode\}');
          } else switch (opCode) {
            case COMMENT_MARKER:
              const commentValue = createOpCodes[++] as string;
              const commentNodeIndex = createOpCodes[++] as number;
              ngDevMode && assertEqual(on typeof commentValue, 'string',
'Expected \$\{commentValue\} to be a comment node value');
              const commentRN ode = renderer.createComment(commentValue);
              ngDevMode && rendererCreateComment++;
              previousTN ode = currentTN ode;
              currentTN ode = createDynamicNodeAtIndexPath(on tView, lView,
commentNodeIndex, TNodeType.IcuContainer, commentRN ode, null);

              visitedNodes.push(commentNodeIndex);
              attachPatchData(commentRN ode, lView);
              // We will add the case nodes later, during the update phase
              setIsNotParent();
              break;
            case ELEMENT_MARKER:
              const tagNameValue = createOpCodes[++] as string;
              const elementNodeIndex = createOpCodes[++] as number;
              ngDevMode && assertEqual(on typeof tagNameValue, 'string',
'tagNameValue to be an element node tag name');
              const elementRNode = renderer.createElement(tagNameValue);
              ngDevMode && rendererCreateElement++;
              previousTN ode = currentTN ode;
              currentTN ode = createDynamicNodeAtIndexPath(on tView, lView,
elementNodeIndex, TNodeType.Element, elementRNode, tagNameValue);
              visitedNodes.push(elementNodeIndex);
              break;
            default:
              throw new Error('Unable to determine the type of mutate operation for "' + opCode + '"');
          }
        }
      } else {
        switch (opCode) {
          case COMMENT_MARKER:
            const commentValue = createOpCodes[++] as string;
            const commentNodeIndex = createOpCodes[++] as number;
            ngDevMode && assertEqual(on typeof commentValue, 'string',
              'Expected \$\{commentValue\} to be a comment node value');
            const commentRN ode = renderer.createComment(commentValue);
            ngDevMode && ngDevMode.rendererCreateComment++;

            previousTN ode = currentTN ode;
            currentTN ode = createDynamicNodeAtIndexPath(on tView, lView,
commentNodeIndex, TNodeType.IcuContainer, commentRN ode, null);

            visitedNodes.push(commentNodeIndex);
            attachPatchData(commentRN ode, lView);
            // We will add the case nodes later, during the update phase
            setIsNotParent();
            break;
          case ELEMENT_MARKER:
            const tagNameValue = createOpCodes[++] as string;
            const elementNodeIndex = createOpCodes[++] as number;
            ngDevMode && assertEqual(on typeof tagNameValue, 'string',
'tagNameValue to be an element node tag name');
            const elementRNode = renderer.createElement(tagNameValue);
            ngDevMode && ngDevMode.rendererCreateElement++;
            previousTN ode = currentTN ode;
            currentTN ode = createDynamicNodeAtIndexPath(on tView, lView,
elementNodeIndex, TNodeType.Element, elementRNode, tagNameValue);
            visitedNodes.push(elementNodeIndex);
            break;
          default:
            throw new Error('Unable to determine the type of mutate operation for "' + opCode + '"');
        }
      }
    }

    setIsNotParent();

    return visitedNodes;
}

/**
 * Apply `I18nUpdateOpCodes` OpCodes
 *
 * @param tView Current `TView`
 * @param tIcus If ICUs present than this contains them.
 * @param lView Current `LView`
 * @param updateOpCodes OpCodes to process
 * @param bindingsStartIndex Location of the first `i18nApply` (Counting backwards from
 *     `bindingsStartIndex`)
 */
export function applyUpdateOpCodes(
    tView: TView, tIcus: TIcu[], lView: LView, updateOpCodes: I18nUpdateOpCodes,
    bindingsStartIndex: number, changeMask: number) {
  let caseCreated = false;
  for (let i = 0; i < updateOpCodes.length; i++) {
    // bit code to check if we should apply the next update
    const checkBit = updateOpCodes[i] as number;
    // Number of opCodes to skip until next set of
    update opCodes
    const skipCodes = updateOpCodes[++i] as number;
    if (checkBit & changeMask) {
      // The value has been updated since last checked
      let value = '';
      for (let j = i + 1; j <= (i + skipCodes); j++) {
        const opCode = updateOpCodes[j];
        if (typeof opCode == 'string') {
          value += opCode;
        } else if (typeof opCode == 'number') {
          if (opCode < 0) {
            // Negative opCode represent `i18nExp` offsets.
            value += renderStringify(lView[bindingsStartIndex - opCode]);
          } else {
            const nodeIndex = opCode >>> I18nUpdateOpCode.SHIFT_REF;
            switch (opCode & I18nUpdateOpCode.MASK_OPCODE) {
              case I18nUpdateOpCode.Attr:
                const propName = updateOpCodes[++j] as string;
                const sanitizeFn = updateOpCodes[++j] as SanitizerFn | null;

                elementPropertyInternal(on tView, getTNode(tView, nodeIndex), lView,
propName, value, lView[RENDERER], sanitizeFn, false);
                break;
              case I18nUpdateOpCode.Text:
                textBindingInternal(lView, nodeIndex, value);
                break;
              case I18nUpdateOpCode.IcuSwitch:
                caseCreated = applyIcuSwitchCase(tView, tIcus!,
updateOpCodes[++j] as number, lView, IView, caseCreated);
                break;
              case I18nUpdateOpCode.IcuUpdate:
                applyIcuUpdateCase(on tView, tIcus!, updateOpCodes[++j] as number,
bindingsStartIndex, IView, caseCreated);
                break;
              default:
                throw new Error('Unable to determine the type of mutate operation for "' + opCode + '"');
            }
          }
        }
      }
    }
    i += skipCodes;
  }
}

/**
 * Apply OpCodes associated with updating an existing ICU.
 *
 * @param tView Current `TView`
 * @param tIcus ICUs active at this location.
 * @param tIcuIndex Index into `tIcus` to process.
 * @param bindingsStartIndex Location of the first `i18nApply` (Counting backwards from
 *     `bindingsStartIndex`)
 * @param lView Current `LView`
 * @param changeMask Each bit corresponds to a `i18nExp` (Counting backwards from
 *     `bindingsStartIndex`)
 */
function applyIcuUpdateCase(
    tView: TView, tIcus: TIcu[], tIcuIndex: number, bindingsStartIndex: number,
    lView: LView, changeMask: number) {
  ngDevMode && assertIndexInRange(tIcus, tIcuIndex);
  const tIcu
```javascript
const activeCaseIndex = lView[tIcu.currentCaseLViewIndex];
if (activeCaseIndex !== null) {
  const mask = caseCreated ? -1 : 0; // -1 is same as all bits dirty
  applyUpdateOpCodes(tView, tIcus, lView, activeCaseIndex, bindingsStartIndex, mask);
}

/**
 * Apply OpCode associated with switching a case on ICU.
 *
 * This involves tearing down existing case and than building up a new case.
 *
 * @param tView Current `TView`
 * @param tIcus ICUs active at this location.
 * @param tICuIndex Index into `tIcus` to process.
 * @returns true if a new case was created (needed so that the update executes regardless of the bit mask)
 */
function applyIcuSwitchCase(tView: TView, tIcus: TIcu[], tICuIndex: number, lView: LView, value: string): boolean {
  applyIcuSwitchCaseRemove(tView, tIcus, tICuIndex, lView);

  // Rebuild a new case for this ICU
  let caseCreated = false;
  const tIcu = tIcus[tICuIndex];
  const caseIndex = getCaseIndex(tIcu, value);
  lView[tIcu.currentCaseLViewIndex] = caseIndex !== -1 ? caseIndex : null;
  if (caseIndex > -1) {
    // Add the nodes for the new case
    applyCreateOpCodes(tView, -1, // -1 means we don't have parent node
      tIcu.create[caseIndex],
      lView);
  }
  return caseCreated;
}
```

```javascript
/**
 * Apply OpCode associated with tearing down of DOM.
 *
 * This involves tearing down existing case and than building up a new case.
 *
 * @param tView Current `TView`
 * @param tIcus ICUs active at this location.
 * @param tICuIndex Index into `tIcus` to process.
 * @returns true if a new case was created (needed so that the update executes regardless of the bit mask)
 */
function applyIcuSwitchCaseRemove(tView: TView, tIcus: TIcu[], tICuIndex: number, lView: LView) {
  ngDevMode && assertIndexInRange(tIcus, tICuIndex);
  const tIcu = tIcus[tICuIndex];
  const activeCaseIndex = lView[tIcu.currentCaseLViewIndex];
  if (activeCaseIndex !== null) {
    const removeCodes = tIcu.remove[activeCaseIndex];
    for (let k = 0; k < removeCodes.length; k++) {
      const removeOpCode = removeCodes[k] as number;
      const nodeOrIcuIndex = removeOpCode >> I18nMutateOpCode.SHIFT_REF;
      switch (removeOpCode & I18nMutateOpCode.MASK_INSTRUCTION) {
        case I18nMutateOpCode.Remove:
          // FIXME(misko): this comment is wrong!
          // Remove DOM element, but do *not* mark TNode as detached, since we are not just switching ICU cases (while keeping the same TNode), so a DOM element
          // represents a new ICU case will be re-created.
          removeNode(tView, lView, nodeOrIcuIndex, /* markAsDetached */ false);
          break;
        default:
          break;
      }
    }
  }
}
```

```javascript
/**
 * Add the nodes for the new case
 */
function applyCreateOpCodes(tView: TView, -1, // -1 means we don't have parent node
  tIcu.create[caseIndex],
  lView) {
}
```

```javascript
/**
 * See `i18nEnd` above.
 */
export function i18nEndFirstPass(tView: TView, lView: LView) {
  ngDevMode &&
      assertEqual(
          getBindingIndex(), tView.bindingStartIndex,
          'i18nEnd should be called before any binding');

  const rootIndex = popI18nIndex();
  const tI18n = tView.data[rootIndex + HEADER_OFFSET] as TI18n;
  ngDevMode && assertDefined(tI18n, `You should call i18nStart before
```
const lastCreatedNode = getPreviousOrParentTNode(tView); // Read the instructions to insert/move/remove DOM elements
const visitedNodes = applyCreateOpCodes(tView, rootIndex, it18n.create, lView); // Remove deleted nodes
let index = rootIndex + 1; // while (index <= lastCreatedNode.index - HEADER_OFFSET) {
  if (visitedNodes.indexOf(index) === -1) {
    removeNode(View, lView, index, /* markAsDetached */ true);
  }
} // Check if an element has any local refs and skip them;
const tNode = getTNode(View, index); // if (tNode &
  (tNode.type === TNodeType.Container || tNode.type === TNodeType.Element ||
  tNode.type === TNodeType.ElementContainer) &&
  (tNode.localNames !== null)) { // Divide by 2 to get
  the number of local refs;
  // since they are stored as an array that also includes directive indexes, // i.e.
  ("localRef", directiveIndex, ...)
} \nunfunction removeNode(View: TView, lView: LView, index: number, number, number); // Create and stores the dynamic TNode, and unhooks it from the tree for now:

const removedPhTNode = getTNode(tView, index);
const removedPhRNode = getNativeByIndex(index, lView);

if (removedPhRNode) {
  nativeRemoveNode(View[RENDERER], removedPhRNode);
} \nconst slotValue = load(lView, index) as RElement | RComment | LContainer;

if (isLContainer(slotValue)) {
  const lContainer = slotValue as LContainer;
  if (removedPhTNode.type !== TNodeType.Container) {
    nativeRemoveNode(lView[RENDERER], lContainer[NATIVE]);
  }
}

if (markAsDetached) {
  // Define this node as detached to avoid projecting it later
  removedPhTNode.flags = TNodeFlags.isDetached;
}
ngDevMode && ngDevMode.rendererRemoveNode++;

/**
 * Creates and stores the dynamic TNode,
 * and unhooks it from the tree for now.
 */
function createDynamicNodeAtIndex(tView: TView, lView: LView, index: number, type: TNodeType, native: RElement|RText|null, name: string|null): TElementNode|TIcuContainerNode {
  const previousOrParentTNode = getPreviousOrParentTNode();
  ngDevMode && assertIndexInRange(lView, index + HEADER_OFFSET);
  lView[index + HEADER_OFFSET] = native;
  // FIXME(misko): Why does this create A TNode??? I would not expect this to be here.
  const tNode = getOrCreateTNode(tView, lView[T_HOST], index, type as any, name, null);
  // We are creating a dynamic node, the previous tNode might not be pointing at this node.
  // We will link ourselves into the tree later with 'append18nNode`. \n  if (previousOrParentTNode && previousOrParentTNode.next === tNode) {
    previousOrParentTNode.next = null;
  }
  return tNode;
}

/**
 * Returns the index of the current case of
 * an ICU expression depending on the main binding value
 *
 * @param icuExpression
 * @param bindingValue
 */
function getCaseIndex(icuExpression: TIcu, bindingValue: string): number {
  let index = icuExpression.cases.indexOf(bindingValue);
  if (index === -1) {
    switch (icuExpression.type) {
      case IcuType.plural: {
        const resolvedCase = getPluralCase(bindingValue, getLocaleId());
        index = icuExpression.cases.indexOf(resolvedCase);
        if (resolvedCase !== 'other') {
          index = icuExpression.cases.indexOf('other');
        }
        break;
      }
      case IcuType.select: {
        index = icuExpression.cases.indexOf('other');
        break;
      }
    }
  }
  return index;
}

import {assertNumber, assertString} from '../../util/assert';

import {COMMENT_MARKER, ELEMENT_MARKER, getInstructionFromI18nMutateOpCode, getParameterFromI18nMutateOpCode, getRefFromI18nMutateOpCode, I18nMutateOpCode, I18nMutateOpCodes, I18nUpdateOpCode, I18nUpdateOpCodes} from '../interfaces/i18n';

/**
 * Converts `I18nUpdateOpCodes` array into a human-readable format.
 *
 * This function is attached to the `I18nUpdateOpCodes.debug` property if `ngDevMode` is
 * enabled. * This function provides a human-readable view of the opcodes. This is useful when debugging the
 * application as well as writing more readable tests.
 *
 * @param this `I18nUpdateOpCodes` if attached as a
 * method.
 * @param opcodes `I18nUpdateOpCodes` if invoked as a function.
 * @return function
 */
function i18nUpdateOpCodesToString(opcodes: I18nUpdateOpCodes): string[] {
  const parser = new OpCodeParser(opcodes || (Array.isArray(this) ? this : []));
  let lines: string[] = [];

  function consumeOpCode(value: number): string {
    const ref = value >>> I18nUpdateOpCode.SHIFT_REF;
    const opCode = value & I18nUpdateOpCode.MASK_OPCODE;
    switch (opCode) {
      case
I18nUpdateOpCode.Text
  return `((View[${ref}] as Text).textContent = ${value});`;
}

I18nUpdateOpCode.Attr
  const attrName = parser.consumeString();
  const sanitizationFn = parser.consumeFunction();
  const value = sanitizationFn ? '${sanitizationFn}(${value})' : '${value}';
  return `((View[${ref}] as Element).setAttribute('${attrName}', ${value})');`;
}

I18nUpdateOpCode.IcuSwitch
  return `icuSwitchCase((View[${ref}] as Comment, ${parser.consumeNumber()})`;

I18nUpdateOpCode.IcuUpdate
  return `icuUpdateCase((View[${ref}] as Comment, ${parser.consumeNumber()})`;

throw new Error('unexpected OpCode');
}

while (parser.hasMore()) {
  let mask = parser.consumeNumber();
  let size = parser.consumeNumber();
  const end = parser.i + size;
  const statements: string[] = [];
  let statement = '';
  while (parser.i < end) {
    let value = parser.consumeNumberStringOrMarker();
    if (value === COMMENT_MARKER) {
      const text = parser.consumeString();
      lastRef = parser.consumeNumber();
      lines.push(`lView[${lastRef}] = document.createComment("${text}")`);
    } else if (value === ELEMENT_MARKER) {
      const text = parser.consumeString();
      lastRef = parser.consumeNumber();
      lines.push(`lView[${lastRef}] = document.createElement("${text}")`);
    } else if (typeof value === 'string') {
      lastRef = parser.consumeNumber();
      lines.push(`lView[${lastRef}] = document.createTextNode("${value}")`);
    } else if (typeof value === 'number') {
      const line = consumeOpCode(value);
      line && lines.push(line);
    } else {
      throw new Error('Unexpected value');
    }
  }

  return lines;
}

/**
 * Converts `I18nMutateOpCodes` array into a human readable format.
 *
 * This function is attached to the `I18nMutateOpCodes.debug` if `ngDevMode` is enabled. This function provides a human readable view of the opcodes. This is useful when debugging the application as well as writing more readable tests.
 * * @param this `I18nMutateOpCodes` if attached as a method.
 * * @param opcodes `I18nMutateOpCodes` if invoked as a function.
 */
export function i18nMutateOpCodesToString(
    this: I18nMutateOpCodes|void, opcodes?: I18nMutateOpCodes): string[] {
  const parser = new OpCodeParser(opcodes || (Array.isArray(this) ? this : []));

  let lines: string[] = [];

  function consumeOpCode(opCode: number): string {
    const parent = getParentFromI18nMutateOpCode(opCode);
    const ref = getRefFromI18nMutateOpCode(opCode);
    switch (getInstructionFromI18nMutateOpCode(opCode)) {
      case I18nMutateOpCode.Select:
        lastRef = ref;
        return '';
      case I18nMutateOpCode.AppendChild:
        return `(lView[${parent}] as Element).appendChild(lView[${lastRef}])`;
      case I18nMutateOpCode.Remove:
        return `(lView[${parent}] as Element).remove(lView[${ref}])`;
      case I18nMutateOpCode.Attr:
        return `(lView[${ref}] as Element).setAttribute("${parser.consumeString()}", "${parser.consumeString()}")`;
      case I18nMutateOpCode.ElementEnd:
        return `setPreviousOrParentTNode(tView.data[${ref}] as TNode)`;
      case I18nMutateOpCode.RemoveNestedIcu:
        return `removeNestedICU(${ref})`;
    }
    throw new Error('Unexpected OpCode');
  }

  let lastRef = -1;
  while (parser.hasMore()) {
    let value = parser.consumeNumberStringOrMarker();
    if (value === COMMENT_MARKER) {
      const text = parser.consumeString();
      lastRef = parser.consumeNumber();
      lines.push(`lView[${lastRef}] = document.createComment("${text}")`);
    } else if (value === ELEMENT_MARKER) {
      const text = parser.consumeString();
      lastRef = parser.consumeNumber();
      lines.push(`lView[${lastRef}] = document.createElement("${text}")`);
    } else if (typeof value === 'string') {
      lastRef = parser.consumeNumber();
      lines.push(`lView[${lastRef}] = document.createTextNode("${value}")`);
    } else if (typeof value === 'number') {
      const line = consumeOpCode(value);
      line && lines.push(line);
    } else {
      throw new Error('Unexpected value');
    }
  }

  return lines;
}

class OpCodeParser {
  i: number = 0;
  codes: any[];

  constructor(codes: any[]) {
    this.codes = codes;
  }

  hasMore() {
    return this.i < this.codes.length;
  }

  consumeNumber(): number {
    let value = this.codes[this.i++];
    assertNumber(value, 'expecting number in OpCode');
    return value;
  }

  consumeString(): string {
    let value = this.codes[this.i++];
    return value;
  }

  consumeFunction(): Function|null {
    let value = this.codes[this.i++];
    if (value === null || typeof value === 'function') {
      return value;
    }
    throw new Error('expecting function in OpCode');
  }

  consumeNumberOrString(): number|string {
    let value = this.codes[this.i++];
    if (typeof value === 'string') {
      return value;
    }
    assertNumber(value, 'expecting number or string in OpCode');
    return value;
  }

  consumeNumberStringOrMarker(): number|string|COMMENT_MARKER|ELEMENT_MARKER {
    let value = this.codes[this.i++];
    if (typeof value === 'string') {
      return value;
    }
    assertNumber(value, 'expecting number or string in OpCode');
    return value;
  }
}
value === 'string' || typeof value === 'number' || value == COMMENT_MARKER ||\n
value ==
ELEMENT_MARKER) {\n
return value;\n }\n assertNumber(value, 'expecting number, string,
COMMENT_MARKER or ELEMENT_MARKER in OpCode');\n return value;\n }\n}\n","/**\n * @license\n *
Copyright Google LLC 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 */\nimport '../../util/ng_dev_mode';\nimport
'../../util/ng_i18n_closure_mode';\n\nimport {getTemplateContent, SRCSET_ATTRS, URI_ATTRS,
VALID_ATTRS, VALID_ELEMENTS} from '../../sanitization/html_sanitizer';\nimport {getInertBodyHelper} from
'../../sanitization/inert_body';\nimport {_sanitizeUrl, sanitizeSrcset} from '../../sanitization/url_sanitizer';\nimport
{addAllToArray} from '../../util/array_utils';\nimport {assertEqual} from '../../util/assert';\nimport {allocExpando,
elementAttributeInternal, setInputsForProperty, setNgReflectProperties} from '../instructions/shared';\nimport
{getDocument} from '../interfaces/document';\nimport {COMMENT_MARKER, ELEMENT_MARKER,
I18nMutateOpCode, I18nMutateOpCodes, I18nUpdateOpCode, I18nUpdateOpCodes, IcuCase, IcuExpression,
IcuType, TI18n, TIcu} from '../interfaces/i18n';\nimport {TNodeType} from '../interfaces/node';\nimport
{RComment, RElement} from '../interfaces/renderer';\nimport {SanitizerFn} from '../interfaces/sanitization';\nimport
{HEADER_OFFSET, LView, T_HOST, TView} from '../interfaces/view';\nimport {getIsParent,
getPreviousOrParentTNode} from '../state';\nimport {attachDebugGetter} from '../util/debug_utils';\nimport
{getNativeByIndex, getTNode} from '../util/view_utils';\n\nimport {i18nMutateOpCodesToString,
i18nUpdateOpCodesToString} from './i18n_debug';\n\n\n\nconst BINDING_REGEXP = /(\\d+):?\\d*/gi;\nconst
ICU_REGEXP = /({\\s*\\d+:?\\d*\\s*,\\s*\\S{6}\\s*,[\\s\\S]*})/gi;\nconst NESTED_ICU = /(\\d+)/;\nconst
ICU_BLOCK_REGEXP = /^\\s*(\\d+:?\\d*)\\s*,\\s*(select|plural)\\s*,/;\n\n\n// Count for the number of vars that
will be allocated for each i18n block.\n// It is global because this is used in multiple functions that include loops and
recursive calls.\n// This is reset to 0 when `i18nStartFirstPass` is called.\nlet i18nVarsCount: number;\n\nconst
parentIndexStack: number[] = [];\n\nconst MARKER = ``;\nconst SUBTEMPLATE_REGEXP =
/\\/?\\*(\\d+:\\d+)/gi;\nconst PH_REGEXP = /(\\/?[#*!]\\d+):?\\d*/gi;\nconst enum TagType {\n ELEMENT = '#',\n
TEMPLATE = '*',\n PROJECTION = '!',\n}\n\n/**\n * Angular Dart introduced &ngsp; as a placeholder for nonremovable space, see:\n * https://github.com/dartlang/angular/blob/0bb611387d29d65b5af7f9d2515ab571fd3fbee4/_tests/test/compiler/preserve_whitespace_test.dart
#L25-L32\n * In Angular Dart &ngsp; is converted to the 0xE500 PUA (Private Use Areas) unicode character\n *
and later on replaced by a space. We are re-implementing the same idea here, since translations\n * might contain
this special character.\n */\nconst NGSP_UNICODE_REGEXP = /\\uE500/g;\nfunction replaceNgsp(value: string):
string {\n return value.replace(NGSP_UNICODE_REGEXP, ' ');\n}\n\n\n/**\n * See `i18nStart` above.\n
*/\nexport function i18nStartFirstPass(\n lView: LView, tView: TView, index: number, message: string,
subTemplateIndex?: number) {\n const startIndex = tView.blueprint.length - HEADER_OFFSET;\n
i18nVarsCount = 0;\n const previousOrParentTNode = getPreviousOrParentTNode();\n const parentTNode =\n
getIsParent() ? previousOrParentTNode : previousOrParentTNode && previousOrParentTNode.parent;\n let
parentIndex =\n
parentTNode && parentTNode !== lView[T_HOST] ? parentTNode.index HEADER_OFFSET : index;\n let parentIndexPointer = 0;\n parentIndexStack[parentIndexPointer] =
parentIndex;\n const createOpCodes: I18nMutateOpCodes = [];\n if (ngDevMode) {\n
attachDebugGetter(createOpCodes, i18nMutateOpCodesToString);\n }\n // If the previous node wasn't the direct
parent then we have a translation without top level\n // element and we need to keep a reference of the previous
element if there is one. We should also\n // keep track whether an element was a parent node or not, so that the logic
that consumes\n // the generated `I18nMutateOpCode`s can leverage this information to properly set TNode state\n
// (whether it's a parent or sibling).\n if (index > 0 && previousOrParentTNode !== parentTNode) {\n let
previousTNodeIndex = previousOrParentTNode.index - HEADER_OFFSET;\n // If current TNode is a sibling
node, encode it using a negative index. This information is\n // required when the `Select` action is processed (see
the `readCreateOpCodes` function).\n if (!getIsParent()) {\n
previousTNodeIndex = ~previousTNodeIndex;\n
}\n // Create an OpCode to select the previous TNode\n createOpCodes.push(previousTNodeIndex <<

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const icuExpressions: TIcu[] = [];
if (message === '' && isRootTemplateMessage(subTemplateIndex)) {
  // If top level translation is an empty string, do not invoke additional processing
  // and just create op codes for empty text node instead.
  createOpCodes.push(message, allocNodeIndex(startIndex), parentIndex << I18nMutateOpCode.SHIFT_PARENT | I18nMutateOpCode.AppendChild);
} else {
  const templateTranslation = getTranslationForTemplate(message, subTemplateIndex);
  const msgParts = replaceNspt(translateString(message, templateTranslation)).split(PH_REGEXP);
  if (let value = msgParts[i];) {
    // Odd indexes are placeholders (elements and sub-templates)
    if (value.charAt(0) === '/') {
      // It is a closing tag
      if (value.charAt(1) === TagType.ELEMENT) {
        const phIndex = parseInt(value.substr(2), 10);
        parentIndex = parentIndexStack[--parentIndexPointer];
        createOpCodes.push(phIndex << I18nMutateOpCode.SHIFT_REF | I18nMutateOpCode.ElementEnd);
      }
    } else {
      const phIndex = parseInt(value.substr(1), 10);
      const isElement = value.charAt(0) === TagType.ELEMENT;
      // The value represents a placeholder that we move to the designated index.
      // Note: positive indicies indicate that a TNode with a given index should also be marked
      // as parent while executing `Select` instruction.
      if (isElement) {
        parentIndexStack[++parentIndexPointer] = parentIndex = phIndex;
      }
    }
  }
}

if (i18nVarsCount > 0) {
  allocExpando(tView, lView, i18nVarsCount);
}

// NOTE: local var needed to properly assert the type of `TI18n`.
const tI18n: TI18n = {
  vars: i18nVarsCount,
  create: createOpCodes,
  update: updateOpCodes,
  icus: icuExpressions.length ? icuExpressions : null,
};

tView.data[index + HEADER_OFFSET] = tI18n;
HEADER_OFFSET:

const updateOpCodes: I18nUpdateOpCodes = [];
if (ngDevMode) {
  const attrName = values[i];
  const message = values[i + 1];
  const parts = message.split(ICU_REGEXP);
  for (let j = 0; j < parts.length; j++) {
    const partValue = parts[j];
    if (j & 1) {
      // Odd indexes are ICU expressions
      throw new Error('ICU expressions are not yet supported in attributes');
    } else if (value !== '') {
      // Even indexes are text (including bindings)
      const hasBinding = !!value.match(BINDING_REGEXP);
      if (hasBinding) {
        if (tView.firstCreatePass && tView.data[index + HEADER_OFFSET] === null) {
          addAllToArray(generateBindingUpdateOpCodes(value, previousElementIndex, attrName), updateOpCodes);
        }
      } else {
        const tNode = getTNode(tView, previousElementIndex); // Set attributes for Elements only, for other types (like ElementContainer), only set inputs below
        if (tNode.type === TNodeType.Element) {
          elementAttributeInternal(tNode, lView, attrName, value, null, null);
        }
      }
    }
  }
}

/**
 * Generate the OpCodes to update the bindings of a string.
 *
 * @param str The string containing the bindings.
 * @param destinationNode Index of the destination node which will receive the binding.
 * @param attrName Name of the attribute, if the string belongs to an attribute.
 * @param sanitizeFn Sanitization function used to sanitize the string after update, if necessary.
 */
export function generateBindingUpdateOpCodes(str: string, destinationNode: number, attrName?: string, sanitizeFn: SanitizerFn|null = null): I18nUpdateOpCodes {
  const updateOpCodes: I18nUpdateOpCodes = [null, null];  // Alloc space for mask and size
  if (ngDevMode) {
    // Check that if a directive is input then const dataValue = tNode.inputs royalties for binding
    // & tNode.inputs[attrName];
    if (dataValue) {
      setInputsForProperty(tView, lView, dataValue, attrName, value, null, null);
    }
  }
}

/**
 * Get the binding mask.
 */
export function getBindingMask(icuExpression: IcuExpression, mask = 0): number {
  mask = mask | toMaskBit(icuExpression.mainBinding);
  let match;
  for (let i = 0; i < icuExpression.values.length; i++) {
    const valueArr = icuExpression.values[i];
    for (let j = 0; j < valueArr.length; j++) {
      const value = valueArr[j];
      if (typeof value === 'string') {
        while (match = BINDING_REGEXP.exec(value)) {
          mask = mask | toMaskBit(parseInt(match[1], 10));
        }
      } else {
        mask = getBindingMask(value as IcuExpression, mask);
      }
    }
  }
  return mask;
}

/**
 * Remove everything inside the sub-templates of a message.
 */
function removeInnerTemplateTranslation(message: string): string {
  const match = SUBTEMPLATE_REGEXP.exec(message);
  const mask = mask | toMaskBit(BINDING_REGEXP.match(1), 10);
  return message.replace(SUBTEMPLATE_REGEXP, match || '');
}

/**
 * Convert binding index to mask bit.
 */
function toMaskBit(bindingIndex: number): number {
  return 1 << Math.min(bindingIndex, 31);
}

export function isRootTemplateMessage(subTemplateIndex: number|undefined): subTemplateIndex is undefined {
  return subTemplateIndex === undefined;
}

function allocNodeIndex(startIndex: number): number {
  return startIndex + i18nVarsCount++;
}

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```javascript

if (!inTemplate) {
  res += message.substring(index, match.index + match[0].length);
  tagMatched = match[1];
  inTemplate = true;
} else {
  if (match[0] !== `\$\{MARKER\}\*/\$\{tagMatched\}\$\{MARKER\}`) {
    res += message.substring(index, match.index + match[0].length);
    tagMatched = match[1];
    inTemplate = true;
  } else {
    if (match[0] === `<!--$\{icuIndex\}>--`) {
      index = match.index;
      inTemplate = false;
    }
  }
}

ngDevMode &&
assertEqual(
  inTemplate, false,
  `Tag mismatch: unable to find the end of the sub-template in the translation \"$\{message\}\"`);

res += message.substr(index);
return res;
}

/**
 * Extracts a part of a message and removes the rest.
 * This method is used for extracting a part of the message associated with a template. A translated
 * message can span multiple templates.
 * @param message The message to crop
 * @param subTemplateIndex Index of the sub-template to extract. If undefined it returns the
 * external template and removes all sub-templates.
 * @returns {string} The cropped message.
 */
export function getTranslationForTemplate(message: string, subTemplateIndex?: number) {
  if (isRootTemplateMessage(subTemplateIndex)) {
    // We want the root
    return removeInnerTemplateTranslation(message);
  } else {
    // We want a specific sub-template
    const start = message.indexOf(`:${subTemplateIndex}/*`); + 2 + subTemplateIndex.toString().length;
    const end = message.search(new RegExp(`\*/\d+:${subTemplateIndex}/*`));
    return removeInnerTemplateTranslation(message.substring(start, end));
}

/**
 * Generates OpCodes for ICU expressions.
 * @param tIcus
 * @param icuExpression
 * @param startIndex
 * @param expandoStartIndex
 */
export function icuStart(tIcus: TIcu[], icuExpression: IcuExpression, startIndex: number, expandoStartIndex: number): void {
  const createCodes: I18nMutateOpCodes[] = [];
  const removeCodes: I18nMutateOpCodes[] = [];
  const updateCodes: I18nUpdateOpCodes[] = [];
  const vars = [];
  const childIcus: number[][] = [];
  const values = icuExpression.values;
  for (let i = 0; i < values.length; i++) {
    // Each value is an array of ICU expressions & other ICU expressions
    const const values = icuExpression.values;
    for (let j = 0; j < values.length; j++) {
      // If typeof value
      const icuIndex = nestedIcus.push(value as IcuExpression) - 1;
      // It is an nested ICU expression
      const icuCase: IcuCase = parseIcuCase(valueArr.join(''), startIndex, nestedIcus, tIcus, expandoStartIndex);
      createCodes.push(icuCase.create);
      removeCodes.push(icuCase.remove);
      updateCodes.push(icuCase.update);
      const childIcus: IcuCase[] = icuCase.childIcus;
      for (let l = 0; l < childIcus.length; l++) {
        childIcus[l].createCodes.push(icuCase.create);
        childIcus[l].removeCodes.push(icuCase.remove);
        childIcus[l].updateCodes.push(icuCase.update);
        childIcus[l].vars.push(icuCase.vars);
        currentCaseLViewIndex += HEADER_OFFSET + 1,
        // The first item stored is the `<!--ICU #-->` anchor so skip it
        childIcus[l].cases: icuExpression.cases, childIcus[l].create: createICUCases, childIcus[l].remove: removeICUCodes, childIcus[l].update: updateICUCodes; for (let m = 0; m < childIcus[l].vars.length; m++) {
          // Adding the maximum possible of vars needed (based on the cases with the most vars)
          const maxVars = Math.max(...childIcus[l].vars.length);
          const vars = Math.max(maxVars.length);
          const string: string = icuExpression(values);[i] = i
          const valueArr = values[i];
          const const values = icuExpression.values;
          for (let l = 0; l < valueArr.length; l++) {
            const const value = valueArr[j];
          } if (typeof
caseExpression !== 'string') {
            // It is an nested ICU expression
            var const icuIndex = nestedIcus.push(valueArr.join(''), startIndex, nestedIcus, tIcus, expandoStartIndex);
            createICUCodes.push(icuCase.create);
            removeICUCodes.push(icuCase.remove);
            updateICUCodes.push(icuCase.update);
            for (let l = 0; l < childIcus[l].vars.length; l++) {
              childIcus[l].createICUCodes.push(icuCase.create);
              childIcus[l].removeICUCodes.push(icuCase.remove);
              childIcus[l].updateICUCodes.push(icuCase.update);
            }
          }
          // The first item stored is the `<!--ICU #-->` anchor so skip it
          childIcus[l].cases: icuExpression.cases, childIcus[l].create: createICUCases, childIcus[l].remove: removeICUCodes, childIcus[l].update: updateICUCodes; for (let m = 0; m < childIcus[l].vars.length; m++) {
            // Adding the maximum possible of vars needed (based on the cases with the most vars)
            const maxVars = Math.max(...childIcus[l].vars.length);
            const vars = Math.max(maxVars.length);
          } if (typeof
            // It is an nested ICU expression
            var const icuIndex = nestedIcus.push(valueArr.join(''), startIndex, nestedIcus, tIcus, expandoStartIndex);
            createICUCodes.push(icuCase.create);
            removeICUCodes.push(icuCase.remove);
            updateICUCodes.push(icuCase.update);
            for (let l = 0; l < childIcus[l].vars.length; l++) {
              childIcus[l].createICUCodes.push(icuCase.create);
              childIcus[l].removeICUCodes.push(icuCase.remove);
              childIcus[l].updateICUCodes.push(icuCase.update);
            }
          }
        }
      }
    }
  }
}

```
@param tIcus\n * @param expandoStartIndex\n */\nfunction parseIcuCase(\n unsafeHtml: string, parentIndex:
number, nestedIcus: IcuExpression[], tIcus: TIcu[],\n expandoStartIndex: number): IcuCase {\n const
inertBodyHelper = getInertBodyHelper(getDocument());\n const inertBodyElement =
inertBodyHelper.getInertBodyElement(unsafeHtml);\n if (!inertBodyElement) {\n throw new Error('Unable to
generate inert body element');\n }\n const wrapper = getTemplateContent(inertBodyElement!) as Element ||
inertBodyElement;\n const opCodes: IcuCase = {\n vars: 1, // allocate space for `TIcu.currentCaseLViewIndex`\n
childIcus: [],\n create: [],\n remove: [],\n update: []\n };\n if (ngDevMode) {\n
attachDebugGetter(opCodes.create, i18nMutateOpCodesToString);\n attachDebugGetter(opCodes.remove,
i18nMutateOpCodesToString);\n attachDebugGetter(opCodes.update, i18nUpdateOpCodesToString);\n }\n
parseNodes(wrapper.firstChild, opCodes, parentIndex, nestedIcus, tIcus, expandoStartIndex);\n return
opCodes;\n}\n\n/**\n * Breaks pattern into strings and top level {...} blocks.\n * Can be used to break a message
into text and ICU expressions, or to break an ICU expression into\n * keys and cases.\n * Original code from closure
library, modified for Angular.\n *\n * @param pattern (sub)Pattern to be broken.\n *\n */\nfunction
extractParts(pattern: string): (string|IcuExpression)[] {\n if (!pattern) {\n return [];\n }\n\n let prevPos = 0;\n
const braceStack = [];\n const results: (string|IcuExpression)[] = [];\n const braces = /[{}]/g;\n // lastIndex doesn't
get set to 0 so we have to.\n braces.lastIndex = 0;\n\n let match;\n while (match = braces.exec(pattern)) {\n const
pos = match.index;\n if (match[0] == '}') {\n
braceStack.pop();\n\n
if (braceStack.length == 0) {\n
//
End of the block.\n
const block = pattern.substring(prevPos, pos);\n
if
(ICU_BLOCK_REGEXP.test(block)) {\n
results.push(parseICUBlock(block));\n
} else {\n
results.push(block);\n
}\n\n
prevPos = pos + 1;\n
}\n } else {\n
if (braceStack.length == 0) {\n
const substring = pattern.substring(prevPos, pos);\n
results.push(substring);\n
prevPos = pos + 1;\n
}\n
braceStack.push('{');\n }\n }\n\n const substring = pattern.substring(prevPos);\n results.push(substring);\n
return results;\n}\n\n\n/**\n * Parses a node, its children and its siblings, and generates the mutate & update
OpCodes.\n *\n * @param currentNode The first node to parse\n * @param icuCase The data for the ICU
expression case that contains those nodes\n * @param parentIndex Index of the current node's parent\n * @param
nestedIcus Data for the nested ICU expressions that this case contains\n * @param tIcus Data for all ICU
expressions of the current message\n * @param expandoStartIndex Expando start index for the current ICU
expression\n */\nexport function parseNodes(\n currentNode: Node|null, icuCase: IcuCase, parentIndex: number,
nestedIcus: IcuExpression[],\n tIcus: TIcu[], expandoStartIndex: number) {\n if (currentNode) {\n const
nestedIcusToCreate: [IcuExpression, number][] = [];\n while (currentNode) {\n
const nextNode: Node|null =
currentNode.nextSibling;\n
const newIndex = expandoStartIndex + ++icuCase.vars;\n
switch
(currentNode.nodeType) {\n
case Node.ELEMENT_NODE:\n
const element = currentNode as Element;\n
const tagName = element.tagName.toLowerCase();\n
if
(!VALID_ELEMENTS.hasOwnProperty(tagName)) {\n
// This isn't a valid element, we won't create an
element for it\n
icuCase.vars--;\n
} else {\n
icuCase.create.push(\n
ELEMENT_MARKER, tagName, newIndex,\n
parentIndex << I18nMutateOpCode.SHIFT_PARENT |
I18nMutateOpCode.AppendChild);\n
const elAttrs = element.attributes;\n
for (let i = 0; i <
elAttrs.length; i++) {\n
const attr = elAttrs.item(i)!;\n
const lowerAttrName =
attr.name.toLowerCase();\n
const hasBinding = !!attr.value.match(BINDING_REGEXP);\n
// we
assume the input string is safe, unless it's using a binding\n
if (hasBinding) {\n
if
(VALID_ATTRS.hasOwnProperty(lowerAttrName)) {\n
if (URI_ATTRS[lowerAttrName]) {\n
addAllToArray(\n
generateBindingUpdateOpCodes(attr.value, newIndex, attr.name, _sanitizeUrl),\n
icuCase.update);\n
} else if (SRCSET_ATTRS[lowerAttrName]) {\n
addAllToArray(\n
generateBindingUpdateOpCodes(\n
attr.value, newIndex,
attr.name, sanitizeSrcset),\n
icuCase.update);\n
} else {\n
addAllToArray(\n
generateBindingUpdateOpCodes(attr.value, newIndex, attr.name),\n
icuCase.update);\n
}\n
} else {\n
ngDevMode &&\n
console.warn(`WARNING: ignoring unsafe
attribute value ${\n
lowerAttrName} on element ${tagName} (see http://g.co/ng/security#xss)`);\n

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```javascript

  icuCase, newIndex, nestedIcucs, tIcus, expandoStartIndex); // Remove the parent node after the children
  icuCase.remove.push(newIndex << 118nMutateOpCode.SHIFT_REF | 118nMutateOpCode.Remove); } break;

  const hasBinding = value.match(BINDING_REGEXP);
  if (hasBinding) {
    addIcuBindingUpdateOpCodes(value, newIndex, icuCase.update);
  } else {
    icuCase.create.push(hasBinding ? value : '', newIndex,
      parentIndex << I18nMutateOpCode.SHIFT_PARENT | I18nMutateOpCode.AppendChild);
    icuCase.remove.push(newIndex << I18nMutateOpCode.SHIFT_REF | I18nMutateOpCode.Remove);
  } break;

  if (hasBinding) {
    const nestedIcuIndex = parseInt(match[1], 10);
    const newLocal = ngDevMode ? `nested ICU ${nestedIcuIndex}` : '';
    icuCase.create.push(COMMENT_MARKER, newLocal, newIndex,
      parentIndex << I18nMutateOpCode.SHIFT_PARENT | I18nMutateOpCode.AppendChild);
    const nestedIcu = nestedIcucs[nestedIcuIndex];
    nestedIcusToCreate.push([nestedIcu, newIndex]);
  } else {
    // We do not handle any other type of comment
  } break;

  for (let i = 0; i < nestedIcusToCreate.length; i++) {
    const nestedIcu = nestedIcucsToCreate[i][0];
    const nestedIcuNodeIndex = nestedIcucsToCreate[i][1];
    icuStart(tIcus, nestedIcu, nestedIcuNodeIndex,
      expandoStartIndex + icuCase.vars);
    const nestTIcuIndex = tIcus.length - 1;
    icuCase.vars += Math.max(...tIcus[nestTIcuIndex].vars);
    icuCase.childIcus.push(nestTIcuIndex);
    const mask = getBindingMask(nestedIcu);
    icuCase.update.push(toMaskBit(nestedIcu.mainBinding),  // mask of the main binding
      3, // skip 3 opCodes if not changed
      -1 - nestedIcu.mainBinding,
      nestedIcuNodeIndex << I18nUpdateOpCode.SHIFT_REF | I18nUpdateOpCode.IcuSwitch,
      // FIXME(misko): Index should be part of the opcode
      nestTIcuIndex,
      mask,  // mask of all the bindings of this ICU expression
      2,     // skip 2 opCodes if not changed
      nestedIcuNodeIndex << I18nUpdateOpCode.SHIFT_REF | I18nUpdateOpCode.IcuUpdate,
      nestTIcuIndex);
    icuCase.remove.push(nestTIcuIndex << I18nMutateOpCode.SHIFT_REF | I18nMutateOpCode.Remove,
      // FIXME(misko): Index should be part of the opcode
      nestedIcuNodeIndex << I18nMutateOpCode.SHIFT_REF | I18nMutateOpCode.Remove);
  }
```
translation string for post processing

@returns Transformed string that can be consumed by i18nStart instruction

@codeGenApi
export function i18nPostprocess(message: string, replacements: {[key: string]: (string|string[])} = {}): string {
  /**
   * Step 1: resolve all multi-value placeholders like \[#5|\#1:1|\#4:1\]
   * Note: due to the way we process nested templates (BFS), multi-value
   * placeholders are typically
   * grouped by templates, for example:
   * \[#5|\#6|\#1:3|\#2:2\] where \#5 and \#6 belong to root
   * template, \#1:1 belong to nested template with index 1 and
   * \#1:2 - nested template with index 3. However in real templates the order might be different: i.e. \#1:1 and/or
   * \#3:2 may go in front of \#6. The post processing step restores the right order by keeping track of the
   * template id stack and looks for placeholders that belong to the currently active template.
   */
  let result = message;
  if (PP_MULTI_VALUE_PLACEHOLDERS_REGEXP.test(message)) {
    const matches: {[key: string]: PostprocessPlaceholder[]} = {};
    const templateIdsStack: number[] = [ROOT_TEMPLATE_ID];

    result = result.replace(PP_PLACEHOLDERS_REGEXP, (m: any, phs: string, tmpl: string): string => {
      const content = phs || tmpl;
      const placeholders: PostprocessPlaceholder[] = matches[content] || [];
      if (!placeholders.length) {
        content.split('|').forEach((placeholder: string) => {
          const match = placeholder.match(PP_TEMPLATE_ID_REGEXP);
          const templateId = match ? parseInt(match[1], 10) : ROOT_TEMPLATE_ID;
          const isCloseTemplateTag = PP_CLOSE_TEMPLATE_REGEXP.test(placeholder);
          placeholders.push([templateId, isCloseTemplateTag, placeholder]);
        });
        matches[content] = placeholders;
      }

      if (!placeholders.length) {
        throw new Error(`i18n postprocess: unmatched placeholder - ${content}`);
      }

      const currentTemplateId = templateIdsStack[templateIdsStack.length - 1];
      let idx = 0;
      // find placeholder index that matches current template id
      for (let i = 0; i < placeholders.length; i++) {
        if (placeholders[i][0] === currentTemplateId) {
          idx = i;
          break;
        }
      }
      // update template id stack based on the current tag extracted
      if (placeholders.length) {
        const content = placeholders[content].split('|').forEach((placeholder: string) => {
          if (placeholder.match(PP_PLACEHOLDERS_REGEXP)) {
            const [templateId, isCloseTemplateTag] = placeholders[content][idx];
            if (isCloseTemplateTag) {
              templateIdsStack.pop();
            } else if (currentTemplateId !== templateId) {
              templateIdsStack.push(templateId);
            }
            // remove processed tag from the list
            placeholders.splice(idx, 1);
            return placeholder;
          }
        })
        // return current result if no replacements specified
        if (!Object.keys(replacements).length) {
          return result;
        }
      }

      /**
       * Step 2: replace all ICU vars (like "VAR_PLURAL")
       */
      result = result.replace(PP_ICU_VARS_REGEXP, (match, start, key, _type, _idx, end): string => {
        return replacements.hasOwnProperty(key) ? `${start}${replacements[key]}${end}` : match;
      });

      /**
       * Step 3: replace all placeholders used inside ICUs in a form of {PLACEHOLDER}
       */
      result = result.replace(PP_ICU_PLACEHOLDERS_REGEXP, (match, key): string => {
        return replacements.hasOwnProperty(key) ? replacements[key] as string : match;
      });

      /**
       * Step 4: replace all ICU references with corresponding values (like ICU_EXP_ICU_1) in case
       * multiple ICUs have the same placeholder name
       */
      result = result.replace(PP_ICUS_REGEXP, (match, key): string => {
        if (replacements.hasOwnProperty(key)) {
          const list = replacements[key] as string[];
          if (!list.length) {
            throw new Error(`i18n postprocess: unmatched ICU - \${match} with key: \${key}`);
          }
          return list.shift() as string;
        }
        return match;
      });

      return result;
    });
  }

  return result;
}

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*/

import '../../util/ng_dev_mode';
import '../../util/ng_i18n_closure_mode';
import {assertDefined} from '../../util/assert';
import {bindingUpdated} from '../bindings';
import {applyI18n, i18nEndFirstPass, pushI18nIndex, setMaskBit} from '../i18n/i18n_apply';
import {i18nAttributesFirstPass, i18nStartFirstPass} from '../i18n/i18n_parse';
import {i18nPostprocess} from '../i18n/i18n_postprocess';
import {HEADER_OFFSET} from '../interfaces/view';
import {getLView, getTView, nextBindingIndex} from '../state';

import {setDelayProjection} from './all';
interpolated into. The placeholder \texttt{`index`} points to the expression binding index. An optional \texttt{`block`} that matches the sub-template in which it was declared.\texttt{`index`}: \texttt{#`index`}: \texttt{expression binding index}\texttt{[{block}]}: \texttt{sub-template index}:
\*Element Placeholder*: Marks the beginning\texttt{`index`}: \texttt{beginning of DOM element that were embedded in the original translation block. The placeholder\texttt{`index`}: \texttt{element index in the template instructions set}:
\*Projection Placeholder*: Marks the beginning\texttt{`index`}: \texttt{beginning and end of <ng-content> that was embedded in the original translation block}:
\*Element Placeholder*: Marks the beginning\texttt{`index`}: \texttt{element index in the template instructions set}:
\*Projection Placeholder*: Marks the beginning\texttt{`index`}: \texttt{beginning of DOM element that were embedded in the original translation block. The placeholder\texttt{`index`}: \texttt{element index in the template instructions set}:
\*Projection Placeholder*: Marks the beginning\texttt{`index`}: \texttt{beginning of DOM element that were embedded in the original translation block. The placeholder\texttt{`index`}: \texttt{element index in the template instructions set}:
\*Element Placeholder*: Marks the beginning\texttt{`index`}: \texttt{element index in the template instructions set}:
\*Projection Placeholder*: Marks the beginning\texttt{`index`}: \texttt{beginning of DOM element that were embedded in the original translation block. The placeholder\texttt{`index`}: \texttt{element index in the template instructions set}:
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\*Projection Placeholder*: Marks the beginning\texttt{`index`}: \texttt{beginning of DOM element that were embedded in the original translation block. The placeholder\texttt{`index`}: \texttt{element index in the template instructions set}:
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\*Projection Placeholder*: Marks the beginning\texttt{`index`}: \texttt{beginning of DOM element that were embedded in the original translation block. The placeholder\texttt{`index`}: \texttt{element index in the template instructions set}:
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\*Projection Placeholder*: Marks the beginning\texttt{`index`}: \texttt{beginning of DOM element that were embedded in the original translation block. The placeholder\texttt{`index`}: \texttt{element index in the template instructions set}:
\*Element Placeholder*: Marks the beginning\texttt{`index`}: \texttt{element index in the template instructions set}:
\*Projection Placeholder*: Marks the beginning\texttt{`index`}: \texttt{beginning of DOM element that were embedded in the original translation block. The placeholder\texttt{`index`}: \texttt{element index in the template instructions set}:
**Source Code**

```javascript
/**
 * Handles message string post-processing for internationalization.
 * @param {string} message - Raw translation string for post processing.
 * If this value is undefined or null, the function will return the unchanged string.
 * @returns {string} Transformed string that can be consumed by i18nStart instruction.
 */
export function i18nPostprocess(message: string): string {
  return i18nPostprocess(message);
}

/**
 * Adds decorator, constructor, and property metadata to a given type via static metadata fields.
 * Calls to `setClassMetadata` can be marked as pure, resulting in the metadata assignments being tree-shaken away during production builds.
 * @param {Type<any>} type - The type to apply metadata to.
 * @param {any[]} decorators - Array of decorators to apply to the type.
 * @param {(() => any[])} ctorParameters - Array of constructor parameters.
 * @param {any} propDecorators - Array of property decorators.
 * @returns {void}
 */
export function setClassMetadata(type: Type<any>, decorators: any[], ctorParameters: (() => any[]), propDecorators: any): void {
  return setClassMetadata(type, decorators, ctorParameters, propDecorators);
}
```

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```
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```
factory.moduleType);

modules.set(id, factory);
}

function assertSameOrNotExisting(id: string, type: Type<any>|null, incoming: Type<any>): void {
  if (type && type !== incoming) {
    throw new Error(
      
      Duplicate module registered for ${id} - ${stringify(type)} vs ${stringify(type.name)}
    });

    return modules.get(id) as NgModuleType;
  }

export function registerNgModuleType(ngModuleType: NgModuleType) {
  if (ngModuleType.mod.id !== null) {
    const id = ngModuleType.mod.id;
    const existing = modules.get(id) as NgModuleType | null;
    assertSameOrNotExisting(id, existing, ngModuleType);
    modules.set(id, ngModuleType);
  }

  let imports = ngModuleType.mod.imports;
  if (imports instanceof Function) {
    imports = imports();
  }
  if (imports) {
    imports.forEach(i => registerNgModuleType(i as NgModuleType));
  }
}

export function clearModulesForTest(): void {
  modules.clear();
}

export function getRegisteredNgModuleType(id: string) {
  return modules.get(id) || autoRegisterModuleById[id];
}

/**
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 */

import {Injector} from '../di/injector';
import {INJECTOR} from '../di/injector_compatibility';
import {InjectFlags} from '../di/interface/injector';
import {createInjectorWithoutInjectorInstances, R3Injector} from '../di/r3_injector';
import {Type} from '../interface/type';
import {ComponentFactoryResolver as viewEngine_ComponentFactoryResolver} from '../linker/component_factory_resolver';
import {InternalNgModuleRef, NgModuleFactory as viewEngine_NgModuleFactory, NgModuleRef as viewEngine_NgModuleRef} from '../linker/ng_module_factory';
import {registerNgModuleType} from '../linker/ng_module_factory_registration';
import {NgModuleDef} from '../metadata/ng_module';
import {assertDefined} from '../util/assert';
import {stringify} from '../util/stringify';

import {ComponentFactoryResolver} from './component_ref';
import {setLocaleId} from './i18n/i18n_locale_id';
import {maybeUnwrapFn} from './util/misc_utils';

export interface NgModuleType<T = any> extends Type<T> {
  mod: NgModuleDef<T>;
}

export class NgModuleRef<T> extends viewEngine_NgModuleRef<T> implements InternalNgModuleRef<T> {
  // tslint:disable-next-line:require-internal-with-underscore
  _bootstrapComponents: Type<any>[] = [];
  // tslint:disable-next-line:require-internal-with-underscore
  _r3Injector: R3Injector;

  constructor(ngModuleType: Type<T>, public _parent: Injector|null) {
    super();
    const ngModuleDef = getNgModuleDef(ngModuleType);
    ngDevMode &&
        assertDefined(
          ngModuleDef,
          `NgModule '${stringify(ngModuleType)}' is not a subtype of 'NgModuleType'.`);

    const ngLocaleIdDef = getNgLocaleIdDef(ngModuleType);
    ngLocaleIdDef && setLocaleId(ngLocaleIdDef);
    this._bootstrapComponents = maybeUnwrapFn(ngModuleDef!.bootstrap);
    this._r3Injector = createInjectorWithoutInjectorInstances(ngModuleType, _parent, {
      [provide: viewEngine_NgModuleRef, useValue: this],
      [provide: viewEngine_ComponentFactoryResolver, useValue: this.componentFactoryResolver]
    });

    ngModuleDef.$$NgModule.$(stringify(ngModuleType)) is not a subtype of 'NgModuleType'.
  }

    this._r3Injector = createInjectorWithoutInjectorInstances(ngModuleType, _parent, {
      [provide: viewEngine_NgModuleRef, useValue: this],
      [provide: viewEngine_ComponentFactoryResolver, useValue: this.componentFactoryResolver]
    });

    stringify(ngModuleType) as R3Injector;

    // We need to resolve the injector types separately from the injector creation, because
    // the module might be trying to use this ref in its constructor for DI which will cause an
    // circular error that will eventually error out, because the injector isn't created yet.
    this._r3Injector._resolveInjectorDefTypes();
    this.instance = this.get(ngModuleType);
  }

  get(token: any, notFoundValue: any = Injector.THROW_IF_NOT_FOUND, injectFlags: InjectFlags = InjectFlags.Default): any {
    if (token === Injector || token === INJECTOR) {
      return this;
    }
    return this._r3Injector.get(token, notFoundValue, injectFlags);
  }

  destroy(): void {
    ngDevMode && assertDefined(this.destroyCbs, 'NgModule already destroyed');
    const
injector = this._r3Injector;  
injector.destroyed && injector.destroy();
this.destroyCbs!.forEach(fn => fn());
this.destroyCbs = null;  
onDestroy(callback: () => void): void {  
  ngDevMode &&
  assertDefined(this.destroyCbs, 'NgModule already destroyed');
  this.destroyCbs!.push(callback);
  }
}

export class NgModuleFactory<T> extends viewEngine_NgModuleFactory<T> {
  constructor(public moduleType: Type<T>) {
    super();

    const ngModuleDef = getNgModuleDef(moduleType);
    if (ngModuleDef !== null) {
      // Register the NgModule with Angular's module registry. The location (and hence timing) of
      // this call is critical to ensure this works correctly (modules get registered when expected)  
      // without bloating bundles (modules are registered when otherwise not referenced).
      // In View Engine, registration occurs in the .ngfactory.js file as a side effect. This has
      // several practical consequences:
      // - If an .ngfactory file is not imported from, the module won't be registered (and can be
      //   tree shaken).
      // - If an .ngfactory file is imported from, the module will be registered even if an instance
      //   is not actually created (via `create` below).
      // - Since an .ngfactory file in View Engine references the .ngfactory files of the
      //   NgModule's imports, it will be registered and retained even if they're otherwise never referenced.
      registerNgModuleType(moduleType as NgModuleType);
    }
  }

  create(parentInjector: Injector|null): viewEngine_NgModuleRef<T> {
    return new NgModuleRef(this.moduleType, parentInjector);
  }
}

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 */

import {assertIndexInRange} from '../util/assert';
import {bindingUpdated, bindingUpdated2, bindingUpdated3, bindingUpdated4, getBinding, updateBinding} from './bindings';
import {LView} from './interfaces/view';
import {getBindingRoot, getLView} from './state';
import {NO_CHANGE} from './tokens';

/**
 * Pure function instructions are given an offset from the binding root. Adding the
 * offset to the binding root gives the first index where the bindings are stored. In component views, the binding
 * root is the bindingStartIndex. In host bindings, the binding root is the expandoStartIndex +
 * any directive instances + any hostVars in directives evaluated before it.
 * See VIEW_DATA.md for more information about
 * host binding resolution.
 * If the value hasn't been saved, calls the pure function to store and return
 * the value. If it has been saved, returns the saved value.
 * @param slotOffset the offset from binding root to the reserved slot
 * @param pureFn Function that returns a value
 * @param thisArg Optional calling context of
 * pureFn
 * @returns value
 *
 * @codeGenApi
 */
export function pureFunction0<T>(slotOffset: number, pureFn: () => T, thisArg?: any): T {
  const bindingIndex = getBindingRoot() + slotOffset;
  const lView = getLView();
  return lView[bindingIndex] === NO_CHANGE ?
      updateBinding(lView, bindingIndex, thisArg ? pureFn.call(thisArg) : pureFn()) :
      getBinding(lView, bindingIndex);
}

/**
 * If the value of any provided exp has changed, calls the pure function to return
 * an updated value. Or if no values
 * have changed, returns the cached value.
 * @param slotOffset the offset from binding root to the reserved slot
 * @param pureFn Function that returns a value
 * @param thisArg Optional calling context of
 * pureFn
 * @param expr Updated expression value
 * @param pureFn0
 * @returns updated value or the cached value
 *
 * @codeGenApi
 */
export function pureFunction1(slotOffset: number, pureFn: () => any, expr: any, thisArg?: any): any {
  return pureFunction1Internal(getLView(), getBindingIndex(), slotOffset, pureFn, expr, thisArg);
}

/**
 * If the value of any provided exp has changed, calls the pure function to return
 * an updated value. Or if no values
 * have changed, returns the cached value.
 * @param slotOffset the offset from binding root to the reserved slot
...
changed, returns cached value.

```javascript
changed, returns cached value.

```
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```javascript
/**
 * If the value of any provided exp has changed, calls the pure function to return an updated value. Or if no values have changed, returns cached value.
 * @param slotOffset the offset from binding root to the reserved slot
 * @param pureFn A pure function that takes binding values and builds an object or array containing those values.
 * @param exps An array of binding values
 * @returns Updated or cached value
 * @codeGenApi
 */
export function pureFunctionV(
    slotOffset: number, pureFn: (...v: any[]) => any, exps: any[], thisArg?: any): any {
  return pureFunctionVInternal(getLView(), getBindingRoot(), slotOffset, pureFn, exps, thisArg);
}

/**
 * Results of a pure function invocation are stored in LView in a dedicated slot that is initialized to NO_CHANGE. In rare situations a pure pipe might throw an exception on the very first invocation and not produce any valid results. In this case LView would keep holding the NO_CHANGE value. The NO_CHANGE is not something that we can use in expressions / bindings thus we convert it to `undefined`.
 */
function getPureFunctionReturnValue(lView: LView, returnValueIndex: number) {
  ngDevMode && assertIndexInRange(lView, returnValueIndex);
  const lastReturnValue = lView[returnValueIndex];
  return lastReturnValue === NO_CHANGE ? undefined : lastReturnValue;
}

/**
 * If the value of any provided exp has changed, calls the pure function to return an updated value. Or if no values have changed, returns cached value.
 * @param lView LView in which the function is being executed.
 * @param bindingRoot Binding root index.
 * @param slotOffset the offset from binding root to the reserved slot
 * @param pureFn Function that returns an updated value
 * @param exp Updated expression value
 * @returns Updated or cached value
 */
export function pureFunction1Internal(
    lView: LView, bindingRoot: number, slotOffset: number, pureFn: (v: any) => any, exp: any,
    thisArg?: any): any {
  const bindingIndex = bindingRoot + slotOffset;
  return bindingUpdated(lView, bindingIndex, exp) ?
      updateBinding(lView, bindingIndex + 1, thisArg ? pureFn.call(thisArg, exp) : pureFn(exp)) :
      getPureFunctionReturnValue(lView, bindingIndex + 1);
}

/**
 * If the value of any provided exp has changed, calls the pure function to return an updated value. Or if no values have changed, returns cached value.
 * @param lView LView in which the function is being executed.
 * @param bindingRoot Binding root index.
 * @param slotOffset the offset from binding root to the reserved slot
 * @param pureFn A pure function that takes binding values and builds an object or array containing those values.
 * @param exps An array of binding values
 * @returns Updated or cached value
 * @codeGenApi
 */
export function pureFunction2Internal(
    lView: LView, bindingRoot: number, slotOffset: number, pureFn: (v1: any, v2: any) => any,
    exp1: any, exp2: any, thisArg?: any): any {
  const bindingIndex = bindingRoot + slotOffset;
  return bindingUpdated2(lView, bindingIndex, exp1, exp2) ?
      updateBinding(lView, bindingIndex + 2, thisArg ? pureFn.call(thisArg, exp1, exp2) : pureFn(exp1, exp2)) :
      getPureFunctionReturnValue(lView, bindingIndex + 2);
}
```
root index.

* @param slotOffset the offset from binding root to the reserved slot

* @param pureFn

* @param exp1

* @param exp2

* @param exp3

* @param thisArg

Optional calling context of pureFn

* @returns

Updated or cached value

* nexport function pureFunction3Internal

* IView: LView, bindingRoot: number, slotOffset: number,


* thisArg: any

* any {n const bindingIndex = bindingRoot + slotOffset;

* return bindingUpdated3(LView, bindingIndex, exp1, exp2, exp3)

* } \n
updateBinding(LView, bindingIndex + 3, thisArg ? pureFn.call(thisArg, exp1, exp2, exp3) : pureFn(exp1, exp2, exp3)) \n
getPureFunctionReturnValue(LView, bindingIndex + 3);\n
*/

export function pureFunction3Internal(

    lView: LView, bindingRoot: number,

    slotOffset: number,

    pureFn: (v1: any, v2: any, v3: any) => any, exp1: any, exp2: any, exp3: any,

    thisArg?: any)

    any {n const bindingIndex = bindingRoot + slotOffset;

    return bindingUpdated3(LView, bindingIndex, exp1, exp2, exp3) \n
    updateBinding(LView, bindingIndex + 3, thisArg ? pureFn.call(thisArg, exp1, exp2, exp3) : pureFn(exp1, exp2, exp3)) \n
    getPureFunctionReturnValue(LView, bindingIndex + 3);\n
*/

/**

* pur...
previousIncludeViewProviders = setIncludeViewProviders(false);
const pipeInstance = pipeFactory();
setInjectImplementation(previousInjectImplementation);
store(tView, getLView(), index, pipeInstance);
return pipeInstance;

/**
 * Searches the pipe registry for a pipe with the given name. If one is found,
 * returns the pipe. Otherwise, an error is thrown because the pipe cannot be
 * resolved.
 *
 * @param name Name of pipe to resolve
 * @returns Matching PipeDef
 */
getPipeDef(name: string, registry: PipeDefList|null): PipeDef<any> {
  if (registry) {
    for (let i = registry.length - 1; i >= 0; i--) {
      const pipeDef = registry[i];
      if (name === pipeDef.name) {
        return pipeDef;
      }
    }
  }
  throw new Error(`The pipe '${name}' could not be found!`);
}

/**
 * Invokes a pipe with 1 argument.
 *
 * This instruction acts as a guard to the `pipeBind1` method invoking the pipe
 * only when an input to the pipe changes.
 *
 * @param index Pipe index where the pipe was stored on creation
 * @param slotOffset the offset in the reserved slot space
 * @param v1 1st argument to the `pipeBind1` method.
 *
 * @codeGenApi
 */
export function pipeBind1(index: number, slotOffset: number, v1: any): any {
  const lView = getLView();
  const pipeInstance = load<PipeTransform>(lView, index);
  return unwrapValue(lView, isPure(lView, index) ?
                      pureFunction1Internal(lView, getBindingRoot(), slotOffset,
                      pipeInstance.transform, v1, pipeInstance) :
                      pipeInstance.transform(v1));
}

/**
 * Invokes a pipe with 2 arguments.
 *
 * This instruction acts as a guard to the `pipeBind2` method invoking the pipe
 * only when an input to the pipe changes.
 *
 * @param index Pipe index where the pipe was stored on creation
 * @param slotOffset the offset in the reserved slot space
 * @param v1 1st argument to the `pipeBind2` method.
 * @param v2 2nd argument to the `pipeBind2` method.
 *
 * @codeGenApi
 */
  const lView = getLView();
  const pipeInstance = load<PipeTransform>(lView, index);
  return unwrapValue(lView, isPure(lView, index) ?
                      pureFunction2Internal(lView, getBindingRoot(), slotOffset,
                      pipeInstance.transform, v1, v2, pipeInstance) :
                      pipeInstance.transform(v1, v2));
}

/**
 * Invokes a pipe with 3 arguments.
 *
 * This instruction acts as a guard to the `pipeBind3` method invoking the pipe
 * only when an input to the pipe changes.
 *
 * @param index Pipe index where the pipe was stored on creation
 * @param slotOffset the offset in the reserved slot space
 * @param v1 1st argument to the `pipeBind3` method.
 * @param v2 2nd argument to the `pipeBind3` method.
 * @param v3 3rd argument to the `pipeBind3` method.
 *
 * @codeGenApi
 */
  const lView = getLView();
  const pipeInstance = load<PipeTransform>(lView, index);
  return unwrapValue(lView, isPure(lView, index) ?
                      pureFunction3Internal(lView, getBindingRoot(), slotOffset,
                      pipeInstance.transform, v1, v2, v3, pipeInstance) :
                      pipeInstance.transform(v1, v2, v3, pipeInstance));
}

/**
 * Invokes a pipe with variable number of arguments.
 *
 * This instruction acts as a guard to the `pipeBindV` method invoking the pipe
 * only when an input to the pipe changes.
 *
 * @param index Pipe index where the pipe was stored on creation
 * @param slotOffset the offset in the reserved slot space
 *
 * @param values Array of arguments to pass to the `pipeBindV` method.
 *
 * @codeGenApi
 */
export function pipeBindV(index: number, slotOffset: number, values: any[]): any {...
function isPure(lView: LView, index: number): boolean {
  return (<PipeDef<any>>lView[TVIEW].data[index + HEADER_OFFSET]).pure;
}

/**
 * Unwrap the output of a pipe transformation.
 * In order to trick change detection into considering that the new value is always different from
 * the old one, the old value is overwritten by NO_CHANGE.
 * 
 * @param newValue the pipe transformation output.
 * @function unwrapValue
 */
function unwrapValue(lView: LView, newValue: any): any {
  if (WrappedValue.isWrapped(newValue)) {
    newValue = WrappedValue.unwrap(newValue);
    // The NO_CHANGE value needs to be written at the index where the
    impacted binding value is.
    lView[bindingToInvalidateIdx] = NO_CHANGE;
  }
  return newValue;
}

/**
 * Use in components with the `@Output` directive to emit custom events
 * synchronously or asynchronously, and register handlers for those events
 * by subscribing to an instance.
 * 
 * @param newValue the pipe transformation output.
 * @function new
 */
export interface EventEmitter<T> extends Subject<T> {
  /**
   * Creates an instance of this class that can deliver events synchronously or asynchronously.
   * 
   * @param isAsync When true, deliver events asynchronously.
   * 
   */
  new(isAsync?: boolean): EventEmitter<T>;

  /**
   * Emits an event containing a given value.
   * @param value The value to emit.
   */
  emit(value?: T): void;

  /**
   * Registers handlers for events emitted by this instance.
   * @param generatorOrNext When supplied, a custom handler for emitted events.
   * @param error When supplied, a custom handler for an error notification from this
   * emitter.
   * 
   */
  subscribe(generatorOrNext?: any, error?: any, complete?: any): Subscription;
}

class EventEmitter_ extends Subject<any> {
  __isAsync: boolean;  // tslint:disable-line

  constructor(isAsync: boolean = false) {
    super();
    this.__isAsync = isAsync;
  }

  emit(value?: any) {
    super.next(value);
  }

  subscribe(generatorOrNext?: any, error?: any, complete?: any): Subscription {
    let schedulerFn: (t: any) => any;
    let errorFn = (err: any): any => null;
    let completeFn = (): any => null;

    if (generatorOrNext && typeof generatorOrNext === 'object') {
      schedulerFn = this.__isAsync ? (value: any) => {
        setTimeout(() => generatorOrNext.next(value));
      } : (value: any) => {
        generatorOrNext.next(value);
      };

      if (error) {
        errorFn = this.__isAsync ? (err) => {
          setTimeout(() => generatorOrNext.error(err));
        } : (err) => {
          generatorOrNext.error(err);
        };
      }

      if (complete) {
        completeFn = this.__isAsync ? () => {
          setTimeout(() => generatorOrNext.next(value));
        } : (value: any) => {
          generatorOrNext.next(value);
        };
      }
    } else {
      schedulerFn = this.__isAsync ? (value: any) => {
        setTimeout(() => generatorOrNext.next(value));
      } : (value: any) => {
        generatorOrNext.next(value);
      };
    }
  }
}
local refs, and pipes in this component template. *in * Used to calculate the length of the component's LView array, so we
* can pre-fill the array and set the binding start index. *in // TODO(kara): remove queries from
this count *in readonly decls: number; *in /***in * The number of bindings in this component template (including
pure fn bindings); *in *in * Used to calculate the length of the component's LView array, so we
*in * can pre-fill the array and set the host binding start index. *in *in readonly vars: number; *in /***in * Query-related instructions for a component. *in *in viewQuery: ViewQueriesFunction<T>[]null; *in /***in * The view encapsulation type, which determines how styles are applied to
* DOM elements. One of *in * - 'Emulated' (default): Emulate native
scoping of styles. *in * - 'Native': Use the native encapsulation mechanism of the renderer. *in * - 'ShadowDom':
Use modern [ShadowDOM](https://w3c.github.io/webcomponents/spec/shadow/) and
* in * create a ShadowRoot for component's host element. *in * - 'None': Do not provide any template or style encapsulation. *in *in readonly encapsulation: ViewEncapsulation; *in /***in * Defines arbitrary developer-defined data to be stored on a renderer
instance. *in * This is useful for renderers that delegate to other renderers. *in *in readonly data: {[(kind: string):
any]; *in /* Optional or not this component's ChangeDetectionStrategy is OnPush */in *in readonly onPush:
boolean; *in /***in * Registry of directives and components that may be found in this view. *in * in * The property
is either an array of `DirectiveDef`s or a function which returns the array of
* in * `DirectiveDef`s. The function is necessary to be able to support forward declarations. *in */in directiveDefs: DirectiveDefListOrFactory[]null; *in /***in * Registry of pipes that may be found in this view. *in * in * The property is either an array of `PipeDef`s or a function which returns the array of
* in * `PipeDef`s. The function is necessary to be able to support forward
declarations. *in */in pipeDefs: PipeDefListOrFactory[]null; *in /***in * The set of schemas that declare elements to
be allowed in the component's template. *in */in schemas: SchemaMetadata[]null; *in /***in * Ivy runtime uses
this place to store the computed tView for the component. This gets filled on
* in * the first run of component. *in */in tView: TView|null; *in /***in * Used to store the result of `noSideEffects` function so that it is not removed by
closure when * compiler. The property should never be read. *in */in readonly _?: never;null; *in */in * Runtime link
information for Pipes. *in * in * This is an internal data structure used by the renderer to link pipes into
templates. *in */in * in * NOTE: Always use `definePipe` function to create this object; * never create the object directly
since the shape of this object can change between versions. *in */in * See: {[@link definePipe]} */in */inexport
interface PipeDef<T> { * in */in Token representing the pipe. * in * in type: Type<T>; *in */in * in * Pipe name. *in */in * in
* Used to resolve pipe in templates. *in */in *in readonly name: string; *in */in * in * Factory function used to create a new
pipe instance. Will be null initially. * in * Populated when the factory is first requested by pipe instantiation logic. *in
*/in * in * factory: FactoryFn<T>null; *in */in * in * Whether or not the pipe is pure. * in * Pure pipes result only
depends on the pipe input and not on internal state of the pipe. *in */in * in * readonly pure: boolean; *in */in * The
following are lifecycle hooks for this pipe *in onDestory: (); => void|null; *in */in * in * @codeGenApi
*/inexport type PipeDefWithMeta<T, Name extends string> = PipeDef<T>;
*/inexport interface DirectiveDefFeature { * in */in *in <T>(directiveDef: DirectiveDef<T>): void; *in */in *in * Marks a feature as something that
{[@link InheritDefinitionFeature]} will execute * during inheritance. *in */in * in * NOTE: DO NOT SET IN ROOT
OF MODULE! Doing so will result in tree-shakers/bundlers * identifying the change as a side effect, and the
feature will be included in
* in * every bundle. *in */in *ngInherit?: true;null; */in */inexport interface ComponentDefFeature { * in */in <T>(componentDef: ComponentDef<T>): void; *in */in */in * Marks a feature as
something that {[@link InheritDefinitionFeature]} will execute * during inheritance. *in */in * in * NOTE: DO NOT
SET IN ROOT OF MODULE! Doing so will result in tree-shakers/bundlers * identifying the change as a side effect, and the
feature will be included in
* in * every bundle. * in * ngInherit?: true;null; */in */in * Type used for
directiveDefs on component definition. *in */in * The function is necessary to be able to support forward
declarations. *in */in *export type DirectiveDefListOrFactory = (callback) => DirectiveDefListOrFactory; */in */inexport
type DirectiveDefList = (DirectiveDef<any>[ComponentDef<any>][]); */in */inexport type DirectiveTypesOrFactory =
() => DirectiveTypeDefList; */in */inexport type DirectiveTypeDefList = undefined|Type| undefined; */in */in */inexport
type HostBindingsFunction<T> = (U extends T)(rf: RenderFlags, ctx: U) => void; */in */in */in */in */in */in * Type used for PipeDefs on component definition. *in */in * The function is
necessary to be able to support forward declarations.

```typescript
export type PipeDefListOrFactory = (() => PipeDefList)|PipeDefList;

export type PipeTypesOrFactory = (() => PipeTypeList)|PipeTypeList;

// Note: This hack is necessary so we don't erroneously get a circular dependency
// failure based on types
export const unusedValueExportToPlacateAjd = 1
```

```typescript
/**
 * @license
 * Copyright Google LLC 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 {Type} from '../../interface/type';
import {QueryList} from '../../linker/query_list';

import {TNode} from './node';
import {TView} from './view';

/**
 * An object representing query metadata extracted from query
 * annotations.
 */
export interface TQueryMetadata {
  predicate: Type<any>|string;
  descendants: boolean;
  read: any;
  isStatic: boolean;
}

/**
 * TQuery objects represent all the query-related data that remain the
 * same from one instance to another and can be determined on the very first template pass. Most notably
 * TQuery holds all the matches for a given view.
 */
export interface TQuery {
  /**
   * Query metadata
   */
  metadata: TQueryMetadata;

  /**
   * Index of a query in a declaration view in case of queries propagated to an embedded view.
   */
  indexInDeclarationView: number;

  /**
   * A method call when a given query is crossing an <ng-template> element.
   * This flag exists for performance reasons: we can notice that queries not crossing any <ng-template> elements will have matches from a given view only (and adapt processing accordingly).
   */
  crossesNgTemplate: boolean;

  /**
   * A method called when processing the elementStart instruction - this is mostly useful to
   * determine if a given content query should match any nodes past this point.
   */
  elementStart(tView: TView, tNode: TNode): void;

  /**
   * A method called when processing the elementEnd instruction and when a given query is crossing an element (or element container).
   */
  elementEnd(tNode: TNode): void;

  /**
   * A query-related method called when an 
   * embedded TView is created based on the content of a given
   * element. We call this method to
   * determine if a given query should be propagated to a new embedded view and if so - return a cloned TQuery for
   * this embedded view.
   */
  embeddedTView(tNode: TNode, childQueryIndex: number): TQuery|null;
}

/**
 * TQueries represent a collection of individual TQuery objects
 * tracked in a given view.
 */
export interface TQueries {
  /**
   * Adds a new TQuery to the collection of queries
   */
  track(tQuery: TQuery): void;

  /**
   * Returns a TQuery instance for at the given index
   */
  getByIndex(index: number): TQuery;

  /**
   * A proxy method that iterates over all the TQueries in a TView and calls the corresponding
   * `elementStart` method on each and every TQuery.
   */
  elementStart(tView: TView): void;

  /**
   * A proxy method that iterates over all the TQueries in a TView and calls the corresponding
   * `elementEnd` method on each and every TQuery.
   */
  elementEnd(tNode: TNode):
```
TNode): void;\n\n /**\n * A proxy method that iterates over all the TQueries in a given TView and calls the
corresponding\n * `template` on each and every TQuery.\n * @param tView\n * @param tNode\n */\n
template(tView: TView, tNode: TNode): void;\n\n /**\n * A proxy method that iterates over all the TQueries in a
given TView and calls the corresponding\n * `embeddedTView` on each and every TQuery.\n * @param tNode\n
*/\n embeddedTView(tNode: TNode): TQueries|null;\n}\n\n/**\n * An interface that represents query-related
information specific to a view instance. Most notably\n * it contains:\n * - materialized query matches;\n * - a
pointer to a QueryList where materialized query results should be reported.\n */\nexport interface LQuery<T> {\n
/**\n * Materialized query matches for a given view only (!). Results are initialized lazily so the\n * array of
matches is set to `null` initially.\n */\n matches: (T|null)[]|null;\n\n /**\n * A QueryList where materialized
query results should be reported.\n */\n queryList: QueryList<T>;\n\n /**\n * Clones an LQuery for an
embedded view. A cloned query shares the same `QueryList` but has a\n * separate collection of materialized
matches.\n */\n clone(): LQuery<T>;\n\n /**\n * Called when an embedded view, impacting results of this
query, is inserted or removed.\n */\n setDirty(): void;\n}\n\n/**\n * lQueries represent a collection of individual
LQuery objects tracked in a given view.\n */\nexport interface LQueries {\n /**\n * A collection of queries tracked
in a given view.\n */\n queries: LQuery<any>[];\n\n /**\n * A method called when a new embedded view is
created. As a result a set of LQueries applicable\n * for a new embedded view is instantiated (cloned) from the
declaration view.\n * @param tView\n */\n createEmbeddedView(tView: TView): LQueries|null;\n\n /**\n * A
method called when an embedded view is inserted into a container. As a result all impacted\n * `LQuery` objects
(and associated `QueryList`) are marked as dirty.\n * @param tView\n */\n insertView(tView: TView): void;\n\n
/**\n * A method called when an embedded view is detached from a container. As a result all impacted\n *
`LQuery` objects (and associated `QueryList`) are marked as dirty.\n * @param tView\n */\n detachView(tView:
TView): void;\n}\n\n\n// Note: This hack is necessary so we don't erroneously get a circular dependency\n// failure
based on types.\nexport const unusedValueExportToPlacateAjd = 1;\n","/**\n * @license\n * Copyright Google
LLC 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// We are temporarily importing the existing
viewEngine_from core so we can be sure we are\n// correctly implementing its interfaces for backwards
compatibility.\n\nimport {Type} from '../interface/type';\nimport {ElementRef as ViewEngine_ElementRef} from
'../linker/element_ref';\nimport {QueryList} from '../linker/query_list';\nimport {TemplateRef as
ViewEngine_TemplateRef} from '../linker/template_ref';\nimport {ViewContainerRef} from
'../linker/view_container_ref';\nimport {assertDefined, assertIndexInRange, throwError} from '../util/assert';\nimport
{stringify} from '../util/stringify';\n\nimport {assertFirstCreatePass, assertLContainer} from './assert';\nimport
{getNodeInjectable, locateDirectiveOrProvider} from './di';\nimport {storeCleanupWithContext} from
'./instructions/shared';\nimport {CONTAINER_HEADER_OFFSET, LContainer, MOVED_VIEWS} from
'./interfaces/container';\nimport {unusedValueExportToPlacateAjd as unused1} from
'./interfaces/definition';\nimport {unusedValueExportToPlacateAjd as unused2} from './interfaces/injector';\nimport
{TContainerNode, TElementContainerNode, TElementNode, TNode, TNodeType,
unusedValueExportToPlacateAjd as unused3} from './interfaces/node';\nimport {LQueries, LQuery, TQueries,
TQuery, TQueryMetadata, unusedValueExportToPlacateAjd as unused4} from './interfaces/query';\nimport
{DECLARATION_LCONTAINER, LView, PARENT, QUERIES, TVIEW, TView} from
'./interfaces/view';\nimport {assertNodeOfPossibleTypes} from './node_assert';\nimport {getCurrentQueryIndex,
getLView, getPreviousOrParentTNode, getTView, setCurrentQueryIndex} from './state';\nimport {isCreationMode}
from './util/view_utils';\nimport {createContainerRef, createElementRef, createTemplateRef} from
'./view_engine_compatibility';\n\nconst unusedValueToPlacateAjd = unused1 + unused2 + unused3 +
unused4;\n\nclass LQuery_<T> implements LQuery<T> {\n matches: (T|null)[]|null = null;\n constructor(public
queryList: QueryList<T>) {}\n clone(): LQuery<T> {\n return new LQuery_(this.queryList);\n }\n setDirty():
void {\n this.queryList.setDirty();\n }\n}\n\nclass LQueries_ implements LQueries {\n constructor(public
queries: LQuery<any>[] = []) {}\n\n createEmbeddedView(tView: TView): LQueries|null {\n const tQueries =
tView.queries;\n if (tQueries !== null) {\n
const noOfInheritedQueries =\n
tView.contentQueries !== null

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const viewLQueries: LQuery<any>[] = [];

const tQueries: LQuery<any>[] = [];

// An embedded view has queries propagated from a declaration view at the beginning of the
// TQueries collection and up until a first content query declared in the view.
// Only a propagated LQueries are created at this point
(LQuery corresponding to declared content) // queries will be instantiated from the content query instructions
for (let i = 0; i < tQueries.length; i++) {
  const tQuery = tQueries.getByIndex(i);
  tQuery.contentQueries[0] = tQueries.length;
  const viewLQueries: LQuery<any>[] = [];

  // An embedded view has queries propagated from a declaration view at the beginning of the
  // TQueries collection and up until a first content query declared in the view. Only a
  // propagated LQueries are created at this point (LQuery corresponding to declared content)
  // queries will be instantiated from the content query instructions for each directive).
  if (i < tQueries[i].length) {
    const parentLQuery = this.queries[tQuery.indexInDeclarationView] as LQuery<any>;
    if (tView.contentQueries[0] === tQueries.length) {
      // tView.contentQueries[0] is used to indicate whether the current TQuery has content
      // queries or not. If it is, then we do not need to create any LQueries for this TQuery.
      return null;
    }
    tView.contentQueries[0] = tQueries.length;
    tView.contentQueries.push(tQuery);
    return true;
  }
  tQuery.contentQueries[0] = tQueries.length;
  // tView.contentQueries[0] is used to indicate whether the current TQuery has content
  // queries or not. If it is, then we do not need to create any LQueries for this TQuery.
  return true;
}

// An embedded view has queries propagated from a declaration view at the beginning of the
// TQueries collection and up until a first content query declared in the view. Only a
// propagated LQueries are created at this point (LQuery corresponding to declared content)
// queries will be instantiated from the content query instructions for each directive).
for (let i = 0; i < tQueries.length; i++) {
  const tQuery = tQueries[i];
  const parentLQuery = this.queries[tQuery.indexInDeclarationView] as LQuery<any>;
  if (tView.contentQueries[0] === tQueries.length) {
    return null;
  }
  tView.contentQueries[0] = tQueries.length;
  tView.contentQueries.push(tQuery);
  return true;
}

// An embedded view has queries propagated from a declaration view at the beginning of the
// TQueries collection and up until a first content query declared in the view. Only a
// propagated LQueries are created at this point (LQuery corresponding to declared content)
// queries will be instantiated from the content query instructions for each directive).
for (let i = 0; i < tQueries.length; i++) {
  const tQuery = tQueries[i];
  const parentLQuery = this.queries[tQuery.indexInDeclarationView] as LQuery<any>;
  if (tView.contentQueries[0] === tQueries.length) {
    return null;
  }
  tView.contentQueries[0] = tQueries.length;
  tView.contentQueries.push(tQuery);
  return true;
}

// An embedded view has queries propagated from a declaration view at the beginning of the
// TQueries collection and up until a first content query declared in the view. Only a
// propagated LQueries are created at this point (LQuery corresponding to declared content)
// queries will be instantiated from the content query instructions for each directive).
for (let i = 0; i < tQueries.length; i++) {
  const tQuery = tQueries[i];
  const parentLQuery = this.queries[tQuery.indexInDeclarationView] as LQuery<any>;
  if (tView.contentQueries[0] === tQueries.length) {
    return null;
  }
  tView.contentQueries[0] = tQueries.length;
  tView.contentQueries.push(tQuery);
  return true;
}

// An embedded view has queries propagated from a declaration view at the beginning of the
// TQueries collection and up until a first content query declared in the view. Only a
// propagated LQueries are created at this point (LQuery corresponding to declared content)
// queries will be instantiated from the content query instructions for each directive).
for (let i = 0; i < tQueries.length; i++) {
  const tQuery = tQueries[i];
  const parentLQuery = this.queries[tQuery.indexInDeclarationView] as LQuery<any>;
  if (tView.contentQueries[0] === tQueries.length) {
    return null;
  }
  tView.contentQueries[0] = tQueries.length;
  tView.contentQueries.push(tQuery);
  return true;
}

// An embedded view has queries propagated from a declaration view at the beginning of the
// TQueries collection and up until a first content query declared in the view. Only a
// propagated LQueries are created at this point (LQuery corresponding to declared content)
// queries will be instantiated from the content query instructions for each directive).
for (let i = 0; i < tQueries.length; i++) {
  const tQuery = tQueries[i];
  const parentLQuery = this.queries[tQuery.indexInDeclarationView] as LQuery<any>;
  if (tView.contentQueries[0] === tQueries.length) {
    return null;
  }
  tView.contentQueries[0] = tQueries.length;
  tView.contentQueries.push(tQuery);
  return true;
}

// An embedded view has queries propagated from a declaration view at the beginning of the
// TQueries collection and up until a first content query declared in the view. Only a
// propagated LQueries are created at this point (LQuery corresponding to declared content)
// queries will be instantiated from the content query instructions for each directive).
for (let i = 0; i < tQueries.length; i++) {
  const tQuery = tQueries[i];
  const parentLQuery = this.queries[tQuery.indexInDeclarationView] as LQuery<any>;
  if (tView.contentQueries[0] === tQueries.length) {
    return null;
  }
  tView.contentQueries[0] = tQueries.length;
  tView.contentQueries.push(tQuery);
  return true;
}

// An embedded view has queries propagated from a declaration view at the beginning of the
// TQueries collection and up until a first content query declared in the view. Only a
// propagated LQueries are created at this point (LQuery corresponding to declared content)
// queries will be instantiated from the content query instructions for each directive).
for (let i = 0; i < tQueries.length; i++) {
  const tQuery = tQueries[i];
  const parentLQuery = this.queries[tQuery.indexInDeclarationView] as LQuery<any>;
  if (tView.contentQueries[0] === tQueries.length) {
    return null;
  }
  tView.contentQueries[0] = tQueries.length;
  tView.contentQueries.push(tQuery);
  return true;
}
3 main use-case / conditions to consider here:

- `<needs-target><i #target></i></needs-target>`: here `<i #target>` parent node is a query
  
- `<needs-target><ng-template [ngIf]="true"></i></ng-template>`: here `<i #target>` parent node is null
  
- `<needs-target><ng-container><i #target></i></ng-container></needs-target>`: here we need to go past `<ng-container>` to determine `<i #target>` parent node (but we shouldn't traverse up past the query's host node):

```typescript
while (parent !== null && parent.nodeType === TNodeType.ElementContainer) {
  const predicate = this.metadata.predicate;
  if (Array.isArray(predicate)) {
    for (let i = 0; i < predicate.length; i++) {
      const name = predicate[i];
      this.matchTNodeWithReadOption(tView, tNode, getIdxOfMatchingSelector(tNode, name));
    }
  } else {
    if ((predicate as any) === ViewEngine_TemplateRef) {
      if (tNode.type === TNodeType.Container) {
        this.matchTNodeWithReadOption(tView, tNode, -1);
      }
    } else {
      this.matchTNodeWithReadOption(tView, tNode, locateDirectiveOrProvider(tNode, tView, false, false));
    }
  }
}
```

```typescript
function getIdxOfMatchingSelector(tNode: TNode, selector: string): number {  
  const localNames = tNode.localNames;
  if (localNames !== null) {
    for (let i = 0; i < localNames.length; i += 2) {
      if (localNames[i] === selector) {
        return localNames[i + 1] as number;
      }
    }
  }
  return null;
}
```

```typescript
function createResultByTNodeType(tNode: TNode, currentView: LView): any {  
  if (tNode.type === TNodeType.Element || tNode.type === TNodeType.ElementContainer) {
    return createElementRef(ViewEngine_ElementRef, tNode, currentView);
  } else if (tNode.type === TNodeType.Template) {
    return createTemplateRef(ViewEngine_TemplateRef, ViewEngine_ElementRef, tNode, currentView);
  } else if (tNode.type === TNodeType.Container) {
    return createContainerRef(ViewEngine_TemplateRef, ViewEngine_ElementRef, tNode, currentView);
  } else if (tNode.type === TElementNode) {
    return createSpecialToken(currentView, tNode, TElementNode);  
  }
}
```

```typescript
function createSpecialToken(currentView, tNode, read): any {  
  if (read === ViewEngine_ElementRef) {
    return createElementRef(ViewEngine_ElementRef, tNode, currentView);
  } else if (read === ViewEngine_TemplateRef) {
    return createTemplateRef(ViewEngine_TemplateRef, ViewEngine_ElementRef, tNode, currentView);
  } else if (read === ViewContainerRef) {
    return createContainerRef(ViewEngine_TemplateRef, ViewEngine_ElementRef, tNode, currentView);
  } else if (read === ViewEngine_TemplateRef) {
    return createElementRef(ViewEngine_TemplateRef, TNode, currentView);
  } else if (read === ViewEngine_ElementRef) {
    return createElementRef(ViewEngine_ElementRef, TNode, currentView);
  } else if (read === ViewContainerRef) {
    return createContainerRef(ViewEngine_TemplateRef, ViewEngine_ElementRef, tNode, currentView);
  }
```
A helper function that creates query results for a given view. This function is meant to do the same processing once and only once for a given view instance (a set of results for a given view *doesn't* change).

```javascript
  function materializeViewResults<T>(tView: TView, lView: LView, tQuery: TQuery, queryIndex: number): (T|null)[
    const tQueryMatches = tQuery.matches!; const tNodeId = tQueryNodes[tQuery.metadata.read];
    for (let i = 0; i < tQueryMatches.length; i++) {
      const tNode = tView.data[tQueryNodes[tQuery.metadata.read]]; const lQuery = lView[QUERIES]!.queries![queryIndex];
      if (lQuery.matches === null) {
        const tViewData = tView.data; const tQueryMatches = tQuery.matches!; const result: T|null[] = [];
        for (let i = 0; i < tQueryMatches.length; i++) {
          const matchedNodeIdx = tQueryMatches[i];
          if (matchedNodeIdx < 0) {
            ngDevMode && assertIndexInRange(tViewData, matchedNodeIdx);
            result.push(null);
          } else {
            const tNode = tView.data[matchedNodeIdx];
            const result = materializeViewResults(tView, lView, tQuery, queryIndex);
          }
        }
      }
      result.push(result);
    }
  }
```

```javascript
  /**
   * A helper function that collects (already materialized) query results from a tree of views,
   * starting with a provided LView.
   */
  function collectQueryResults<T>(tView: TView, lView: LView, queryIndex: number, result: T[]): T[] {
    const tQuery = tView.queries!.getByIndex(queryIndex);
    const tQueryMatches = tQuery.matches;
    if (tQueryMatches !== null) {
      const lViewResults = materializeViewResults<T>(tView, lView, tQuery, queryIndex);
      for (let i = 0; i < tQueryMatches.length; i++) {
        result.push(lViewResults[i / 2] as T);
      }
    }
    return result;
  }
```

```javascript
  /**
   * Refreshes a query by combining matches from all active views and removing matches from deleted views.
   * @returns `true` if a query got dirty during change detection or if this is a static query resolving in creation mode, `false` otherwise.
   */
  export function queryRefresh(queryList: QueryList<any>): boolean {
    const lView = getLView();
    const tView = getTView();
    const queryIndex = getCurrentQueryIndex();
    setCurrentQueryIndex(queryIndex + 1);
    const tQuery = getTQuery(tView, queryIndex);
    if (queryList.dirty && (isCreationMode(lView) === tQuery.metadata.isStatic)) {
      if (tQuery.matches === null) {
        queryList.reset([]);
      } else {
        const result = tQuery.crossesNgTemplate ?
          collectQueryResults(tView, lView, queryIndex, []) :
          materializeViewResults(tView, lView, tQuery, queryIndex);
        queryList.reset(result);
      }
    }
    return true;
  }
```
createTQuery(tView, new TQueryMetadata_(predicate, descend, isStatic, read), -1): void if (isStatic) {
    tView.staticViewQueries = true;
} 

createLQuery<T>(tView, new LView); 

* Registers a QueryList, associated with a content query, for later refresh (part of a view refresh).

* @param directiveIndex Current directive index
* @param predicate The type for which the query will search
* @param read What to save in the query
* @returns QueryList<T>

* @codeGenApi
* @export function contentQuery<T>(
*    directiveIndex: number, predicate: Type<any>![string[]], 
*    descend: boolean, read?: any): void {
*    tView.contentQueryInternal(tView, getLView(), getTView(), predicate, descend, read, false, getPreviousOrParentTNode(), directiveIndex);
*}

* @codeGenApi
* @export function staticContentQuery<T>(
*    directiveIndex: number, predicate: Type<any>![string[]], 
*    descend: boolean, read?: any): void {
*    tView.staticContentQuery(tView, getLView(), getTView(), predicate, descend, read, false, getPreviousOrParentTNode(), directiveIndex);
*}

* @codeGenApi
* @export function loadQuery<T>(): QueryList<T> {
*    loadQueryInternal<T>(getLView(), getCurrentQueryIndex());
*}

* @codeGenApi
* @export function createLQuery<T>(tView: TView, lView: LView) {
*    const queryList = new QueryList<T>();
*    storeCleanupWithContext(tView, lView, queryList, queryList.destroy);
*    lView[QUERIES]!.queries.push(new LQuery_(queryList));
*}

* @codeGenApi
* @export function createTQuery(tView: TView, metadata: TQueryMetadata, nodeIndex: number): void {
*    tView.queries.track(new TQuery_(metadata, nodeIndex));
*}

* @codeGenApi
* @export function saveContentQueryAndDirectiveIndex(tView: TView, index: number): void {
*    tViewContentQueries = tView.queries || (tView.queries = []);
*    tViewContentQueries[index] = tView.queries.length - 1;
*    tViewContentQueries = tViewContentQueries.slice(0, tViewContentQueries.length - 1);
*    tViewContentQueries.push(tView.queries[index]);
*    tViewContentQueries.sort();
*    tViewContentQueries = tViewContentQueries.slice(0, tViewContentQueries.length - 1);
*}

* @codeGenApi
* @export function getTQuery(tView: TView, index: number): TQuery {
*    return tView.queries.getByIndex(index);
*}

* @codeGenApi
* @export function templateRefExtractor(tNode: TNode, currentView: LView) {
*    return createTemplateRef(ViewEngine_TemplateRef, ViewEngine_ElementRef, tNode, currentView);
*}

* @codeGenApi
* @export function injectPipeChangeDetectorRef(flags = InjectFlags.Default): ChangeDetectorRef|null {
*    const value =

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* https://angular.io/license

LifecycleHooksFeature, PipeDef, renderComponent, whenRendered, ComponentDefWithMeta, CopyDefinitionFeature, defineComponent, defineDirective, defineNgModule, definePipe, DirectiveDefWithMeta, FactoryDef, InheritDefinitionFeature, NgOnChangesFeature, PipeDefWithMeta, ProvidersFeature, setComponentScope, setNgModuleScope;

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Copyright Google LLC All Rights Reserved. *n * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license *n import {inject, invalidFactoryDep} from '.../di/injector_compatibility';

import {defineInjectable, defineNgModule, definePipe} from '.../di/defs';

import * as sanitization from '.../sanitization/sanitization';

import * as r3 from '../index';

/**
 * A mapping of the @angular/core API surface used in generated expressions to the actual symbols.
 *
 * This should be kept up to date with the public exports of @angular/core.*n*/

export const angularCoreEnv: {
  'attribute': r3.attribute,
  'attributeInterpolate1': r3.attributeInterpolate1,
  'attributeInterpolate2': r3.attributeInterpolate2,
  'attributeInterpolate3': r3.attributeInterpolate3,
  'attributeInterpolate4': r3.attributeInterpolate4,
  'attributeInterpolate5': r3.attributeInterpolate5,
  'attributeInterpolate6': r3.attributeInterpolate6,
  'attributeInterpolate7': r3.attributeInterpolate7,
  'attributeInterpolate8': r3.attributeInterpolate8,
  'attributeInterpolateV': r3.attributeInterpolateV,
}

'defineComponent': r3.defineComponent,

'defineDirective': r3.defineDirective,

'defineInjectable': defineInjectable,

'defineNgModule': r3.defineNgModule,

'definePipe': r3.definePipe,

'directiveInject': r3.directiveInject,

'getFactoryOf': r3.getFactoryOf,

'getInheritedFactory': r3.getInheritedFactory,

'inject': inject,

'injectAttribute': r3.injectAttribute,

'injectPipeChangeDetectorRef': r3.injectPipeChangeDetectorRef,

'templateRefExtractor': r3.templateRefExtractor,

'NgOnChangesFeature': r3.NgOnChangesFeature,

'ProvidersFeature': r3.ProvidersFeature,

'PipeDef': r3.pipe,

'PipeDefWithMeta': r3.pipe,

'propertyInterpolate1': r3.propertyInterpolate1,

'propertyInterpolate2': r3.propertyInterpolate2,

'propertyInterpolate3': r3.propertyInterpolate3,

'propertyInterpolate4': r3.propertyInterpolate4,

'propertyInterpolate5': r3.propertyInterpolate5,

'propertyInterpolate6': r3.propertyInterpolate6,

'propertyInterpolate7': r3.propertyInterpolate7,

'propertyInterpolate8': r3.propertyInterpolate8,
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component declarations.

component declarations.

`/n*/function enqueueModuleForDelayedScoping(moduleType: Type<any>, ngModule: NgModule) {
  moduleQueue.push([moduleType, ngModule]);
}

// de
queue
moduleQueue.splice(i, 1);

setScopeOnDeclaredComponents(moduleType, ngModule);

`/n`

Loops over queued module definitions, if a given module definition has all of its
* declarations resolved, it dequeues that module definition and sets the scope on its * declarations.

flushModuleScopingQueueAsMuchAsPossible() {
  try {
    for (let i = moduleQueue.length - 1; i >= 0; i--) {
      const {moduleType, ngModule} = moduleQueue[i];

      if (ngModule.declarations && ngModule.declarations.every(isResolvedDeclaration)) {

        // dequeue
        moduleQueue.splice(i, 1);

        setScopeOnDeclaredComponents(moduleType, ngModule);
      }
    }
  } finally {
    flushingModuleQueue = false;
  }
}

/**
 * Returns truthy if a declaration has resolved. If the declaration happens to be an array of declarations, it will recurse to check
 * each declaration in that array (which may also be arrays).
 */
function isResolvedDeclaration(declaration: any[]) {

  if (Array.isArray(declaration)) {
    return declaration.every(isResolvedDeclaration);
  }
  return !!resolveForwardRef(declaration);
}

/**
 * Compiles a module in JIT mode.
 */
export function compileNgModule(moduleType: Type<any>, ngModule: NgModule = {}) {
  compileNgModuleDefs(moduleType as NgModuleType, ngModule);

  // Because we don't know if all declarations have resolved yet at the moment the
  // NgModule decorator is executing, we're enqueuing the setting of module scope
  // on its declarations to be run at a later time when all declarations for the module
  // including forward refs, have resolved.

  enqueueModuleForDelayedScoping(moduleType, ngModule);

  // This function automatically gets called when a class has a '@NgModule' decorator.
  // It compiles and adds the 'mod' and 'inj' properties to the module class.
  // It's possible to compile a module via this API which will allow duplicate declarations in its * root.

  flushModuleScopingQueueAsMuchAsPossible();

  // We need to assert this immediately, because allowing it to continue will cause it to
  // go into an infinite loop before we've reached the point where we throw all the errors.

  throw new Error(`'${stringifyForError(moduleType)}' module can't import itself`);
}

ngModuleDef = getCompilerFacade().compileNgModule(angularCoreEnv, `ng:///${moduleType.name}/mod.js`, {
  type: moduleType,
  bootstrap: flatten(ngModule.bootstrap || EMPTY_ARRAY).map(resolveForwardRef),
  declarations: declarations.map(resolveForwardRef),
  imports: flatten(ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
  exports: flatten(ngModule.exports || EMPTY_ARRAY),
  schemas: ngModule.schemas ? flatten(ngModule.schemas) : null,
  id: ngModule.id || null,
});

let ngInjectorDef: any = null;

Object.defineProperty(moduleType, NG_INJ_DEF, {
  configurable: true,
  get: () => {
    if (ngInjectorDef === null) {
      ngDevMode && assertDefined(moduleType, 'Required value moduleType');
      ngInjectorDef = new R3InjectorMetadataFacade({
        name: moduleType.name,
        type: moduleType,
        bootstrap: flatten(ngModule.bootstrap || EMPTY_ARRAY).map(resolveForwardRef),
        declarations: declarations.map(resolveForwardRef),
        imports: flatten(ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
        exports: flatten(ngModule.exports || EMPTY_ARRAY).map(resolveForwardRef),
        schemas: flatten(ngModule.schemas ? flatten(ngModule.schemas) : null),
      });
    }
    return ngInjectorDef;
  }
});

let ngModuleDef: any = null;

Object.defineProperty(moduleType, NG_MOD_DEF, {
  configurable: true,
  get: () => {
    if (ngModuleDef === null) {
      ngDevMode && assertDefined(moduleType, 'Required value moduleType');
      ngModuleDef = getCompilerFacade().compileNgModule(angularCoreEnv, `ng:///${moduleType.name}/mod.js`, {
        type: moduleType,
        bootstrap: flatten(ngModule.bootstrap || EMPTY_ARRAY).map(resolveForwardRef),
        declarations: declarations.map(resolveForwardRef),
        imports: flatten(ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
        exports: flatten(ngModule.exports || EMPTY_ARRAY).map(resolveForwardRef),
        providers: ngModule.providers || EMPTY_ARRAY,
      });
    }
    return ngModuleDef;
  }
});

let ngModuleDef: any = null;

Object.defineProperty(moduleType, NG_MOD_DEF, {
  configurable: true,
  get: () => {
    if (ngModuleDef === null) {
      ngDevMode && assertDefined(moduleType, 'Required value moduleType');
      ngModuleDef = getCompilerFacade().compileNgModule(angularCoreEnv, `ng:///${moduleType.name}/mod.js`, {
        type: moduleType,
        bootstrap: flatten(ngModule.bootstrap || EMPTY_ARRAY).map(resolveForwardRef),
        declarations: declarations.map(resolveForwardRef),
        imports: flatten(ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
        exports: flatten(ngModule.exports || EMPTY_ARRAY).map(resolveForwardRef),
        providers: ngModule.providers || EMPTY_ARRAY,
      });
    }
    return ngModuleDef;
  }
});

let ngModuleDef: any = null;

Object.defineProperty(moduleType, NG_MOD_DEF, {
  configurable: true,
  get: () => {
    if (ngModuleDef === null) {
      ngDevMode && assertDefined(moduleType, 'Required value moduleType');
      ngModuleDef = getCompilerFacade().compileNgModule(angularCoreEnv, `ng:///${moduleType.name}/mod.js`, {
        type: moduleType,
        bootstrap: flatten(ngModule.bootstrap || EMPTY_ARRAY).map(resolveForwardRef),
        declarations: declarations.map(resolveForwardRef),
        imports: flatten(ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
        exports: flatten(ngModule.exports || EMPTY_ARRAY).map(resolveForwardRef),
        providers: ngModule.providers || EMPTY_ARRAY,
      });
    }
    return ngModuleDef;
  }
});

let ngModuleDef: any = null;

Object.defineProperty(moduleType, NG_MOD_DEF, {
  configurable: true,
  get: () => {
    if (ngModuleDef === null) {
      ngDevMode && assertDefined(moduleType, 'Required value moduleType');
      ngModuleDef = getCompilerFacade().compileNgModule(angularCoreEnv, `ng:///${moduleType.name}/mod.js`, {
        type: moduleType,
        bootstrap: flatten(ngModule.bootstrap || EMPTY_ARRAY).map(resolveForwardRef),
        declarations: declarations.map(resolveForwardRef),
        imports: flatten(ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
        exports: flatten(ngModule.exports || EMPTY_ARRAY).map(resolveForwardRef),
        providers: ngModule.providers || EMPTY_ARRAY,
      });
    }
    return ngModuleDef;
  }
});

let ngModuleDef: any = null;

Object.defineProperty(moduleType, NG_MOD_DEF, {
  configurable: true,
  get: () => {
    if (ngModuleDef === null) {
      ngDevMode && assertDefined(moduleType, 'Required value moduleType');
      ngModuleDef = getCompilerFacade().compileNgModule(angularCoreEnv, `ng:///${moduleType.name}/mod.js`, {
        type: moduleType,
        bootstrap: flatten(ngModule.bootstrap || EMPTY_ARRAY).map(resolveForwardRef),
        declarations: declarations.map(resolveForwardRef),
        imports: flatten(ngModule.imports || EMPTY_ARRAY).map(resolveForwardRef),
        exports: flatten(ngModule.exports || EMPTY_ARRAY).map(resolveForwardRef),
        providers: ngModule.providers || EMPTY_ARRAY,
      });
    }
    return ngModuleDef;
  }
});
Please consider moving `${stringifyForError(type)}` to a higher module that imports `${\nmodules[0]}$` and `${\modules[1]}$`. You can also create a new NgModule that exports and includes `${\nstringifyForError(type)}` then import that NgModule in `${\modules[0]}` and `${\modules[1]}$`.

Mark type as having owner. ownerNgModule.set(type, moduleType);\n
function verifyComponentIsPartOfNgModule(type: Type<any>) \n
function verifyCorrectBootstrapType(type: Type<any>) \n
function verifyComponentEntryComponentsIsPartOfNgModule(type: Type<any>) \n
function verifySemanticsOfNgModuleImport(type: Type<any>, importingModule: Type<any>) \n
function unwrapModuleWithProvidersImports(typeOrWithProviders: NgModuleType<any> | {ngModule: NgModuleType<any>}): NgModuleType<any> \n
function getAnnotation<T>(type: any, name: string): T|null \n
let ownerNgModule = new Map<Type<any>, NgModuleType<any>>();
let verifiedNgModule = new Map<NgModuleType<any>, boolean>();

export function resetCompiledComponents(): void {
  ownerNgModule = new Map<Type<any>, NgModuleType<any>>();
  verifiedNgModule = new Map<NgModuleType<any>, boolean>();
  moduleQueue.length = 0;
}

function computeCombinedExports(type: Type<any>): Type<any>[] {
  type = resolveForwardRef(type);
  const ngModuleDef = getNgModuleDef(type, true);
  return [...flatten(maybeUnwrapFn(ngModuleDef.exports).map((type) => {
    const ngModuleDef = getNgModuleDef(type);
    if (ngModuleDef) {
      verifySemanticsOfNgModuleImport(type as any as NgModuleType, false);
      return computeCombinedExports(type);
    } else {
      return type;
    }
  }))];
}

function setScopeOnDeclaredComponents(moduleType: Type<any>, ngModule: NgModule) {
  const declarations: Type<any>[] = flatten(ngModule.declarations || EMPTY_ARRAY);

  const transitiveScopes = transitiveScopesFor(moduleType);

  declarations.forEach(declaration => {
    if (\n  });
}

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(declaration.hasOwnProperty(NG_COMP_DEF)) {
  // A `cmp` field exists - go ahead and patch the component directly.
  const component = declaration as Type<any>& { cmp: ComponentDef<any> };
  const componentDef = getComponentDef(component);
  patchComponentDefWithScope(componentDef, transitiveScopes);
} else if (declaration.hasOwnProperty(NG_DIR_DEF) &&
  declaration.hasOwnProperty(NG_PIPE_DEF)) {
  // Set `ngSelectorScope` for future reference when the component compilation finishes.
  const componentDef = getComponentDef(declaration)!
  ngSelectorScope = moduleType;
}

/**
 * Patch the definition of a component with directives and pipes from the
 * compilation scope of a given module.
 */
export function patchComponentDefWithScope<C>(
  componentDef: ComponentDef<C>, transitiveScopes: NgModuleTransitiveScopes) {
  componentDef.directiveDefs = () =>
    Array.from(transitiveScopes.compilation.directives)
      .map(dir => dir.hasOwnProperty(NG_COMP_DEF) ? getComponentDef(dir)! : getDirectiveDef(dir)!
    ).filter(def => !!def);
  componentDef.pipeDefs = () =>
    Array.from(transitiveScopes.compilation.pipes).map(pipe => getPipeDef(pipe)!);
  componentDef.schemas = transitiveScopes.schemas;

  // Since we avoid Components/Directives/Pipes recompiling in case there are no
  // overrides, we can // may face a problem where previously compiled defs available to a given Component/Directive
  // are cached in TView and may become stale (in case any of these defs gets recompiled). In
  // order to avoid this problem, we force fresh TView to be created.
  componentDef.tvView = null;
  // Compute the pair of transitive scopes (compilation scope and exported scope) for a given module.
  // This operation is memoized
  // and the result is cached on the module's definition. This function can be called on modules with components that
  // have not fully compiled yet, but the result should not be used until they have.
  transitiveScopes = {
    schemas: def.schemas || null,
    compilation: {
      directives: new Set<any>(),
      pipes: new Set<any>(),
    },
    exported: {
      directives: new Set<any>(),
      pipes: new Set<any>(),
    },
  };

  maybeUnwrapFn(def.imports).forEach(<I>(imported: Type<I>) => {
    const importedType = imported as Type<I>& {
      // If imported is an @NgModule:
      mod?: NgModuleDef<I>;
    };

    if (!isNgModule<I>(importedType)) {
      throw new Error(`Importing ${importedType.name} which does not have
      a mod property`);
    }

    // When this module imports another, the imported module's exported directives and
    // pipes are
    // added to the compilation scope of this module.
    const importedScope = transitiveScopesFor(importedType);
    importedScope.exported.directives.forEach(entry => {
      scopes.compilation.directives.add(entry);
    });
    importedScope.exported.pipes.forEach(entry => {
      scopes.compilation.pipes.add(entry);
    });
  });

  maybeUnwrapFn(def.declarations).forEach(declared => {
    const declaredWithDefs = declared as Type<any>& {
      pipe?: any;
    };

    if (getPipeDef(declaredWithDefs)) {
      scopes.compilation.pipes.add(declared);
    } else {
      // Either declared has a cmp or dir, or it's a component
      // which hasn't
      // had its template compiled yet. In either case, it gets added to the compilation's
      // directives.
      scopes.compilation.directives.add(declared);
    }
  });

  maybeUnwrapFn(def.exports).forEach(<E>(exported: Type<E>) => {
    const exportedType = exported as Type<E>& {
      // Components, Directives, NgModules, and Pipes can all be exported.
      // Any
      // component/directive (which may not have a
      // cmp as it might be compiled asynchronously)
      // If
      (isNgModule(exportedType)) {
        // When this module exports another, the exported module's exported directives and
        // pipes are
        // added to both the compilation and exported scopes of this module.
        const exportedScope = transitiveScopesFor(exportedType);
        exportedScope.exported.directives.forEach(entry => {
          scopes.exported.directives.add(entry);
        });
        exportedScope.exported.pipes.forEach(entry => {
          scopes.exported.pipes.add(entry);
        });
      }
    })

    // Either declared has a cmp or dir, or it's a component
  });

  // This operation is memoized
  // and the result is cached on the module's definition. This function can be called on modules with components that
  // have not fully compiled yet, but the result should not be used until they have.
  transitiveScopes = {
    schemas: def.schemas || null,
    compilation: {
      directives: new Set<any>(),
      pipes: new Set<any>(),
    },
    exported: {
      directives: new Set<any>(),
      pipes: new Set<any>(),
    },
  };

  maybeUnwrapFn(def.imports).forEach(<I>(imported: Type<I>) => {
    const importedType = imported as Type<I>& {
      // If imported is an @NgModule:
      mod?: NgModuleDef<I>;
    };

    if (!isNgModule<I>(importedType)) {
      throw new Error(`Importing ${importedType.name} which does not have
      a mod property`);
    }

    // When this module imports another, the imported module's exported directives and
    // pipes are
    // added to the compilation scope of this module.
    const importedScope = transitiveScopesFor(importedType);
    importedScope.exported.directives.forEach(entry => {
      scopes.compilation.directives.add(entry);
    });
    importedScope.exported.pipes.forEach(entry => {
      scopes.compilation.pipes.add(entry);
    });
  });

scopes.exported.pipes.add(entry); 
} else if (getPipeDef(exportedType)) {
    scopes.exported.pipes.add(exportedType);
} else {
    scopes.exported.directives.add(exportedType);
}

def.transitiveCompileScopes = scopes;
return scopes;

function expandModuleWithProviders(value: Type<any>|ModuleWithProviders<{}>): Type<any> {
  if (isModuleWithProviders(value)) {
    return value.ngModule;
  }
  return value;
}

function isModuleWithProviders(value: any): value is ModuleWithProviders<{}> {
  return (value as {ngModule?: any}).ngModule !== undefined;
}

function isNgModule<T>(value: Type<T>): value is Type<T>&{mod: NgModuleDef<T>} {
  return !!getNgModuleDef(value);
}

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

import {getCompilerFacade, R3DirectiveMetadataFacade} from
'../../compiler/compiler_facade';
import {R3ComponentMetadataFacade, R3QueryMetadataFacade} from
'../../compiler/compiler_facade_interface';
import {resolveForwardRef} from '../../di/forward_ref';
import {getReflect, reflectDependencies} from '../../di/jit/util';
import {Type} from '../../interface/type';
import {Query} from '../../metadata/di';
import {Component, Directive, Input} from '../../metadata/directives';
import {componentNeedsResolution, maybeQueueResolutionOfComponentResources} from
'../../metadata/resource_loading';
import {initNgDevMode} from '../../util/ng_dev_mode';
import {getNgModuleDef} from '../definition';
import {EMPTY_ARRAY, EMPTY_OBJ} from '../empty';
import {NG_COMP_DEF, NG_DIR_DEF, NG_FACTORY_DEF} from '../fields';
import {ComponentType} from '../interfaces/definition';
import {stringifyForError} from '../util/misc_utils';

import {angularCoreEnv} from './environment';
import {getJitOptions} from './jit_options';
import {flushModuleScopingQueueAsMuchAsPossible, patchComponentDefWithScope, transitiveScopesFor} from
'./module';

/**
 * Keep track of the compilation depth to avoid reentrancy issues during JIT compilation. This
 * matters in the following scenario:
 *
 * Consider a component `A` that extends component `B`, both declared in
 * module `M`. During the compilation of `A` the definition of `B` is requested to capture the inheritance chain,
 * potentially triggering compilation of `B`. If this nested compilation were to trigger
 * `flushModuleScopingQueueAsMuchAsPossible` it may happen that module `M` is still pending in the
 * queue, resulting in `A` and `B` to be patched with the NgModule scope. As the compilation of `A` and `B` is still in progress, this
 * would introduce a circular dependency on its compilation. To avoid this issue, the module scope queue is only
 * flushed for compilations at the depth 0, to ensure all compilations have finished. The `flushModuleScopingQueueAsMuchAsPossible`
 * function compiles a component according to its decorator metadata, and patch the resulting
 * component def (cmp) onto the component type.
 * `flushModuleScopingQueueAsMuchAsPossible` may happen that module `M` is still pending in the
 * queue, resulting in `A` and `B` to be patched with the NgModule scope. As the compilation of `A` is still in progress, this
 * would introduce a circular dependency on its compilation. To avoid this issue, the module scope queue is only
 * flushed for compilations at the depth 0, to ensure all compilations have finished. The `flushModuleScopingQueueAsMuchAsPossible`
 * function compiles a component according to its decorator metadata, and patch the resulting
 * component def (cmp) onto the component type.
 */
let compilationDepth = 0;

/**
 * Compile an Angular component according to its decorator metadata, and patch the resulting
 * component onto the component type.
 *
 * Compilation may be asynchronous (due to the need to
 * resolve URLs for the component template or
 * other resources, for example). In the event that compilation is not
 * immediate, `compileComponent` will enqueue resource resolution into a global queue and will fail to return the
 * compilation until the global queue has been resolved with a call to `resolveComponentResources`.
 * `compileComponent` must be the first statement in compileComponent.
 */
export function compileComponent(type: Type<any>, metadata: Component): void {
  // Initialize ngDevMode. This must
  // be the first statement in compileComponent.
  // See the `initNgDevMode` docstring for more information
  (typeof ngDevMode === 'undefined' || ngDevMode) && initNgDevMode();

  let ngComponentDef: any = null;

  // Metadata may have resources which need to be resolved.
  maybeQueueResolutionOfComponentResources(type, metadata);

  // Note that we're using the same function as
  // `Directive`, because that's only subset of metadata
  // that we need to create the ngFactoryDef. We're avoiding
  // using the component metadata
  // because we'd have to resolve the asynchronous templates.
  addDirectiveFactoryDef(type, metadata);

  Object.defineProperty(type, NG_COMP_DEF, {
    get: () => {
      if (ngComponentDef === null) {
        const compiler = getCompilerFacade();
        if (componentNeedsResolution(metadata)) {
          const error = ['Component $type.name$ is not resolved:']
        if (metadata.templateUrl) {
          error.push(` - templateUrl: ${metadata.templateUrl}`);
        }
        if (metadata.styleUrls && metadata.styleUrls.length) {
          error.push(` - styleUrls: ${JSON.stringify(metadata.styleUrls)}`);
        }
        throw new Error(error.join(' '));
      }
    }
  });

  const compiler = getCompilerFacade();
  const ngModule = compiler.compileModuleSync(type, metadata);
  patchComponentDefWithScope(ngModule, type, metadata, ngComponentDef);
  compiler.compileModule(type, ngModule, metadata);
  compiler.annotateNgModuleDef(ngModule, type, metadata, ngComponentDef);
  if (ngModule) {
    compiler.compileNgModule(type, ngModule, metadata);
  }

try {
  if (meta.usesInheritance) {  
    addDirectiveDefToUndecoratedParents(type);
  }
  ngComponentDef =
  compiler.compileComponent(angularCoreEnv, templateUrl, meta);
} finally {
  // Ensure that the compilation depth is decremented even when the compilation failed.
  compilationDepth--;
}

if (compilationDepth === 0) {
  // When NgModule decorator executed, we enqueued the module definition such that
  // it would only dequeque and add itself as module scope to all of its declarations,
  // but only if all of its declarations had resolved. This call runs the check
  // to see if any modules that are in the queue can be dequeued and add scope to
  // their declarations.
  flushModuleScopingQueueAsMuchAsPossible();
}

if (hasSelectorScope(type)) {
  const scopes =
  transitiveScopesFor(type.ngSelectorScope);
  patchComponentDefWithScope(ngComponentDef, scopes);
}

return ngComponentDef;
}

function getDirectiveMetadata(type: Type<any>, metadata: Directive) {
  const name = type && type.name;
  const sourceMapUrl = `ng:///${name}/dir.js`;
  const compiler =
  getCompilerFacade();
  const facade = directiveMetadata(type as ComponentType<any>, metadata);
  facade.typeSourceSpan = compiler.createParseSourceSpan('Directive', name, sourceMapUrl);
  if

'}

resolveComponentResources()?
throw new Error(error.join('\n'));

const options = getJitOptions();

let

const templateUrl =
metadata.templateUrl || `ng:///${type.name}/template.html`;
const meta: R3ComponentMetadataFacade = {

...directiveMetadata(type, metadata),

typeSourceSpan: compiler.createParseSourceSpan('Component',
type.name, templateUrl),
template: metadata.template || '',
preserveWhitespaces,
styles:
metadata.styles || EMPTY_ARRAY,
animations: metadata.animations,
directives: [],
changeDetection: metadata.changeDetection,
pipes: new Map(),
encapsulation,
interpolation:
viewProviders: metadata.viewProviders || null,

compilationDepth++;
try {
  if (meta.usesInheritance) {  
    addDirectiveDefToUndecoratedParents(type);
  }
  ngComponentDef =
  compiler.compileComponent(angularCoreEnv, templateUrl, meta);
} finally {
  // Ensure that the compilation depth is decremented even when the compilation failed.
  compilationDepth--;
}

if (compilationDepth === 0) {
  // When NgModule decorator executed, we enqueued the module definition such that
  // it would only dequeque and add itself as module scope to all of its declarations,
  // but only if all of its declarations had resolved. This call runs the check
  // to see if any modules that are in the queue can be dequeued and add scope to
  // their declarations.
  flushModuleScopingQueueAsMuchAsPossible();
}

if (hasSelectorScope(type)) {
  const scopes =
  transitiveScopesFor(type.ngSelectorScope);
  patchComponentDefWithScope(ngComponentDef, scopes);
}

return ngComponentDef;
}

function getDirectiveMetadata(type: Type<any>, metadata: Directive) {
  const name = type && type.name;
  const sourceMapUrl = `ng:///${name}/dir.js`;
  const compiler =
  getCompilerFacade();
  const facade = directiveMetadata(type as ComponentType<any>, metadata);
  facade.typeSourceSpan = compiler.createParseSourceSpan('Directive', name, sourceMapUrl);
  if

shouldAddAbstractDirective(type: Type<any>): boolean {
  const reflect = getReflect();
  if (LIFECYCLE_HOOKS.some(hookName => reflect.hasLifecycleHook(type, hookName))) {
    return true;
  }
  const propMetadata = reflect.propMetadata(type);
  for (let i = 0; i < annotations.length; i++) {
    const current = annotations[i];
    const metadataName = current.ngMetadataName;
    if (isInputAnnotation(current) || isContentQuery(current) || isViewQuery(current) ||
      metadataName === 'Output' || metadataName === 'HostBinding' ||
      metadataName === 'HostListener') {
      return true;
    }
  }
  return false;
}

/**
 * @license
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 */

import {getCompilerFacade, R3PipeMetadataFacade} from '../../compiler/compiler_facade';
import {reflectDependencies} from '../../di/jit/util';
import {Type} from '../../interface/type';
import {Pipe} from '../../metadata/directives';
import {NG_FACTORY_DEF, NG_PIPE_DEF} from '../fields';

import {angularCoreEnv} from './environment';

export function compilePipe(type: Type<any>, meta: Pipe): void {
  let ngPipeDef: any = null;
  let ngFactoryDef: any = null;

  Object.defineProperty(type, NG_FACTORY_DEF, {
    get: () => {
      if (ngFactoryDef === null) {
        const metadata = getPipeMetadata(type, meta);
        const compiler = getCompilerFacade();
        ngFactoryDef = compiler.compileFactory(
            angularCoreEnv,
            `ng:///${metadata.name}/fac.js`,
            {...metadata, injectFn: 'directiveInject', target:
                compiler.R3FactoryTarget.Pipe});
      }
      return ngFactoryDef;
    },
    // Make the property configurable in dev mode to allow overriding in tests
    configurable: !!ngDevMode,
  });

  Object.defineProperty(type, NG_PIPE_DEF, {
    get: () => {
      if (ngPipeDef === null) {
        const metadata = getPipeMetadata(type, meta);
        ngPipeDef = compiler.compilePipe(
            angularCoreEnv,
            `ng:///${metadata.name}/pipe.js`, metadata);
      }
      return ngPipeDef;
    },
    // Make the property configurable in dev mode to allow overriding in tests
    configurable: !!ngDevMode,
    configurable: !!ngDevMode,
  });
}

function getPipeMetadata(type: Type<any>, meta: Pipe): R3PipeMetadataFacade {
  return {
    type: type,
    typeArgumentCount: 0,
    name: type.name,
    deps: reflectDependencies(type),
    pure: meta.pure !== undefined ? meta.pure : true,
  };
}

/**
 * @license
 * Copyright Google LLC 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 {ChangeDetectionStrategy} from '../change_detection/constants';
import {Provider} from '../di';
import {Type} from '../interface/type';
import {compileComponent as render3CompileComponent, compileDirective as render3CompileDirective} from '../render3/jit/directive';
import {compilePipe as render3CompilePipe} from '../render3/jit/pipe';
import {makeDecorator, makePropDecorator, TypeDecorator} from '../util/decorators';
import {noop} from '../util/noop';

import {ViewEncapsulation} from './view';


/**
 * Type of the Directive decorator / constructor function.
 * @publicApi
 */
export interface DirectiveDecorator {
  /**
   * Decorator that marks a class as an Angular directive.
   * You can define your own directives to attach custom behavior to elements in the
   * DOM. *
   * The options provide configuration metadata that determines how the directive should be
   * processed, instantiated and used at runtime. *
   * Directive classes, like component classes, can implement *
   * [life-cycle hooks](guide/lifecycle-hooks) to influence their configuration and behavior. *
   * You can define a directive, mark the class that the decorator and provide metadata. *
   * In order to be usable in an app, *
   * A directive must be defined in exactly one NgModule. Do not re-declare a directive imported
   * from another NgModule. *
   * List the directive class in the declarations field of an NgModule. *
   * They must be declared by an NgModule in order to be usable in an app. *
   * A directive must be defined in exactly one NgModule. Do not re-declare a directive imported
   * from another NgModule. *
   * List the directive class in the declarations field of an NgModule. *
   * * The CSS selector that identifies this directive in a template *
   */
  (obj?: Directive): TypeDecorator;

  /**
   * See the Directive decorator. *
   */
}

/**
 * Directive decorator and metadata. *
 */
export interface DirectiveDecorator {
  /**
   * The CSS selector that identifies this directive in a template *
   */
  selector: string;
  options: object;
  outputs: string[];
  inputs: string[];
  lifeCycleHooks: LifecycleHooksType[];
  exportAs: string;
instantiation of the directive.

```
*ng* * Declare as one of the following:
  *ng* - `element-name': Select by element name.
  *ng* - `class': Select by class name.
  *ng* - `[attribute]': Select by attribute name.
  *ng* - `[attribute=value]': Select by attribute name and value.
  *ng* - `:not(sub_selector)': Select only if the element does not match the `sub_selector'.
  *ng* - `selector1, selector2': Select if either `selector1' or `selector2' matches.
```

Angular only allows directives to apply on CSS selectors that do not cross
\* element boundaries.\* *ng* * For the following template HTML, a directive with an `input[type=text]` selector, \* would be instantiated only on the
```
<input type="text"/>
```

\* *html\* * `<form>`\* * `<input type="text">`
```
```

The `inputs` property defines a set of `directiveProperty` to `bindingProperty` configuration:
```
*ng* * -
```

The following example creates a component with two data-bound properties:
```

*ng* *"typescript\* * @Component({
*ng* * *template: `\n*ng* * Bank Name: {{bankName}}
```

when their results are available in lifecycle hooks:
```

*ng* * * When the `bindingProperty` is not provided, it is assumed to be equal to `directiveProperty`.
```

The following example creates a component with two data-bound properties:
```

*ng* * *typescript\* * @Component({
*ng* * *template: `\n*ng* * Bank Name: {{bankName}}
```

Angular automatically checks host property bindings during change detection.
```
```

The `outputs` property defines a set of `directiveProperty` to `bindingProperty` configuration:
```
*ng* * -
```

The following example creates a component with two data-bound properties:
```

*ng* * *typescript\* * @Component({
*ng* * *template: `\n*ng* * Bank Name: {{bankName}}
```

the DOM property where the value is read from.
```

When `bindingProperty` is not provided, it is assumed to be equal to `directiveProperty`.
```

The following example creates a component with two data-bound properties:
```

*ng* * *typescript\* * @Component({
*ng* * *template: `\n*ng* * Bank Name: {{bankName}}
```

the DOM property where the value is read from.
```

When `bindingProperty` is not provided, it is assumed to be equal to `directiveProperty`.
```

The following example creates a component with two data-bound properties:
```

*ng* * *typescript\* * @Component({
*ng* * *template: `\n*ng* * Bank Name: {{bankName}}
```

the DOM property where the value is read from.
```

When `bindingProperty` is not provided, it is assumed to be equal to `directiveProperty`.
```

The following example creates a component with two data-bound properties:
```

*ng* * *typescript\* * @Component({
*ng* * *template: `\n*ng* * Bank Name: {{bankName}}
```

the DOM property where the value is read from.
```

When `bindingProperty` is not provided, it is assumed to be equal to `directiveProperty`.
```
listen to global events, add the target to the event name. The value is the statement to execute when the event occurs. If the `preventDefault` is applied on the DOM event, then it remains in distributed code, and the JIT compiler attempts to compile it at run time, in the browser. To ensure the correct metadata, the app must import `@angular/compiler`. An Angular component contains a tree of Angular components. Angular components are a subset of directives, always associated with a template. Unlike other directives, only one component can be instantiated for a given element in a template. A component must belong to an NgModule in order for it to be available to another component or application. To make it a member of an NgModule, list it in the `declarations` field of the `NgModule` metadata. Note that, in addition to these options for configuring a directive, you can control a component's runtime behavior by implementing `life-cycle` hooks. For more information, see the documentation for `Lifecycle Hooks`.

Setting component input:
The following example creates a component with two data-bound properties, specified by the `inputs` value.

```html
<example path="core/ts/metadata/directives.ts" region="component-input"></example>
```

### Setting component output:
The following example shows two event emitters that emit on an interval. One emits an output every second, while the other emits every five seconds.

```html
<example path="core/ts/metadata/directives.ts" region='component-output-interval'></example>
```

### Injecting a class with a view provider:
The following simple example injects a class into a component using the view provider specified in component metadata:

```ts
class Greeter {
    greet(name:string) {
        return 'Hello ' + name + '!
    }
}

@Directive({
    selector: 'needs-greeter'
})
class NeedsGreeter {
    greeter:Greeter;

    constructor(greeter:Greeter) {
        this.greeter = greeter;
    }
}

@Component({
    selector: 'greet',
    viewProviders: [Greeter],
    template: `<needs-greeter></needs-greeter>`
})
class HelloWorld {
    // ...
}
```

### Preserving whitespace:
Removing whitespace can greatly reduce AOT-generated code size and speed up view creation. As of Angular 6, the default for `preserveWhitespaces` is false (whitespace is removed). To change the default setting for all components in your application, set

```html
*<code-example path="core/ts/metadata/directives.ts" region="component-input">
```

removes whitespace characters as follows:

```html
*<button>Action 1</button>  <button>Action 2</button>
```
of `&nbsp;` are still collapsed to just one space character when
* the `preserveWhitespaces` option is set to
`false`. * &nbsp;`html` * &nbsp;`before`</code>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&n...
Angular automatically updates the data property with the DOM property's value. You can supply an optional name to use in templates when there is a component that is instantiated, that maps to the name of the bound property. By default, the original name of the bound property is used for input binding. The following example creates a component with two input properties. One of which is given a special binding name.

```typescript
@Component({
  selector: 'bank-account',
  template: `
    Bank Name: {{bankName}}
    Account Id: {{id}}
  `})
class BankAccount {
  // This property is bound using its original name.
  @Input() bankName: string;
  // this property value is bound to a different property name when this component is instantiated in a template.
  @Input('account-id') id: string;
}
```

The DOM property to which the input property is bound is not automatically updated by Angular. To provide a binding name, you can supply an optional name to use in templates. When there is a component that is instantiated, that maps to the name of the bound property. By default, the original name of the bound property is used for output binding. See `Input` decorator for an example of providing a binding name.

```typescript
@Component({
  selector: '[ngModel]')
class NgModelStatus {
  constructor(public control: NgModel) {}
  @HostBinding('class.valid') get valid() { return this.control.valid; }
}```

Angular automatically updates the data property during change detection. You can supply an optional name to use in templates when there is a component that is instantiated, that maps to the name of the bound property. By default, the original name of the bound property is used for output binding. See `Input` decorator for an example of providing a binding name.

```typescript
@Component({
  selector: '[ngModel]')
class NgModelStatus {
  constructor(public control: NgModel) {}
  @HostBinding('class.valid') get valid() { return this.control.valid; }
}```
interface NgModuleTransitiveScopes {
  compilation: {directives: Set<any>; pipes: Set<any>;};
  exported: {directives: Set<any>; pipes: Set<any>;};
  schemas: SchemaMetadata[][];
}

/**
 * @publicApi
 */
export type NgModuleDefWithMeta<T, Declarations, Imports, Exports> = NgModuleDef<T>;

/**
 * Runtime link information for NgModules.
 /**
 * This is the internal data structure used by the runtime to assemble
 * components, directives, pipes, and injectors.
 /**
 * NOTE: Always use `defineNgModule` function to create
 * this object, * never create the object directly since the shape of this object
 * can change between versions.
 */
export interface NgModuleDef<T> {
  /** Token representing the module. Used by DI. */
  type: T;

  /** List of components to bootstrap. */
  bootstrap: (Type<any>[] | (() => Type<any>[]));

  /** List of components, directives, and pipes declared by this module. */
  declarations: (Type<any>[] | (() => Type<any>[]));

  /** List of modules or `ModuleWithProviders` imported by this module. */
  imports: (Type<any>[] | (() => Type<any>[]));

  /** List of modules, `ModuleWithProviders`, components, directives, or pipes exported by this module. */
  exports: (Type<any>[] | (() => Type<any>[]));

  /** Cached value of computed 'transitiveCompileScopes' for this module. */
  transitiveCompileScopes: NgModuleTransitiveScopes | null;

  /** The set of schemas that declare elements to be
   * allowed in the NgModule. */
  schemas: SchemaMetadata[] | null;

  /** Unique ID for the module with which it should be registered. */
  id: string | null;
}

/**
 * A wrapper around an NgModule that associates it with
 * providers ([providers](guide/glossary#provider "Definition"). Usage without a generic type is deprecated.
 */
export type ModuleWithProviders<T> = unknown | NgModuleWithProviders<T>;

/**
 * Type of the NgModule decorator / constructor function.
 */
export interface NgModuleDecorator {
  (obj: NgModule): TypeDecorator;
  new(obj: NgModule): NgModule;
}

/**
 * Type of the NgModule
 */
export interface NgModule {
  /**
   * The set of injectable objects that are
   * available in the injector
   * of this module.
   *
   * @see [Dependency Injection guide](guide/dependency-injection)
   * @see [NgModule guide](guide/providers)
   *
   * @usageNotes
   *
   * Dependencies whose
   * providers are listed here become available for injection
   * into any component, directive, pipe or service that is a
   * child of this injector.
   * The NgModule used for bootstrapping uses the root injector, and can provide
   * dependencies
   * to any part of the app.
   * A lazy-loaded module has its own injector, typically a child of the
   * app root injector.
   * Lazy-loaded services are scoped to the lazy-loaded module's injector.
   * If a lazy-
   * loaded module also provides the `UserService`, any component created
   * within that module's context (such as by router navigation) gets the local instance
   * of the service, not the instance in the root injector.
   * Components in external modules continue to receive the instance provided by their injectors.
 */
  providers?: Provider[];

  /**
   * The set of components, directives, and pipes ([declarables](guide/glossary#declarable))
   * that belong to this module.
   * The set of selectors that are available to templates include those declared here, and
   * those that are exported from imported NgModules.
   * Declarables must belong to exactly one module.
   * The compiler emits an error if you try to declare the same class in more than one
   * module.
   * Be careful not to declare a class that is imported from another module.
   * The following example allows the CommonModule to use the `NgFor` directive.
   * A template can use exported declarables from any
   * imported module, including those from modules that are
   * imported indirectly
   * and re-exported. For example, `ModuleA` imports `ModuleB`, and also exports
   * it, which makes the declarables from `ModuleB` available
   * wherever `ModuleA` is imported.
 */
  declarations?: Array<Type<any>[] | (() => Type<any>[]));

  /**
   * The set of components, directives, and pipes ([declarables](guide/glossary#declarable))
   * are available to templates in this module.
   * A template can use exported declarables from any
   * imported module, including those from modules that are
   * imported indirectly
   * and re-exported. For example, `ModuleA` imports `ModuleB`, and also exports
   * it, which makes the declarables from `ModuleB` available
   * wherever `ModuleA` is imported.
 */
  declarations?: Array<Type<any>[] | (() => Type<any>[]));

  name: string;
  new(obj: NgModule): NgModule;
}

/**
 * The following example defines a class that is injected
 * in the HelloWorld NgModule:
 */
@NgModule({
  declarations: [Greeter]
})
export class CommonModule {
  constructor(greeter: Greeter) {
    this.greeter = greeter;
  }
}

class Greeter {
  greet(name: string) {
    return 'Hello ' + name + '!
  }
}

@NgModule({
  providers: [
    Greeter
  ]
})
export class HelloWorld {
  constructor(greeter: Greeter) {
    this.greeter = greeter;
  }
}

The following example allows MainModule to use anything exported by CommonModule:

```javascript
@NgModule({
  imports: [CommonModule]
})
class MainModule {
}
```

The set of components, directives, and pipes declared in this NgModule that can be used in the template of any component that is part of an NgModule that imports this NgModule. Exported declarations are the module's public API.

A declarable belongs to one and only one NgModule. A module can list another module among its exports, in which case all of that module's * public declaration are exported.

The following example exports the `NgFor` directive from CommonModule:

```javascript
@NgModule({
  exports: [NgFor]
})
class CommonModule {
}
```

The set of components to compile when this NgModule is defined, so that they can be dynamically loaded into the view. For each component listed here, Angular creates a `ComponentFactory` and stores it in the `ComponentFactoryResolver`. Angular automatically adds components in the module's bootstrap route definitions into the `entryComponents` list. Use this option to add components that are bootstrapped using one of the imperative techniques, such as `ViewContainerRef.createComponent()`.

When using one of `NO_ERRORS_SCHEMA` or `CUSTOM_ELEMENTS_SCHEMA` you must ensure that allowed elements and properties securely escape inputs.

```javascript
@NgModule({
  declarations: [],
  entryComponents: [],
  bootstrap: [],
  schemas: [],
  id: String
})
class AppModule implements DoBootstrap {
  ngDoBootstrap(appRef: ApplicationRef) {
    appRef.bootstrap(AppComponent); // Or some other component
  }
}
```

At runtime, in the browser, the app must import `@angular/compiler` and store it in the `compiler` field.

```typescript
class AppModule implements DoBootstrap {
  ngDoBootstrap(appRef: ApplicationRef) {
    appRef.bootstrap(AppComponent); // Or some other component
  }
}
```

The `providers` options configure the NgModule's injector to provide dependencies the NgModule members.

```typescript
class AppModule implements DoBootstrap {
  ngDoBootstrap(appRef: ApplicationRef) {
    appRef.bootstrap(AppComponent); // Or some other component
  }
}
```

The `imports` and `exports` options bring in members from other modules, and make this module's members available to others.

```typescript
class AppModule implements DoBootstrap {
  ngDoBootstrap(appRef: ApplicationRef) {
    appRef.bootstrap(AppComponent); // Or some other component
  }
}
```

A name or path that uniquely identifies this NgModule in `getModuleFactory`. If left `undefined`, the NgModule is not registered with the `getModuleFactory`. It remains in distributed code, and the JIT compiler attempts to compile it at run time, in the browser. To ensure the correct behavior, the app must import `@angular/compiler` and store it in the `compiler` field.

```typescript
class AppModule implements DoBootstrap {
  ngDoBootstrap(appRef: ApplicationRef) {
    appRef.bootstrap(AppComponent); // Or some other component
  }
}
```

The `declarations` and `entryComponents` options configure the compiler with information about what belongs to the NgModule. The `providers` options configure the NgModule's injector to provide dependencies the NgModule members.

```typescript
class AppModule implements DoBootstrap {
  ngDoBootstrap(appRef: ApplicationRef) {
    appRef.bootstrap(AppComponent); // Or some other component
  }
}
```

The `imports` and `exports` options bring in members from other modules, and make this module's members available to others.

```typescript
class AppModule implements DoBootstrap {
  ngDoBootstrap(appRef: ApplicationRef) {
    appRef.bootstrap(AppComponent); // Or some other component
  }
}
```
providers: metadata & providers,\n imports: imports,\n })\n /*\n * Copyright Google LLC All Rights Reserved.\n * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license\n */

import { NgModule, Component } from './metadata/ng_module';
import { SchemaMetadata } from './metadata/schema';
import { ViewEncapsulation } from './metadata/view';

export { Attribute } from './di';
export { AfterContentChecked, AfterContentInit, AfterViewChecked, AfterViewInit, DoCheck, OnChanges, OnDestroy, OnInit } from './interface/lifecycle_hooks';
export { ANALYZE_FOR_ENTRY_COMPONENTS, ContentChild, ContentChildren, Query, ViewChild, ViewChildren } from './metadata/di';
export { ComponentDecorator, DirectiveDecorator, HostBindingDecorator, HostListenerDecorator, InputDecorator, OutputDecorator, PipeDecorator } from './metadata/directives';
export { ModuleWithProviders, NgModuleDecorator } from './metadata/ng_module';
export { CUSTOM_ELEMENTS_SCHEMA, NO_ERRORS_SCHEMA, SchemaMetadata } from './metadata/schema';
export { ViewEncapsulation } from './metadata/view';

declare global {
  const ngJitMode: boolean;
}

// Make this an ES module to be able to augment the global scope
export {};

/**
 * A [DI token](guide/glossary#di-token "DI token definition") that you can use to provide
 * one or more initialization functions.\n * The provided functions are injected at application startup and executed during\n * app initialization. If any of these functions returns a Promise, initialization\n * does not complete until the Promise is resolved.\n * You can, for example, create a factory function that loads language data\n * or an external configuration, and provide that function to the ``APP_INITIALIZER`` token.\n * The function is executed during the application bootstrap process,\n * and the needed data is available on startup.\n * @see `ApplicationInitStatus`\n * @publicApi\n */
export const APP_INITIALIZER = new InjectionToken<Array<() => void>>('Application Initializer');

/**
 * A class that reflects the state of running `APP_INITIALIZER` functions.\n * @publicApi\n */
@Injectable()
export class ApplicationInitStatus {
  // TODO(issue/24571): remove '!'.
  private resolve!: Function;
  // TODO(issue/24571): remove '!'.
  private reject!: Function;
  private initialized = false;
  public readonly donePromise: Promise<any>;
  public readonly done = false;

  constructor(@Inject(APP_INITIALIZER) @Optional() private appInits: (() => any)[]) {
    this.donePromise = new Promise((res, rej) => {
      this.resolve = res;
      this.reject = rej;
    });
    this.donePromise.catch(e => { throw e; });
  }

  runInitializers() {
    if (this.initialized) {
      return;
    }

    const asyncInitPromises: Promise<any>[] = [];
    const complete = () => {
      (this as {done: boolean}).done = true;
      this.resolve();
    };

    if (this.appInits) {
      for (let i = 0; i < this.appInits.length; i++) {
        const initResult = this.appInits[i]();
        if (isPromise(initResult)) {
          asyncInitPromises.push(initResult);
        }
      }
    }

    Promise.all(asyncInitPromises)
        .then(() => {
          complete();
        })
        .catch(e => {
          this.reject(e);
        });
    if (asyncInitPromises.length === 0) {
      complete();
    }
    this.initialized = true;
  }
}

/**
 * This indirection is needed to free up Component, etc symbols in the public API to be used by the decorator versions of these annotations.\n * @license\n * Copyright Google LLC All Rights Reserved.\n * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license\n */

import {isPromise} from '../src/util/lang';

import {Inject, Injectable, InjectionToken, Optional} from './di';

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

import {isPromise} from '../src/util/lang';

import {Inject, Injectable, InjectionToken, Optional} from './di';

/**
 * A [DI token](guide/glossary#di-token "DI token definition") that you can use to provide
 * one or more initialization functions.\n * The provided functions are injected at application startup and executed during\n * app initialization. If any of these functions returns a Promise, initialization\n * does not complete until the Promise is resolved.\n * You can, for example, create a factory function that loads language data\n * or an external configuration, and provide that function to the `APP_INITIALIZER` token.\n * The function is executed during the application bootstrap process,\n * and the needed data is available on startup.\n * @see `ApplicationInitStatus`\n * @publicApi\n */
export const APP_INITIALIZER = new InjectionToken<Array<() => void>>('Application Initializer');

/**
 * A class that reflects the state of running `APP_INITIALIZER` functions.\n * @publicApi\n */
@Injectable()
export class ApplicationInitStatus {
  // TODO(issue/24571): remove '!'.
  private resolve!: Function;
  // TODO(issue/24571): remove '!'.
  private reject!: Function;
  private initialized = false;
  public readonly donePromise: Promise<any>;
  public readonly done = false;

  constructor(@Inject(APP_INITIALIZER) @Optional() private appInits: (() => any)[]) {
    this.donePromise = new Promise((res, rej) => {
      this.resolve = res;
      this.reject = rej;
    });
    this.donePromise.catch(e => { throw e; });
  }

  runInitializers() {
    if (this.initialized) {
      return;
    }

    const asyncInitPromises: Promise<any>[] = [];
    const complete = () => {
      (this as {done: boolean}).done = true;
      this.resolve();
    };

    if (this.appInits) {
      for (let i = 0; i < this.appInits.length; i++) {
        const initResult = this.appInits[i]();
        if (isPromise(initResult)) {
          asyncInitPromises.push(initResult);
        }
      }
    }

    Promise.all(asyncInitPromises)
        .then(() => {
          complete();
        })
        .catch(e => {
          this.reject(e);
        });
    if (asyncInitPromises.length === 0) {
      complete();
    }
    this.initialized = true;
  }
}
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*/

import {InjectionToken} from './di';
import {ComponentRef} from './linker/component_factory';

/**
 *
 * A [DI token](guide/glossary#di-token "DI token definition") representing a unique string ID, used
 * primarily for prefixing application attributes and CSS styles when
 * a [DI token](guide/glossary#di-token "DI token definition") representing a unique string ID, used
 * primarily for prefixing application attributes and CSS styles when
 * 
 * @publicApi
 */
export const APP_ID = new InjectionToken<string>('AppId');

export function _appIdRandomProviderFactory() {
  return `${_randomChar()}${_randomChar()}${_randomChar()}`;
}

/**
 * A function that is executed when a platform is initialized.
 * @publicApi
 */
export const PLATFORM_INITIALIZER = new InjectionToken<Array<() => void>>('Platform Initializer');

/**
 * A [DI token](guide/glossary#di-token "DI token definition") that indicates the root directory of
 * your application.
 * It is used for i18n extraction, by i18n pipes (DatePipe, i18nPluralPipe, CurrencyPipe), and by ICU
 * expressions.
 * @publicApi
 */
export const PACKAGE_ROOT_URL = new InjectionToken<string>('Application Packages Root URL');

/**
 * Provide this token to set the locale of your application.
 * It is used for i18n extraction, by i18n pipes (DatePipe, i18nPluralPipe, CurrencyPipe), and by ICU
 * expressions.
 * See the [i18n guide](guide/i18n#setting-up-locale) for more information.
 * @publicApi
 */
export const LOCALE_ID = new InjectionToken<string>('LocaleId');

/**
 * Provide this token to set the default currency code your application uses for
 * CurrencyPipe when there is no currency code passed into it. This is only used by
 * CurrencyPipe and has no relation to locale currency. Defaults to USD if not configured.
 * See the [i18n
guide](guide/i18n#setting-up-locale) for more information.
 * @publicApi
 */
export const DEFAULT_CURRENCY_CODE = new InjectionToken<string>('default-currency-code');

// Note: for reporting errors use `DOM.logError()` as it is platform specific
  warn(message: string): void {
    // tslint:disable-next-line:no-console
    console.warn(message);
  }
}

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

import {Injectable} from './di';

@Injectable()
export class Console {
  log(message: string): void {
    // tslint:disable-next-line:no-console
    console.log(message);
  }

  warn(message: string): void {
    // tslint:disable-next-line:no-console
    console.warn(message);
  }
}

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

import {InjectionToken} from '../di/injection_token';

/**
 * Provide this token to set the locale of your application.
 * It is used for i18n extraction, by i18n pipes (DatePipe, i18nPluralPipe, CurrencyPipe), and by ICU
 * expressions.
 * See the [i18n guide](guide/i18n#setting-up-locale) for more information.
 * @publicApi
 */
export const LOCALE_ID = new InjectionToken<string>('LocaleId');

/**
 * Provide this token to set the default currency code your application uses for
 * CurrencyPipe when there is no currency code passed into it. This is only used by
 * CurrencyPipe and has no relation to locale currency. Defaults to USD if not configured.
 * See the [i18n
guide](guide/i18n#setting-up-locale) for more information.
 * @publicApi
 */
export const DEFAULT_CURRENCY_CODE = new InjectionToken<string>('default-currency-code');

// Note: for reporting errors use `DOM.logError()` as it is platform specific
  warn(message: string): void {
    // tslint:disable-next-line:no-console
    console.warn(message);
  }
}

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 */

import {Injectable} from './di';

@Injectable()
export class Console {
  log(message: string): void {
    // tslint:disable-next-line:no-console
    console.log(message);
  }

  warn(message: string): void {
    // tslint:disable-next-line:no-console
    console.warn(message);
  }
}
DEFAULT_CURRENCY_CODE = new InjectionToken<string>('DefaultCurrencyCode');

/**
 * Use this token at bootstrap to provide the content of your translation file (`.xtb`, `xlf` or `xliff`) when you want to translate your application in another language.\n * @usageNotes
 * Example\n * ```typescript
 * import { TRANSLATIONS } from '@angular/core';\n * import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';\n * import { AppModule } from './app.module';\n * \n * \n * \n * \n * DefaultCurrencyCode = new InjectionToken<string>('DefaultCurrencyCode');\n * \n * ```
 * See the [i18n guide](guide/i18n#merge) for more information.\n * @usageNotes
 * Example\n * ```typescript
 * import { TRANSLATIONS_FORMAT } from '@angular/core';\n * import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';\n * import { AppModule } from './app.module';\n * \n * ```
 * Use this token at bootstrap to set the format of your `TRANSLATIONS`: `xtb`, `xlf` or `xliff`.\n * See the [i18n guide](guide/i18n#merge) for more information.\n * @usageNotes
 * Example\n * ```typescript
 * import { MissingTranslationStrategy } from '@angular/core';\n * import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';\n * import { AppModule } from './app.module';\n * \n * ```
 * Use this enum at bootstrap as an option of `bootstrapModule` to define the strategy\n * that the compiler should use in case of missing translations:\n * - Error: throw if you have missing translations.\n * - Warning (default): show a warning in the console and/or shell.\n * - Ignore: do nothing.\n * See the [i18n guide](guide/i18n#missing-translation) for more information.\n * @usageNotes
 * Example\n * ```typescript
 * import { SWITCH_IVY_ENABLED__POST_R3__ } from '@angular/core';\n * \n * ```
 * Use this code.gov is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license.\n */

export const SWITCH_IVY_ENABLED__POST_R3__ = true;
const SWITCH_IVY_ENABLED__PRE_R3__ = false;
export const ivyEnabled = SWITCH_IVY_ENABLED__PRE_R3__;

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 */

import {Injectable} from '../di/injectable';
import {InjectionToken} from '../di/injection_token';
import {StaticProvider} from '../di/interface/provider';
import {MissingTranslationStrategy} from '../i18n/tokens';
import {Type} from '../interface/type';
import {ViewEncapsulation} from '../metadata';
import {ComponentFactory as ComponentFactoryR3} from '../render3/component_ref';
import {getComponentDef, getNgModuleDef} from '../render3/definition';
import {NgModuleFactory as NgModuleFactoryR3} from '../render3/ng_module_ref';
import {maybeUnwrapFn} from '../render3/util/misc_utils';

import {ComponentFactory} from './component_factory';
import {NgModuleFactory} from './ng_module_factory';

/**
 * Combination of NgModuleFactory and ComponentFactories.
 *
 * @publicApi
 */
export class ModuleWithComponentFactories<T> {
  constructor(
      public ngModuleFactory: NgModuleFactory<T>,
      public componentFactories: ComponentFactory<any>[])
}

function _throwError() {
  throw new Error(`Runtime compiler is not
loaded`);
}

const Compiler_compileModuleSync__PRE_R3__: <T>(moduleType: Type<T>) =>
  NgModuleFactory<T> = _throwError as any;
export const Compiler_compileModuleSync__POST_R3__: <T>(moduleType: Type<T>) =>
  NgModuleFactory<T> = function<T>(moduleType: Type<T>):
    NgModuleFactoryR3(moduleType);
const
Compiler_compileModuleAsync__PRE_R3__: <T>(moduleType: Type<T>) =>
  Promise<NgModuleFactory<T>> = _throwError as any;
export const
Compiler_compileModuleAsync__POST_R3__: <T>(moduleType: Type<T>) =>
  Promise<NgModuleFactory<T>> = _throwError as any;
Promise<NgModuleFactory<T>> = _throwError as any;


Promise<NgModuleFactory<T>> = function<T>(moduleType: Type<T>): Promise<NgModuleFactory<T>> {
  return Promise.resolve(Compiler_compileModuleSync__POST_R3__(moduleType));
};

Compiler_compileModuleAsync = Compiler_compileModuleAsync__PRE_R3__;

Compiler_compileModuleAndAllComponentsAsync__POST_R3__: <T>(moduleType: Type<T>) =>
  ModuleWithComponentFactories<T> = _throwError as any;

const

Compiler_compileModuleAndAllComponentsSync__POST_R3__: <T>(moduleType: Type<T>) =>
  ModuleWithComponentFactories<T> = function<T>(moduleType: Type<T>):
    ModuleWithComponentFactories<T> = _throwError as any;

const

Compiler_compileModuleAndAllComponentsSync__PRE_R3__: <T>(moduleType: Type<T>) =>
  ModuleWithComponentFactories<T> = _throwError as any;

const

Compiler_compileModuleAndAllComponentsAsync__PRE_R3__: <T>(moduleType: Type<T>) =>
  ModuleWithComponentFactories<T> = _throwError as any;

const

Compiler_compileModuleAndAllComponentsAsync__POST_R3__: <T>(moduleType: Type<T>) =>
  ModuleWithComponentFactories<T> = _throwError as any;

const

Compiler_compileModuleAndAllComponentsSync =
  Compiler_compileModuleAndAllComponentsSync__PRE_R3__;

const

Compiler_compileModuleAndAllComponentsAsync =
  Compiler_compileModuleAndAllComponentsAsync__PRE_R3__;

const

Compiler_compileModuleAndAllComponentsAsync =
  Compiler_compileModuleAndAllComponentsAsync__PRE_R3__;

const

Compiler_compileModuleAndAllComponentsAsync =
  Compiler_compileModuleAndAllComponentsAsync__PRE_R3__;

const

Compiler_compileModuleAndAllComponentsSync__POST_R3__(moduleType: Type<T>):
  ModuleWithComponentFactories<T> = _throwError as any;

const

Compiler_compileModuleAndAllComponentsSync__PRE_R3__: <T>(moduleType: Type<T>) =>
  ModuleWithComponentFactories<T> = function<T>(moduleType: Type<T>):
    ModuleWithComponentFactories<T> = _throwError as any;

const

Compiler_compileModuleAndAllComponentsSync =
  Compiler_compileModuleAndAllComponentsSync__PRE_R3__;

const

Compiler_compileModuleAndAllComponentsAsync =
  Compiler_compileModuleAndAllComponentsAsync__PRE_R3__;

const

Compiler_compileModuleAndAllComponentsAsync =
  Compiler_compileModuleAndAllComponentsAsync__PRE_R3__;

const

Compiler_compileModuleAndAllComponentsSync__POST_R3__(moduleType: Type<T>):
  ModuleWithComponentFactories<T> = _throwError as any;

const

Compiler_compileModuleAndAllComponentsSync__PRE_R3__: <T>(moduleType: Type<T>) =>
  ModuleWithComponentFactories<T> = function<T>(moduleType: Type<T>):
    ModuleWithComponentFactories<T> = _throwError as any;

const

Compiler_compileModuleAndAllComponentsSync =
  Compiler_compileModuleAndAllComponentsSync__PRE_R3__;
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const promise: Promise<any> = () => Promise.resolve(0());
const Zone = undefined;
const scheduleMicroTask = (fn: Function) =>
    if (typeof Zone === 'undefined') {
        // use promise to schedule microTask
        Zone.current.scheduleMicroTask.callMicrotask(fn);
        return undefined;
    } else {
        Zone.promise.then(() =>
            fn && fn.apply(null, null);
        );
    }

const promise: Promise<any> = (() => Promise.resolve(0))();

declare const Zone: any;

export function
    scheduleMicroTask(fn: Function) {
        if (typeof Zone === 'undefined') {
            // use promise to schedule microTask
            promise.then(() => {
                fn && fn.apply(null, null);
            });
        } else {
            Zone.current.scheduleMicroTask.callMicrotask(fn);
        }
    }

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 * found in the LICENSE file at https://angular.io/license
 */
import {global} from './global';

export function
    getNativeRequestAnimationFrame() {
        let nativeRequestAnimationFrame: (callback: FrameRequestCallback) =>
            number =
                global['requestAnimationFrame'];
        let nativeCancelAnimationFrame: (handle: number) => void =
            global['cancelAnimationFrame'];
        if (typeof Zone !== 'undefined' && nativeRequestAnimationFrame &&
            nativeCancelAnimationFrame) {
            // use unpatched version of requestAnimationFrame(native delegate) if
            // possible
            // to avoid another Change detection
            const unpatchedRequestAnimationFrame =
                (nativeRequestAnimationFrame as any)[(Zone as any).__symbol__('OriginalDelegate')];
            if (unpatchedRequestAnimationFrame) {
                nativeRequestAnimationFrame = unpatchedRequestAnimationFrame;
            }
            const unpatchedCancelAnimationFrame =
                (nativeCancelAnimationFrame as any)[(Zone as
                    any).__symbol__('OriginalDelegate')];
            if (unpatchedCancelAnimationFrame) {
                nativeCancelAnimationFrame = unpatchedCancelAnimationFrame;
            }
        }
        return
            {nativeRequestAnimationFrame, nativeCancelAnimationFrame};
    }

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 */

import {EventEmitter} from '../event_emitter';
import {global} from '../util/global';
import {getNativeRequestAnimationFrame} from '../util/raf';

/**
 * An
 * injectable service for executing work inside or outside of the Angular zone.
 *
 * The most common use of this
 * service is to optimize performance when starting a work consisting of
 * one or more asynchronous tasks that don’t
 * require UI updates or error handling to be handled by
 * Angular. Such tasks can be kicked off via @link #runOutsideAngular and if needed, these tasks
 * can reenter the Angular zone via @link #run.
 *
 * To change the zone, the zone must be
 * available to Angular.
 *
 * @usageNotes
 * ### Example
 *
 * ```
 *
 * import {Component, NgZone} from '@angular/core';
 * import {NgIf} from '@angular/common';
 *
 * @Component({
 *     selector: 'ng-zone-demo',
 *     template: `
 *     <h2>Demo: NgZone</h2>
 *
 *
 *     <p>Progress: {{progress}}%</p>
 *     <p *ngIf="progress >= 100">Done processing {{label}} of Angular
 *     zone!</p>
 *     <button (click)="processWithinAngularZone()">Process within Angular zone</button>
 *     <button (click)="processOutsideOfAngularZone()">Process outside of Angular zone</button>
 *     `,
 * })
 *
 * @Component({
 *     selector: 'ng-zone-demo',
 *     template: `<h2>Demo: NgZone</h2>
 *
 *     <p>Progress: {{progress}}%</p>
 *     <p *ngIf="progress >= 100">Done processing {{label}} of Angular
 *     zone!</p>
 *     <button (click)="processWithinAngularZone()">Process within Angular zone</button>
 *     <button (click)="processOutsideOfAngularZone()">Process outside of Angular zone</button>
 *     `)
 * @publicApi
 */
export class NgZone {
    /**
     * Whether there are no outstanding
     * microtasks or macrotasks.
     */
    readonly isStable: boolean = true;

    /**
     * Notifies when code enters
     * Angular Zone. This gets fired first on VM Turn.
     */
    readonly onUnstable: EventEmitter<any> = new
        EventEmitter(false);

    /**
     * Notifies when there is no more microtasks enqueued in the current VM Turn.
     * For this reason this
event can fire multiple times per VM Turn. 

```typescript
constructor( { enableLongStackTrace = false, shouldCoalesceEventChangeDetection = false } ) { (\n if (typeof Zone == 'undefined') { (\n throw new Error('In this configuration Angular requires Zone.js'); } ) \n}
Zone.assertZonePatched(); 
const self = this as any as NgZonePrivate; 
self._nesting = 0; 
self._outer = self._inner = Zone.current; 
if ('(Zone as any)]['wtfZoneSpec']) { (\n self._inner = self._inner.fork((Zone as any)]['wtfZoneSpec']); } \n)
if ('(Zone as any)]['TaskTrackingZoneSpec']) { (\n self._inner = self._inner.fork(new ((Zone as any)]['TaskTrackingZoneSpec'] as any)); } \n}
if (enableLongStackTrace && (Zone as any)]['longStackTraceZoneSpec']) { (\n self._inner = self._inner.fork((Zone as any)]['longStackTraceZoneSpec']); } \n}
self.shouldCoalesceEventChangeDetection = shouldCoalesceEventChangeDetection; 
self.lastRequestAnimationFrameId = -1; 
}
self.nativeRequestAnimationFrame = getNativeRequestAnimationFrame().nativeRequestAnimationFrame; 
forkInnerZoneWithAngularBehavior(self); 
zone.isInAngularZone: boolean; 
return Zone.current.get('isAngularZone') === true; ) \n}
static assertNotInAngularZone: void; 
if (!NgZone.isInAngularZone) { (\n throw new Error('Expected to be in Angular Zone, but it is not!'); } \n}
static assertNotInAngularZone: void; 
if (NgZone.isInAngularZone) { (\n throw new Error('Expected to not be in Angular Zone, but it is!'); } \n}
/**
 * Executes the `fn` function synchronously within the Angular zone and returns value returned by `\n * the function.\n */

* * Running functions via `run` allows you to reenter Angular zone from a task that was executed \* outside of the Angular zone (typically started via { @link runOutsideAngular }).\n
* * * Any future tasks or microtasks scheduled from within this function will continue executing from \* within the Angular zone.\n * * If a synchronous error happens it will be rethrown and not reported via `onError`\n * * run<T>(fn: (...args: any[]) => T, applyThis?: any, applyArgs?: any[]): T { (\n return (this as any as NgZonePrivate)._inner.run(fn, applyThis, applyArgs); } \n}\n
* * * EXECUTES the `fn` function synchronously within the Angular zone as a task and returns value \* returned by the function.\n */

* * Running functions via `run` allows you to reenter Angular zone from a task that was executed \* outside of the Angular zone (typically started via { @link runOutsideAngular }).\n
* * * Any future tasks or microtasks scheduled from within this function will continue executing from \* within the Angular zone.\n * * If a synchronous error happens it will be rethrown and not reported via `onError`\n * * runTask<T>(fn: (...args: any[]) => T, applyThis?: any, applyArgs?: any[], name?: string): T { (\n return zone.runTask(task, applyThis, applyArgs)); } \n}\n
* * Same as `run`, except that synchronous errors are caught and forwarded via `onError` and not \* rethrown.\n */

runGuarded<T>(fn: (...args: any[]) => T, applyThis?: any, applyArgs?: any[]): T { (\n return (this as any as NgZonePrivate)._inner.runGuarded(fn, applyThis, applyArgs); } \n}\n
try { (\n return zone.runTask(task, applyThis, applyArgs)); } \nfinally { (\n zone.cancelTask(task); } \n}\n
* * * EXECUTES the `fn` function synchronously in Angular's parent zone and returns value returned by `\n * the function.\n */

* * Running functions via { @link runOutsideAngular } allows you to escape Angular's zone and do \* work that\n* doesn't trigger Angular change-detection or is subject to Angular's error handling.\n */

* * * Any future tasks or microtasks scheduled from within this function will continue executing from \* outside of the Angular zone.\n */

* * * Use { @link $run } to reenter the Angular zone and do work that updates the application model.\n */

runOutsideAngular<T>(fn: (...args: any[]) => T): T { (\n return (this as any as NgZonePrivate)._outer.run(fn); } \n}\n
function noop() {}
const EMPTY_PAYLOAD = {};

interface NgZonePrivate extends NgZone { 
  _outer: Zone;
  _inner: Zone;
  _nesting: number;
  hasPendingMacrotasks: boolean;
  hasPendingMicrotasks: boolean;
  lastRequestAnimationFrameId: number;
  isStable: boolean;
  shouldCoalesceEventChangeDetection: boolean;
  nativeRequestAnimationFrame: (callback: FrameRequestCallback) => number;
  // Cache of \"fake\" top eventTask. This is done so that we don't need to
schedule a new task every
  // time we want to run a `checkStable`.
  fakeTopEventTask: Task;
}

function checkStable(zone: NgZonePrivate) {
  if (zone._nesting == 0 && !zone.hasPendingMicrotasks && !zone.isStable) {
    try {
      zone._nesting++;
      zone.onMicrotaskEmpty.emit(null);
    } finally {
      zone._nesting--;
    }
  }
}

function delayChangeDetectionForEvents(zone: NgZonePrivate) {
  if (zone.lastRequestAnimationFrameId !== -1) {
    return;
  }
  zone.lastRequestAnimationFrameId = zone.nativeRequestAnimationFrame.call(global, () => {
    // This is a work around for https://github.com/angular/angular/issues/36839.
    // The core issue is that when event coalescing is enabled it is possible for microtasks
    // to get flushed too early (As is the case with 'Promise.then')
    // between the
    // coalescing eventTasks.
    // To workaround this we schedule a "fake" eventTask before we process the
    // coalescing eventTasks. The benefit of this is that the "fake" container eventTask
    // will prevent the microtasks queue from getting drained in between the calls.
    if (!zone.fakeTopEventTask) {
      zone.fakeTopEventTask = Zone.root.scheduleEventTask('fakeTopEventTask', () => {
        zone.hasPendingMicrotasks = true;
        zone.onMicrotaskEmpty.emit(null);
      });
      zone.fakeTopEventTask.invoke();
    }
    zone.fakeTopEventTask.invoke();
  });
  updateMicroTaskStatus(zone);
}

function forkInnerZoneWithAngularBehavior(zone: NgZonePrivate) {
  const delayChangeDetectionForEventsDelegate = () => {
    delayChangeDetectionForEvents(zone);
  };
  const maybeDelayChangeDetection = !!zone.shouldCoalesceEventChangeDetection &&
    zone.nativeRequestAnimationFrame && delayChangeDetectionForEventsDelegate;
  zone._inner = zone._inner.fork({
    name: 'angular',
    properties:
        <any>{'isAngularZone': true,
           'maybeDelayChangeDetection': maybeDelayChangeDetection},
    onInvokeTask:
        (delegate: ZoneDelegate,
         current: Zone, target: Zone, task: Task, applyThis: any,
          applyArgs: any): any => {
          try {
            onEnter(zone);
            return delegate.invokeTask(target, task, applyThis, applyArgs);
          } finally {
            if (maybeDelayChangeDetection && task.type === 'eventTask') {
              maybeDelayChangeDetection();
            }
            onLeave(zone);
          }
        },

    onInvoke:
        (delegate: ZoneDelegate, current: Zone,
         target: Zone, callback: Function, applyThis: any,
          applyArgs?: any[], source?: string): any => {
          try {
            onEnter(zone);
            return delegate.invoke(target, callback, applyThis, applyArgs, source);
          } finally {
            onLeave(zone);
          }
        },

    onHasTask:
        (delegate: ZoneDelegate, current: Zone,
         target: Zone, hasTaskState: HasTaskState) => {
          delegate.hasTask(target, hasTaskState);
          if (current === target) {
            // We are only interested in hasTask events which originate from our zone
            // (A child
            // hasTask event is not interesting to us)
            if (hasTaskState.change == 'microTask') {
              zone._hasPendingMicrotasks = hasTaskState.microTask;
              updateMicroTaskStatus(zone);
            } else if (hasTaskState.change == 'macroTask') {
              zone.hasPendingMacrotasks = hasTaskState.macroTask;
            }
          }
        },

    onHandleError: (delegate: ZoneDelegate, current:
         Zone, target: Zone, error: any): boolean => {
        delegate.handleError(target, error);
        zone.runOutsideAngular(() => zone.onError.emit(error));
        return false;
      }
  });
}

/**
 * Provides a noop implementation of `NgZone` which does nothing. This zone
 * requires explicit calls
 * to framework to perform rendering.
 */
export class NoopNgZone implements NgZone {
  readonly hasPendingMicrotasks: boolean = false;
  readonly hasPendingMacrotasks: boolean = false;
  readonly isStable: boolean = true;
  readonly onUnstable: EventEmitter<any> = new EventEmitter();
  readonly onOutsideAngular: EventEmitter<any> = new EventEmitter();
  readonly onMicrotaskEmpty: EventEmitter<any> = new EventEmitter();
  readonly onError: EventEmitter<any> = new EventEmitter();

  run<T>(fn: (...args: any[]) => T, applyThis?: any, applyArgs?: any): T {
    return fn.apply(applyThis, applyArgs);
  }

  runGuarded<T>(fn: [...args: any[]] => T, applyThis?: any, applyArgs?: any): T {
    return fn.apply(applyThis, applyArgs);
  }

  // A child
  // hasTask event is not interesting to us)
  if (hasTaskState.change == 'microTask') {
    zone._hasPendingMicrotasks = hasTaskState.microTask;
    updateMicroTaskStatus(zone);
  } else if (hasTaskState.change == 'macroTask') {
    zone.hasPendingMacrotasks = hasTaskState.macroTask;
  }
}
timeout?: number, updateCb?: UpdateCallback) {
  let timeoutId: any = -1;
  if (timeout && timeout > 0) {
    timeoutId = setTimeout(() => {
      this._callbacks = this._callbacks.filter((cb) => cb.timeoutId !== timeoutId);
      cb(this._didWork, this.getPendingTasks());
    }, timeout);
  }
}

whenStable(doneCb: Function, timeout?: number, updateCb?: Function): void {
  if (updateCb && !this.taskTrackingZone) {
    throw new Error('Task tracking zone is required when passing an update callback to
        whenStable. Is "zone.js/dist/task-tracking.js" loaded?');
  }
  // These arguments are 'Function' above to keep the public API simple.
  this.addCallback(doneCb as DoneCallback, timeout, updateCb as UpdateCallback);
  this._runCallbacksIfReady();
}

getPendingRequestCount(): number {
  return this._pendingCount;
}

findProviders(using: any, provider: string, exactMatch: boolean): any[] {
  // TODO(juliemr): implement.
  return [];
}

registerApplication(token: any, testability: Testability) {
  this._applications.set(token, testability);
}

unregisterApplication(token: any) {
  this._applications.delete(token);
}

unregisterAllApplications() {
  this._applications.clear();
}

getTestability(elem: any): Testability|null {
  return this._applications.get(elem) || null;
}

getAllTestabilities(): Testability[] {
  return Array.from(this._applications.values());
}

getAllRootElements(): any[] {
  return Array.from(this._applications.keys());
}

findTestabilityInTree(elem: Node, findInAncestors: boolean = true): Testability|null {
  return _testabilityGetter.findTestabilityInTree(this, elem, findInAncestors);
}

setDefaultTestabilityGetter(getter: GetTestability): void {
  _testabilityGetter = getter;
}

setTestabilityGetter(getter: GetTestability): void {
  _testabilityGetter = new _NoopGetTestability();
}

setLicense(license: string): void {
  Copyright Google LLC 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

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 8711
let _platform: PlatformRef;

let compileNgModuleFactory:
M>(injector: Injector, options: CompilerOptions, moduleType: Type<M>) =>
Promise<NgModuleFactory<M>> = compileNgModuleFactory__PRE_R3__;

function compileNgModuleFactory__PRE_R3__<M>(injector: Injector, options: CompilerOptions, moduleType: Type<M>): Promise<NgModuleFactory<M>> {
  const compilerFactory: CompilerFactory = injector.get(CompilerFactory);
  const compiler = compilerFactory.createCompiler([options]);
  return compiler.compileModuleAsync(moduleType);
}

export function
compileNgModuleFactory__POST_R3__<M>(injector: Injector, options: CompilerOptions, moduleType: Type<M>): Promise<NgModuleFactory<M>> {
  ngDevMode && assertNgModuleType(moduleType);

  const moduleFactory = new R3NgModuleFactory(moduleType);

  // All of the logic below is irrelevant for AOT-compiled code.
  if (typeof ngJitMode !== 'undefined' && !ngJitMode) {
    return Promise.resolve(moduleFactory);
  }

  const compilerOptions = injector.get(COMPILER_OPTIONS, []).concat(options);

  // Configure the compiler to use the provided options. This call may fail when multiple
  // modules are bootstrapped with incompatible options, as a component can only be compiled according to a
  // single set of options.
  setJitOptions({defaultEncapsulation: _lastDefined(compilerOptions.map(opts => opts.defaultEncapsulation)), preserveWhitespaces: _lastDefined(compilerOptions.map(opts => opts.preserveWhitespaces))});

  if (isComponentResourceResolutionQueueEmpty()) {
    return Promise.resolve(moduleFactory);
  }

  const compiler = getCompilerFacade();
  const compilerInjector = Injector.create({providers: compilerProviders});
  const resourceLoader = compilerInjector.get(compiler.ResourceLoader);
  return resourceLoader.get(url => Promise.resolve(resourceLoader.get(url))).then((url) => moduleFactory);
}

export function publishDefaultGlobalUtils__PRE_R3__() {}
export function publishDefaultGlobalUtils__POST_R3__() {
  ngDevMode && _publishDefaultGlobalUtils();
}

let publishDefaultGlobalUtils: () => any = publishDefaultGlobalUtils__PRE_R3__;


```typescript
ComponentFactory<C>) => boolean = isBoundToModule__PRE_R3__;

export function isBoundToModule__PRE_R3__<C>(cf: ComponentFactory<C>): boolean {
  return cf instanceof ComponentFactoryBoundToModule;
}

export function isBoundToModule__POST_R3__<C>(cf: ComponentFactory<C>): boolean {
  return (cf as R3ComponentFactory<C>).isBoundToModule;
}

export const ALLOW_MULTIPLE_PLATFORMS = new InjectionToken<boolean>('AllowMultipleToken');

/**
 * A token for third-party components that can register themselves with NgProbe.
 * @publicApi
 */
export class NgProbeToken {
  constructor(public name: string, public token: any) {}
}

/**
 * Creates a platform.
 * Platforms must be created on launch using this function.
 * @publicApi
 */
export function createPlatform(injector: Injector): PlatformRef {
  if (_platform && !_platform.destroyed &&!
    _platform.injector.get(ALLOW_MULTIPLE_PLATFORMS, false)) {
    throw new Error('There can be only one platform. Destroy the previous one to create a new one.');
  }
  publishDefaultGlobalUtils();
  _platform = injector.get(PLATFORM_INITIALIZER, null); if (init) inits.forEach((init: any) => init());
  return _platform;
}

/**
 * Creates a factory for a platform. Can be used to provide or override 'Providers' specific to your application's runtime needs, such as 'PLATFORM_INITIALIZER' and 'PLATFORM_ID'.
 *
 * @param parentPlatformFactory Another platform factory to modify. Allows you to compose factories
 * to build up configurations that might be required by different libraries or parts of the
 * application. @param name Identifies the new platform factory.
 * @param providers A set of dependency providers for platforms created with the new factory.
 * @param name Identifies the new platform factory.
 * @param providers A set of dependency providers for platforms created with the new factory.
 *
 * @publicApi
 */
export function createPlatformFactory(
    parentPlatformFactory: ((extraProviders?: StaticProvider[]) => PlatformRef)|null, name: string,
    providers: StaticProvider[] = []): (extraProviders?: StaticProvider[]) => PlatformRef {
  const desc = `Platform: ${name}`;
  const marker = new InjectionToken(desc);
  return (extraProviders: StaticProvider[] = []) => {
    let platform = getPlatform();
    if (!platform || platform.injector.get(ALLOW_MULTIPLE_PLATFORMS, false)) {
      if (parentPlatformFactory) {
        parentPlatformFactory(
              providers.concat(extraProviders).concat({provide: marker, useValue: true}));
      } else {
        const injectedProviders: StaticProvider[] =
          providers.concat(extraProviders).concat({provide: marker, useValue: true}, {
            provide: INJECTOR_SCOPE,
            useValue: 'platform'
          });
        createPlatform(Injector.create({providers: injectedProviders, name: desc}));
      }
    }
    return assertPlatform(marker);
  };
}

/**
 * Checks that there is currently a platform that contains the given token as a provider.
 * @publicApi
 */
export function assertPlatform(requiredToken: any): PlatformRef {
  const platform = getPlatform();

  if (!platform) {
    throw new Error('No platform exists!');
  }

  if (!platform.injector.get(requiredToken, null)) {
    throw new Error('A platform with a different configuration has been created. Please destroy it first.');
  }

  return platform;
}

/**
 * Destroys the current Angular platform and all Angular applications on the page.
 * Destroys all modules and listeners registered with the platform.
 * @publicApi
 */
export function destroyPlatform(): void {
  if (_platform && !_platform.destroyed) {
    _platform.destroy();
  }
}

/**
 * The Angular platform is the entry point for
 * @publicApi
 */
export function getPlatform(): PlatformRef|null {
  return _platform && !_platform.destroyed ? _platform : null;
}
```

---

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Angular on a web page.

Each page has exactly one platform. Services (such as reflection) which are common to every Angular application running on the page are bound in its scope.

A page's platform is initialized implicitly when a platform is created using a platform\* factory such as `PlatformBrowser` or explicitly by calling the `createPlatform()` function.

```
#include <public_api

@injectable
export class PlatformRef {
  private _modules: NgModuleRef<any>[] = [];
  private _destroyListeners: Function[] = [];
  private _destroyed: boolean = false;

  constructor(private Injector) {} \n
  /**
   * Creates an instance of an @NgModule for a given platform for offline compilation.
   *
   * The following example creates the NgModule for a browser platform:
   *
   * ```typescript
   * @NgModule({
   *   imports: [BrowserModule]
   * })
   * class MyModule {}
   *
   * let moduleRef = platformBrowser().bootstrapModuleFactory(MyNgModuleFactory);
   * ```
   *
   * @module NgModule
   * @publicApi
   */

  bootstrapModuleFactory<M>(moduleFactory: NgModuleFactory<M>, options?: BootstrapOptions): Promise<NgModuleRef<M>> {
    // Note: We need to create the NgZone _before_ we instantiate the module,
    // as instantiating the module creates some providers eagerly.
    // So we create a mini parent injector that just contains the new NgZone and
    // pass that as parent to the NgModuleFactory.
    const ngZoneOption = options ? options.ngZone : undefined;
    const ngZoneEventCoalescing = (options && options.ngZoneEventCoalescing) || false;
    const ngZone = getNgZone(ngZoneOption, ngZoneEventCoalescing);
    const providers: StaticProvider[] = [{provide: NgZone, useValue: ngZone}];
    // Attention: Don't use ApplicationRef.run here,
    // as we want to be sure that all possible constructor calls are inside `ngZone.run`.
    this._moduleDoBootstrap(moduleRef);
    return moduleRef;
  }

  private _moduleDoBootstrap(moduleRef: InternalNgModuleRef<any>): void {
    const appRef = moduleRef.injector.get(ApplicationRef) as ApplicationRef;
    if (moduleRef._bootstrapComponents.length > 0) {
      moduleRef._bootstrapComponents.forEach(f => appRef.bootstrap(f));
    } else {
      const initStatus = moduleRef.injector.get(ApplicationInitStatus);
      initStatus.runInitializers();
      return;
    }
  }

  /**
   * Registers a listener to be called when the platform is destroyed.
   */
  onDestroy(callback: () => void) {
    this._destroyListeners.push(callback);
  }

  /**
   * Creates an instance of an @NgModule for a given platform using the given runtime compiler.
   *
   * ### Simple Example
   *
   * ```typescript
   * @NgModule({
   *   imports:
   *     BrowserModule
   * })
   * class MyModule {}
   *
   * let moduleRef = platformBrowser().bootstrapModule(MyNgModuleFactory);
   * ```
   *
   */

  bootstrapModule<M>(moduleType: Type<M>, compilerOptions: CompilerOptions & BootstrapOptions | Array<CompilerOptions & BootstrapOptions> = []): Promise<NgModuleRef<M>> {
    const options = optionsReducer({}, compilerOptions);
    return compileNgModuleFactory(this.injector, options, moduleType).then(moduleFactory => this.bootstrapModuleFactory(moduleFactory, options));
  }

  private _createNgModuleFactory(): NgModuleFactory<Module<any>> {
    return NgModuleFactory.create(ngZoneInjector); 
  }

  ngOnDestroy(): void {
    this._destroyListeners.forEach(callback => callback());
    this._destroyed = true;
  }
}
```

---

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 8714
```typescript
void): void {
  this._destroyListeners.push(callback);
}

/**
 * Retrieves the platform injector, which is the parent injector for any Angular application on the page and provides singleton providers.
 */
get injector(): Injector {
  return this._injector;
}

/**
 * Destroys the current Angular platform and all Angular applications on the page.
 */
destroy() {
  if (this._destroyed) {
    throw new Error('The platform has already been destroyed!');
  }
  this._modules.slice().forEach(module => module.destroy());
  this._destroyListeners.forEach(listener => listener());
  this._destroyed = true;
}

get destroyed() {
  return this._destroyed;
}

function getNgZone(ngZoneOption: NgZone | 'zone.js' | 'noop' | undefined, ngZoneEventCoalescing: boolean): NgZone {
  let ngZone: NgZone;
  if (ngZoneOption === 'noop') {
    ngZone = new NoopNgZone();
  } else {
    ngZone = (ngZoneOption === 'zone.js' ? undefined : ngZoneOption) || new NgZone({
      enableLongStackTrace: isDevMode(),
      shouldCoalesceEventChangeDetection: ngZoneEventCoalescing
    });
  }
  return ngZone;
}

function _callAndReportToErrorHandler(errorHandler: ErrorHandler, ngZone: NgZone, callback: () => any): any {
  try {
    const result = callback();
    if (isPromise(result)) {
      return result.catch((e: any) => {
        ngZone.runOutsideAngular(() => errorHandler.handleError(e));
        // rethrow as the exception handler might not do it
        throw e;
      });
    }

    return result;
  } catch (e) {
    ngZone.runOutsideAngular(() => errorHandler.handleError(e));
    // rethrow as the exception handler might not do it
    throw e;
  }
}

function optionsReducer<T extends Object>(dst: any, objs: T | T[]): T {
  if (Array.isArray(objs)) {
    dst = objs.reduce(optionsReducer, dst);
  } else {
    dst = {...dst, ...(objs as any)};
  }
  return dst;
}

/**
 * A reference to an Angular application running on a page.
 *
 * @usageNotes
 *
 * ### isStable examples and caveats
 *
 * Note two important points about `isStable`, demonstrated in the examples below:
 * - the application will never be stable if you start any kind of recurrent asynchronous task when the application starts (for example for a polling process, started with a `setInterval`, a `setTimeout` or using RxJS operators like `interval`);
 * - the `isStable` Observable runs outside of the Angular zone.
 *
 * Let's imagine that you start a recurrent task (here incrementing a counter, using RxJS `interval`),
 * and at the same time subscribe to `isStable`.
 *
 * ```
 * constructor(appRef: ApplicationRef) {
 *   appRef.isStable.pipe(
 *     first(stable => stable),
 *     tap(stable => console.log('App is stable now'))
 *   ).subscribe(counter => {
 *     this.value = counter;
 *     cd.detectChanges();
 *   });
 * }
 * ```
 * As the `isStable` Observable runs outside the zone, the `value` field will be updated properly.
 * but the template will not be refreshed!
 *
 * You'll have to manually trigger the change detection to update the template.
 *
 * ```
 * constructor(appRef, zone: NgZone, cd: ChangeDetectorRef) {
 *   appRef.isStable.pipe(
 *     first(stable => stable),
 *     switchMap((i) => interval(1000))
 *   ).subscribe(counter => console.log(counter));
 * }
 * ```
 *
 * Or make the subscription callback run inside the zone.
 * ```
 * constructor(appRef, zone: NgZone) {
 *   appRef.isStable.pipe(
 *     first(stable => stable),
 *     switchMap((i) => interval(1000))
 *   ).subscribe(counter => {
 *     this.value = counter;
 *     cd.detectChanges();
 *   });
 * }
 * ```
 *
 * The `isStable` Observable runs outside of the Angular zone, which means that the code in the subscription will not trigger the change detection.
 * Let's imagine that instead of logging the counter value, you update a field of your component
 * and display it in its template:
 *
 * ```
 * constructor(appRef: ApplicationRef) {
 *   appRef.isStable.pipe(
 *     first(stable => stable),
 *     switchMap((i) => interval(1000))
 *   ).subscribe(counter => {
 *     this.value = counter;
 *     cd.detectChanges();
 *   });
 * }
 * ```
 * ```
 * @publicApi
 */
@Injectable()
export class ApplicationRef {
  private _bootstrapListeners: ((compRef: ComponentRef<any>) => void)[] = [];
component types registered to this application.

```typescript
/*
 * This list is populated even before the component is created.
 * Get a list of components registered to this application.
 * Returns an Observable that indicates when the application is stable or unstable.
 * @see [Usage notes](#is-stable-examples) for examples and caveats when using this API.
 */
public readonly componentTypes: Type<any>[] = [];

/**
 * Get a list of components registered to this application.
 */
public readonly components: ComponentRef<any>[] = [];

/**
 * Returns an Observable that indicates when the application is stable or unstable.
 * @see [Usage notes](#is-stable-examples) for examples and caveats when using this API.
 */
// TODO(issue/24571): remove '!'.
public readonly isStable!: Observable<boolean>;

/** @internal */
constructor(
    private _zone: NgZone, private _console: Console,
    private _injector: Injector,
    private _exceptionHandler: ErrorHandler,
    private _componentFactoryResolver: ComponentFactoryResolver,
    private _initStatus: ApplicationInitStatus) {
    this._enforceNoNewChanges = isDevMode();

    this._zone.onMicrotaskEmpty.subscribe({
      next: () => {
        this._zone.run(() => {
          this.tick();
        });
      }
    });

    const isCurrentlyStable = new Observable<boolean>((observer: Observer<boolean>) => {
      if (!this._stable) {
        this._zone.isStable && !this._zone.hasPendingMacrotasks &&
        !this._zone.hasPendingMicrotasks;
        this._zone.runOutsideAngular(() => {
          observer.next(true);
          observer.complete();
        });
      });
    });

    const unstableSub: Subscription = this._zone.onUnstable.subscribe(() => {
      // Create the subscription to onStable outside the Angular Zone so that
      // this callback is run outside the Angular Zone.
      let stableSub = this._zone.onStable.subscribe(() => {
        NgZone.assertNotInAngularZone();
        // Check whether there are no pending macro/micro tasks in the next tick
        // to allow for NgZone to update the state.
        scheduleMicroTask(() => {
          if (!this._stable && !this._zone.hasPendingMacrotasks &&
          !this._zone.hasPendingMicrotasks) {
            this._stable = true;
            observer.next(true);
            observer.complete();
          } else {
            stableSub.unsubscribe();
          }
        });
        this._zone.runOutsideAngular(() => {
          if (isDevMode()) {
            this._console.log(`Angular is running in development mode. Call enableProdMode() to enable production mode.`);
          }
          return () => {
            stableSub.unsubscribe();
          };
        });
      });
    });

    (this as {isStable: Observable<boolean}>).isStable =
        merge(isCurrentlyStable, isStable.pipe(share()));
  }

  /**
   * Bootstrap a new component at the root level of the application.
   * @usageNotes
   * ### Bootstrap
   *
   * When bootstrapping a new root component into an application, Angular mounts the
   * specified application component onto DOM elements identified by the componentType's
   * selector and kicks off automatic change detection to finish initializing the component.
   * Optionally, a component can be mounted onto a DOM element that does not match the
   * selector or componentType's selector.
   * @example
   * ```
   * import { Component } from '@angular/core';
   * import { NgModule } from '@angular/core';
   *
   * @NgModule({
   *   declarations: [
   *     App
   *   ],
   *   imports: [
   *     BrowserModule
   *   ],
   *   bootstrap: [
   *     App
   *   ]
   * })
   * export class AppModule {
   *
   *   static ngModuleFactory: ComponentFactory
   *   static ngModuleRef: NgModuleRef<AppModule>
   *
   *   static createRootComponentFactory() {
   *     return new AngularComponentFactory(AppModule, AppModule);
   *   }
   * }
   *
   * @Component({
   *   selector: 'app',
   *   template: '<p>Hello</p>'
   * })
   * export class App {
   *   constructor(private injector: Injector) {
   *     console.log(this.injector.get(AppModule));
   *   }
   * }
   * ```
   */
  bootstrap<C>(componentOrFactory: ComponentFactory<C> | Type<C>, rootSelectorOrNode?: string | any): ComponentRef<C> {
    if (!this._initStatus.done) {
      throw new Error('Cannot bootstrap as there are still asynchronous initializers running. Bootstrap components in the `ngDoBootstrap` method of the root module.');
    }
    let componentFactory: ComponentFactory<C> = null;
    if (componentOrFactory instanceof ComponentFactory) {
      componentFactory = componentOrFactory;
    } else {
      componentFactory = this._componentFactoryResolver.resolveComponentFactory(componentOrFactory)!
    }
    this.componentTypes.push(componentFactory.componentType);

    // Create a factory associated with the current module if it's not bound to some other
    const ngModule = undefined;
    componentFactory.create(Injector.NULL, [], rootSelectorOrNode || componentFactory.selector, 0);

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

  /**
   * Invoke this method to explicitly process change detection and its side-effects.
   * @returns * In development mode, `tick()` also performs a second change detection cycle to ensure that no bindings in the app have side-effects that cannot be resolved in a single change
   */
  tick(): any {
    if (isDevMode()) {
      this._console.log(`Angular is running in development mode. Call enableProdMode() to enable production mode.`);
    }
    return compRef;
  }
```
In this case, Angular throws an error, since an Angular application can only have one change detection pass during which all change detection must complete. The `tick()` function throws an error if called recursively.

```typescript
if (this._runningTick) {
  throw new Error('ApplicationRef.tick is called recursively');
}
```

The `for` loop in this case cannot complete because it depends on `this._views` which is not yet initialized. When a view is detached, its check is not run again. Detaching a view that is already attached to the ViewContainer will throw an error.

```typescript
remove(this._views, view); view.detachFromAppRef();
```

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`.
style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n\nimport {Injectable,
Optional} from '../di';\nimport {ivyEnabled} from '../ivy_switch';\n\nimport {Compiler} from './compiler';\nimport
{NgModuleFactory} from './ng_module_factory';\nimport {NgModuleFactoryLoader} from
'./ng_module_factory_loader';\n\nconst _SEPARATOR = '#';\n\nconst FACTORY_CLASS_SUFFIX =
'NgFactory';\ndeclare var System: any;\n\n/**\n * Configuration for SystemJsNgModuleLoader.\n * token.\n *\n *
@publicApi\n * @deprecated the `string` form of `loadChildren` is deprecated, and
`SystemJsNgModuleLoaderConfig`\n * is part of its implementation. See `LoadChildren` for more details.\n
*/\nexport abstract class SystemJsNgModuleLoaderConfig {\n /**\n * Prefix to add when computing the name of
the factory module for a given module name.\n */\n // TODO(issue/24571): remove '!'.\n factoryPathPrefix!:
string;\n\n /**\n * Suffix to add when computing the name of the factory module for a given module name.\n */\n
// TODO(issue/24571): remove '!'.\n factoryPathSuffix!: string;\n}\n\nconst DEFAULT_CONFIG:
SystemJsNgModuleLoaderConfig = {\n factoryPathPrefix: '',\n factoryPathSuffix: '.ngfactory',\n};\n\n/**\n *
NgModuleFactoryLoader that uses SystemJS to load NgModuleFactory\n * @publicApi\n * @deprecated the
`string` form of `loadChildren` is deprecated, and `SystemJsNgModuleLoader` is\n * part of its implementation. See
`LoadChildren` for more details.\n */\n@Injectable()\nexport class SystemJsNgModuleLoader implements
NgModuleFactoryLoader {\n private _config: SystemJsNgModuleLoaderConfig;\n\n constructor(private
_compiler: Compiler, @Optional() config?: SystemJsNgModuleLoaderConfig) {\n this._config = config ||
DEFAULT_CONFIG;\n }\n\n load(path: string): Promise<NgModuleFactory<any>> {\n const
legacyOfflineMode = !ivyEnabled && this._compiler instanceof Compiler;\n return legacyOfflineMode ?
this.loadFactory(path) : this.loadAndCompile(path);\n }\n\n private loadAndCompile(path: string):
Promise<NgModuleFactory<any>> {\n let [module, exportName] = path.split(_SEPARATOR);\n if
(exportName === undefined) {\n
exportName = 'default';\n }\n\n return System.import(module)\n
.then((module: any) => module[exportName])\n
.then((type: any) => checkNotEmpty(type, module,
exportName))\n
.then((type: any) => this._compiler.compileModuleAsync(type));\n }\n\n private
loadFactory(path: string): Promise<NgModuleFactory<any>> {\n let [module, exportName] =
path.split(_SEPARATOR);\n let factoryClassSuffix = FACTORY_CLASS_SUFFIX;\n if (exportName ===
undefined) {\n
exportName = 'default';\n
factoryClassSuffix = '';\n }\n\n return
System.import(this._config.factoryPathPrefix + module + this._config.factoryPathSuffix)\n
.then((module: any)
=> module[exportName + factoryClassSuffix])\n
.then((factory: any) => checkNotEmpty(factory, module,
exportName));\n }\n}\n\nfunction checkNotEmpty(value: any, modulePath: string, exportName: string): any {\n if
(!value) {\n throw new Error(`Cannot find '${exportName}' in '${modulePath}'`);\n }\n return
value;\n}\n","/**\n * @license\n * Copyright Google LLC All Rights Reserved.\n *\n * Use of this source code is
governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n
*/\n\nimport {ApplicationRef} from '../application_ref';\nimport {ChangeDetectorRef} from
'../change_detection/change_detector_ref';\n\n/**\n * Represents an Angular [view](guide/glossary#view
\"Definition\").\n *\n * @see {@link ChangeDetectorRef#usage-notes Change detection usage}\n *\n *
@publicApi\n */\nexport abstract class ViewRef extends ChangeDetectorRef {\n /**\n * Destroys this view and
all of the data structures associated with it.\n */\n abstract destroy(): void;\n\n /**\n * Reports whether this view
has been destroyed.\n * @returns True after the `destroy()` method has been called, false otherwise.\n */\n
abstract get destroyed(): boolean;\n\n /**\n * A lifecycle hook that provides additional developer-defined
cleanup\n * functionality for views.\n * @param callback A handler function that cleans up developer-defined
data\n * associated with a view. Called when the `destroy()` method is invoked.\n */\n abstract
onDestroy(callback: Function): any /** TODO #9100 */;\n}\n\n/**\n * Represents an Angular
[view](guide/glossary#view) in a view container.\n * An [embedded view](guide/glossary#view-tree) can be
referenced from a component\n * other than the hosting component whose template defines it, or it can be defined\n
* independently by a `TemplateRef`.\n *\n * Properties of elements in a view can change, but the structure (number
and order) of elements in\n * a view cannot. Change the structure of elements by inserting, moving, or\n * removing
nested views in a view container.\n *\n * @see `ViewContainerRef`\n *\n * @usageNotes\n *\n * The following

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function _queryNodeChildrenR3(
    tNode: TNode, lView: LView,
    predicate: Predicate<DebugElement>|Predicate<DebugNode>,
    matches: DebugElement[]|DebugNode[],
    elementsOnly: boolean, rootNativeNode: any)
{
  const nativeNode = getNativeByTNodeOrNull(tNode, lView);

  // For each type of TNode, specific logic is executed.
  if (tNode.type === TNodeType.Element || tNode.type ===
      TNodeType.ElementContainer) {
    // Case 1: the TNode is an element
    // The native node has to be checked.
    _addQueryMatchR3(nativeNode, predicate, matches, elementsOnly, rootNativeNode);
    if (isComponentHost(tNode)) {
      // If the element is the host of a component, then all nodes in its view have to be processed.
      // Note: the (TNode.child) will be processed from the insertion points.
      const componentView = getComponentLViewByIndex(tNode.index, lView);
      if (componentView) {
        _queryNodeChildrenR3(
          componentView[TVIEW].firstChild!, componentView, predicate, matches, elementsOnly,
          rootNativeNode);
      }
    } else {
      if (tNode.child) {
        // Otherwise, its children have to be processed.
        _queryNodeChildrenR3(tNode.child, lView, predicate, matches, elementsOnly, rootNativeNode);
      }
    }
  }

  // We also have to query the DOM directly in order to catch elements inserted through
  // Renderer2. Note that this is __not__ optimal, because we're walking similar trees multiple
  // times. ViewEngine could do it more efficiently, because all the insertions go through
  // Renderer2, however that's not the case in Ivy. This approach
  // is being used because:
  // 1. Matching the ViewEngine behavior would mean potentially introducing a
dependency
  // from 'Renderer2' to Ivy which could bring Ivy code into ViewEngine.
  // 2. We have to make 'Renderer3' "know" about debug nodes.
  nativeNode && _queryNativeNodeDescendants(nativeNode, predicate, matches,
    elementsOnly);

  // In all cases, if a dynamic container exists for this node, each view inside it has to be
  // processed.
  const nodeOrContainer = lView[tNode.index];
  if (isLContainer(nodeOrContainer)) {
    _queryNodeChildrenInContainerR3(
      nodeOrContainer, predicate, matches, elementsOnly, rootNativeNode);
  }
}

/**
 * Process all TNodes in a given container.
 *
 * @param lContainer the container to be processed
 * @param predicate the predicate to match
 * @param matches the list of positive matches
 * @param elementsOnly whether only elements should be searched
 * @param rootNativeNode the root native node on which predicate should not be matched
 */
function _queryNodeChildrenInContainerR3(
    lContainer: LContainer, predicate: Predicate<DebugElement>|Predicate<DebugNode>,
    matches: DebugElement[]|DebugNode[],
    elementsOnly: boolean, rootNativeNode: any)
{
  // Each view inside the container has to be processed.
  _queryNodeChildrenInContainerR3(lContainer, predicate, matches, elementsOnly, rootNativeNode);

  // The nodes projected at this location all need to be processed.
  const componentView = lView[DECLARATION_COMPONENT_VIEW];
  const componentHost = componentView[T_HOST] as TElementNode;
  const head: TNode|null =
      (componentHost.projection as
       [TNode | null][])[tNode.projection as number];
  const nodeOrContainer = lView[tNode.index];
  if (Array.isArray(head)) {
    for (let nativeNode of head) {
      _addQueryMatchR3(nativeNode, predicate, matches, elementsOnly, rootNativeNode);
    }
  } else if (head) {
    _queryNodeChildrenR3(tNode.child, lView, predicate, matches, elementsOnly, rootNativeNode);
  }

  // The next node to be processed, we need to use the next or the projectionNext
  // link, depending on whether the current node has been processed.
  const nextTNode = (tNode.flags & TNodeFlags.isProjected) ?
    tNode.projectionNext : tNode.next;
  if (nextTNode) {
    _queryNodeChildrenR3(nextTNode, lView, predicate, matches, elementsOnly, rootNativeNode);
  }
}
Predicate<DebugElement>|Predicate<DebugNode>, \n matches: DebugElement[]|DebugNode[], elementsOnly: boolean, rootNativeNode: any) \n { for (let i = CONTAINER_HEADER_OFFSET; i < Container.length; i++) \n { const childView = iContainer[i]; _queryNodeChildrenR3 \n (childView[TVIEW].node!, childView, predicate, matches, elementsOnly, rootNativeNode) \n } \n return \n } \n
/**
 * Match the current native node against the predicate.
 * @param nativeNode the current native node
 * @param predicate Predicate<DebugElement>|Predicate<DebugNode>
 */
function _queryNativeNodeDescendants \n (parentNode: any, predicate: Predicate<DebugElement>|Predicate<DebugNode>, \n matches: DebugElement[]|DebugNode[], elementsOnly: boolean) \n { const nodes = parentNode.childNodes; const length = nodes.length; \n for (let i = 0; i < length; i++) \n { const node = nodes[i]; const debugNode = getDebugNode(node); \n if (debugNode) \n { if (elementsOnly && debugNode instanceof DebugElement__POST_R3__ \n && predicate(debugNode) && matches.indexOf(debugNode) === -1) \n { matches.push(debugNode); } \n else if (!elementsOnly \n && (predicate as Predicate<DebugNode>)(debugNode) \n && (matches as DebugNode[]).indexOf(debugNode) === -1) \n { (matches as DebugNode[]).push(debugNode); } \n } \n } \n }

/**
 * Iterates through the property bindings for a given node and generates a map of property names to values.
 * This map only contains property bindings defined in templates, not in host bindings.
 * @param node the current native node
 * @param properties {key: string}: string
 * @param tNode: TNode, iView: LView, tData: TData
 */
function collectPropertyBindings \n (properties: {key: string}: string, tNode: TNode, iView: LView, tData: TData): void {
  const metaDataParts = propMetadata.split(INTERSPACER_DELIMITER); \n  const propertyName = metaDataParts[0]; \n  if (metaDataParts.length > 1) \n  { \n    const value = renderStringify(iView[bindingIndex + j - 1]) + metaDataParts[j + 1]; \n    properties[propertyName] = value; \n  } \n}
In order to preserve backwards compatibility, we use Angular default value over
with a string literal that is the current locale. Other forms of this
expression are not guaranteed to be replaced.

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with a string literal that is the current locale. Other forms of this
expression are not guaranteed to be replaced.
query: null,
ngContent: null
```
```
(event: any) => dispatchEvent(view, index, eventName, event);

  const bindLen = def.bindings.length;
  let changed = false;
  if (bindLen > 0 && checkAndUpdateElementValue(view, def, 0, v0)) changed = true;
  if (bindLen > 1 && checkAndUpdateElementValue(view, def, 1, v1)) changed = true;
  if (bindLen > 2 && checkAndUpdateElementValue(view, def, 2, v2)) changed = true;
  if (bindLen > 3 && checkAndUpdateElementValue(view, def, 3, v3)) changed = true;
  if (bindLen > 4 && checkAndUpdateElementValue(view, def, 4, v4)) changed = true;
  if (bindLen > 5 && checkAndUpdateElementValue(view, def, 5, v5)) changed = true;
  if (bindLen > 6 && checkAndUpdateElementValue(view, def, 6, v6)) changed = true;
  if (bindLen > 7 && checkAndUpdateElementValue(view, def, 7, v7)) changed = true;
  if (bindLen > 8 && checkAndUpdateElementValue(view, def, 8, v8)) changed = true;
  if (bindLen > 9 && checkAndUpdateElementValue(view, def, 9, v9)) changed = true;
  return changed;
}

export function checkAndUpdateElementDynamic(view: ViewData, def: NodeDef, values: any[]): boolean {
  let changed = false;
  for (let i = 0; i < values.length; i++) {
    if (checkAndUpdateElementValue(view, def, i, values[i])) changed = true;
  }
  return changed;
}

function checkAndUpdateElementValue(view: ViewData, def: NodeDef, bindingIdx: number, value: any) {
  if (!checkAndUpdateBinding(view, def, bindingIdx, value)) {
    return false;
  }
  const binding = def.bindings[bindingIdx];
  const elData = asElementData(view, def.nodeIndex);
  const renderNode = elData.renderElement;
  const name = binding.name!
  switch (binding.flags & BindingFlags.Types) {
    case BindingFlags.TypeElementAttribute:
      setElementAttribute(view, binding, renderNode, binding.ns, name, value);
      break;
    case BindingFlags.TypeElementClass:
      setElementClass(view, renderNode, name, value);
      break;
    case BindingFlags.TypeElementStyle:
      setElementStyle(view, def.flags & NodeFlags.ComponentView && binding.flags & BindingFlags.SyntheticHostProperty) ?
        elData.componentView :
        view;
      setElementProperty(view, binding, renderNode, name, value);
      break;
  }
  return true;
}

function setElementAttribute(view: ViewData, binding: BindingDef, renderNode: any, ns: string|null, name: string, value: any) {
  const renderer = view.renderer;
  if (value != null) {
    renderer.setAttribute(renderNode, name, value, ns);
  } else {
    renderer.removeAttribute(renderNode, name, ns);
  }
}

function setElementClass(view: ViewData, renderNode: any, name: string, value: boolean) {
  const renderer = view.renderer;
  if (value) {
    renderer.addClass(renderNode, name);
  } else {
    renderer.removeClass(renderNode, name);
  }
}

function setElementStyle(view: ViewData, binding: BindingDef, renderNode: any, name: string, value: any) {
  const renderer = view.renderer;
  if (value != null) {
    renderer.setStyle(renderNode, name, value.toString());
  } else {
    renderer.removeStyle(renderNode, name);
  }
}

function setElementProperty(view: ViewData, binding: BindingDef, renderNode: any, name: string, value: any) {
  const renderer = view.renderer;
  if (value != null) {
    renderer.setProperty(renderNode, name, value.toString());
  } else {
    renderer.removeStyle(renderNode, name);
  }
}

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

import {ElementRef} from '../linker/element_ref';
import {QueryList} from '../linker/query_list';

import {asElementData, asProviderData, asQueryList, NodeDef, NodeFlags, QueryBindingDef, QueryBindingType, QueryDef, QueryValueType, ViewData} from './types';
import {declaredViewContainer, filterQueryId, isEmbeddedView} from './util';

export function queryDef(flags: number): QueryDef { 
  return new QueryDef();
}
NodeFlags, id: number, bindings: {[propName: string]: QueryBindingType}): NodeDef {
  let bindingDefs:
    QueryBindingDef[] = []; // for (let propName in bindings) {
  } return ...

  // based on the view definition:
  nodeIdX: -1, // parent: null;
  renderParent: null,
  nodeIdX: -1,
  outputIdxX: -1,
  // regular values:
  // TODO(vieb): check
  checkIdxX: -1,
  flagsX, childFlags: 0, // directChildFlags: 0,
  childMatchedQueries: 0,
  ngContentX: -1,
  matchedQueries: [],
  matchedQueryIds: 0,
  references: ...

  // content queries:
  const cntX = ...

  // view: viewDef.nodeMatchedQueries:
  let query = ...;
  // view: viewDef.nodeMatchedQueries,
  // while (view.parent && isEmbeddedView(view)) {

  // content queries:
  let query = ...

  // element: null;
  provider: null;
  text: null;
  query: ...
  return new QueryList();
}

// content queries:
let directiveInstance: any;
let newValues: any[] = undefined!

let bindingDefs: QueryBindingDef[] = ...

let pro\}

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let directiveInstance: any;
let newValues: any[] = undefined!

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let directiveInstance: any;
let newValues: any[] = undefined!

let bindingDefs: QueryBindingDef[] = ...

let pro\}

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let bindingDefs: QueryBindingDef[] = ...

let pro\}
elementData.template._projectedViews\n if (projectedViews) \n for (let k = 0; k < projectedViews.length; k++) \n const projectedView = projectedViews[k];
 calcQueryValues(projectedView, 0, projectedView.def.nodes.length - 1, queryDef, values);\n \n if ((nodeDef.childMatchedQueries & queryDef.filterId) !== queryDef.filterId) {\n   // if no child matches the query, skip the children.\n   i += nodeDef.childCount;\n }\n return values;\n} \n\nexport function getQueryValue(\n  view: ViewData,\n  nodeDef: NodeDef,\n  queryValueType: QueryValueType\n) \n{\n  if (queryValueType != null) {\n    // a match\n    switch (queryValueType) {\n      case QueryValueType.RenderElement:\n        return asElementData(view, nodeDef.nodeIndex).renderElement;\n      case QueryValueType.ElementRef:\n        return new ElementRef(asElementData(view, nodeDef.nodeIndex).renderElement);\n      case QueryValueType.TemplateRef:\n        return asElementData(view, nodeDef.nodeIndex).template;\n      case QueryValueType.ViewContainerRef:\n        return asElementData(view, nodeDef.nodeIndex).viewContainer;\n      case QueryValueType.Provider:\n        return asProviderData(view, nodeDef.nodeIndex).instance;\n    }\n  }\n  return null;\n} \n\nopen function appendNgContent(view: ViewData, renderHost: any, def: NodeDef) \n{\n  // will bet set by the view definition\n  const parentEl = getParentRenderElement(view, renderHost, def);\n  if (!parentEl) {\n    // Nothing to do if there is no parent\n    return;\n  }\n  const ngContentIndex = def.ngContent!.index;\n  visitProjectedRenderNodes(view, ngContentIndex, RenderNodeAction.AppendChild, parentEl, null, undefined);\n} \n\nopen function createPureExpression(view: ViewData, def: NodeDef): PureExpressionData \n{\n  return {value: undefined};\n} \n
// Import statements
import {NodeDef, NodeFlags, ViewData} from './types';
import {getParentRenderElement, RenderNodeAction, visitProjectedRenderNodes} from './util';

export function ngContentDef(ngContentIndex: null|number, index: number): NodeDef \n{\n  // will bet set by the view definition\n  return {\n    // will bet set by the view definition\n    nodeIndex: -1,
    parent: null,
    renderParent: null,
    bindingIndex: -1,
    outputIndex: -1,
    // regular values
    checkIndex: -1,
    flags: NodeFlags.TypeNgContent,
    childFlags: 0,
    directChildFlags: 0,
    childMatchedQueries: 0,
    matchedQueries: {},
    matchedQueryIds: 0,
    references: {},
    ngContentIndex,
    childCount: 0,
    bindings: [],
    bindingFlags: 0,
    outputs: [],
    element: null,
    provider: null,
    text: null,
    query: null,
    ngContent: {index} \n  };
} \n
export function appendNgContent(view: ViewData, renderHost: any, def: NodeDef) \n{\n  const parentEl = getParentRenderElement(view, renderHost, def);\n  if (!parentEl) {\n    // Nothing to do if there is no parent\n    return;\n  }\n  const ngContentIndex = def.ngContent!.index;\n  visitProjectedRenderNodes(view, ngContentIndex, RenderNodeAction.AppendChild, parentEl, null, undefined);\n} \n
export function createPureExpression(view: ViewData, def: NodeDef): PureExpressionData \n{\n  return {value: undefined};\n} \n
export function checkAndUpdatePureExpressionInline(view: ViewData, def: NodeDef, v0: any, v1: any, v2: any, v3: any, v4:
const bindings = def.bindings;
let changed = false;
const bindLen = bindings.length;
if (bindLen > 0 &&
  checkAndUpdateBinding(view, def, 0, v0))
  changed = true;
if (bindLen > 1 &&
  checkAndUpdateBinding(view, def, 1, v1))
  changed = true;
if (bindLen > 2 &&
  checkAndUpdateBinding(view, def, 2, v2))
  changed = true;
if (bindLen > 3 &&
  checkAndUpdateBinding(view, def, 3, v3))
  changed = true;
if (bindLen > 4 &&
  checkAndUpdateBinding(view, def, 4, v4))
  changed = true;
if (bindLen > 5 &&
  checkAndUpdateBinding(view, def, 5, v5))
  changed = true;
if (bindLen > 6 &&
  checkAndUpdateBinding(view, def, 6, v6))
  changed = true;
if (bindLen > 7 &&
  checkAndUpdateBinding(view, def, 7, v7))
  changed = true;
if (bindLen > 8 &&
  checkAndUpdateBinding(view, def, 8, v8))
  changed = true;
if (changed)
  return true;

data.value = value;
}

return changed;
}

return changed;
}
const renderer = view.renderer;

let changed = checkAndUpdateBinding(view, def, 0, v0) || checkAndUpdateBinding(view, def, 1, v1) || checkAndUpdateBinding(view, def, 2, v2) || checkAndUpdateBinding(view, def, 3, v3) || checkAndUpdateBinding(view, def, 4, v4) || checkAndUpdateBinding(view, def, 5, v5) || checkAndUpdateBinding(view, def, 6, v6) || checkAndUpdateBinding(view, def, 7, v7) || checkAndUpdateBinding(view, def, 8, v8) || checkAndUpdateBinding(view, def, 9, v9);

if (changed) {
  let value = def.text!.prefix;
  if (bindLen > 0) value += _addInterpolationPart(v0, bindings[0]);
  if (bindLen > 1) value += _addInterpolationPart(v1, bindings[1]);
  if (bindLen > 2) value += _addInterpolationPart(v2, bindings[2]);
  if (bindLen > 3) value += _addInterpolationPart(v3, bindings[3]);
  if (bindLen > 4) value += _addInterpolationPart(v4, bindings[4]);
  if (bindLen > 5) value += _addInterpolationPart(v5, bindings[5]);
  if (bindLen > 6) value += _addInterpolationPart(v6, bindings[6]);
  if (bindLen > 7) value += _addInterpolationPart(v7, bindings[7]);
  if (bindLen > 8) value += _addInterpolationPart(v8, bindings[8]);
  if (bindLen > 9) value += _addInterpolationPart(v9, bindings[9]);

  const renderNode = asTextData(view, def.nodeIndex).renderText;
  view.renderer.setValue(renderNode, value);
}

return changed;
}

export function checkAndUpdateTextDynamic(view: ViewData, def: NodeDef, values: any[]): boolean {
  let changed = false;
  for (let i = 0; i < values.length; i++) {
    if (checkAndUpdateBinding(view, def, i, values[i])) {
      changed = true;
    }
  }

  if (changed) {
    let value = '';
    for (let i = 0; i < values.length; i++) {
      value += _addInterpolationPart(values[i], bindings[i]);
    }
    value = def.text!.prefix + value;
    const renderNode = asTextData(view, def.nodeIndex).renderText;
    view.renderer.setValue(renderNode, value);
  }

  return changed;
}

function _addInterpolationPart(value: any, binding: BindingDef): string {
  const valueStr = value != null ? value.toString() : '';
  return valueStr + binding.suffix;
}

/**
 * @license
 * Copyright Google LLC 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 {Renderer2} from '../render/api';

import {checkAndUpdateElementDynamic, checkAndUpdateElementInline, createElement, listenToElementOutputs} from './element';
import {expressionChangedAfterItHasBeenCheckedError} from './errors';
import {appendNgContent} from './ng_content';
import {callLifecycleHooksChildrenFirst, checkAndUpdateDirectiveDynamic, checkAndUpdateDirectiveInline, createDirectiveInstance, createPipeInstance, createProviderInstance} from './provider';
import {checkAndUpdatePureExpressionDynamic, checkAndUpdatePureExpressionInline, createPureExpression} from './pure_expression';
import {checkAndUpdateQuery, createQuery} from './query';
import {checkAndUpdateElementDynamic, checkAndUpdateElementInline, createElement, listenToElementOutputs} from './element';
import {expressionChangedAfterItHasBeenCheckedError} from './errors';
import {appendNgContent} from './ng_content';
import {callLifecycleHooksChildrenFirst, checkAndUpdateDirectiveDynamic, checkAndUpdateDirectiveInline, createDirectiveInstance, createPipeInstance, createProviderInstance} from './provider';
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import {checkAndUpdateQuery, createQuery} from './query';
import {checkAndUpdateElementDynamic, checkAndUpdateElementInline, createElement, listenToElementOutputs} from './element';
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import {checkAndUpdateQuery, createQuery} from './query';
import {checkAndUpdateElementDynamic, checkAndUpdateElementInline, createElement, listenToElementOutputs} from './element';
import {expressionChangedAfterItHasBeenCheckedError} from './errors';
import {appendNgContent} from './ng_content';
nodes and set auto calculated values
let viewBindingCount = 0;
let viewDisposableCount = 0;
let viewNodeFlags = 0;
let viewRootNodeFlags = 0;
let viewMatchedQueries = 0;
let currentParent:
NodeDef|null = null;
let currentRenderParent: NodeDef|null = null;
let currentElementHasPublicProviders = false;
let currentElementHasPrivateProviders = false;
let lastRenderRootNode: NodeDef|null = null;
for (let i = 0; i < nodes.length; i++) {
  const node = nodes[i];
  node.nodeIndex = i;
  node.parent = currentParent;
  node.bindingIndex = viewBindingCount;
  node.outputIndex = viewDisposableCount;
  node.renderParent = currentRenderParent;
  node.viewNodeFlags = node.flags;
  node.viewMatchedQueries = node.matchedQueryIds;
  if (node.element) {
    const elDef = node.element;
    elDef.publicProviders =
      if (currentParent ? currentParent.element!.publicProviders : Object.create(null));
    elDef.allProviders = elDef.publicProviders;
    // Note: We assume that all providers of an element are before any child element!
    currentElementHasPublicProviders = false;
    currentElementHasPrivateProviders = false;
    if (node.element.template) {
      viewMatchedQueries |= node.element.template.nodeMatchedQueries;
    }
    validateNode(currentParent, node, nodes.length);
    if (currentParent) {
      currentParent.childFlags |= node.flags;
      currentParent.childMatchedQueries |= node.matchedQueryIds;
      if (node.element && node.element.template) {
        currentParent.childMatchedQueries |= node.element.template.nodeMatchedQueries;
      }
    } else {
      return {
        factory: null,
        nodeFlags: viewNodeFlags,
        rootNodeFlags: viewRootNodeFlags,
        nodeMatchedQueries: viewMatchedQueries,
        updateDirectives: updateDirectives || NOOP,
        updateRenderer: updateRenderer || NOOP,
        handleEvent,
        bindingCount: viewBindingCount,
        outputCount: viewDisposableCount,
        lastRenderRootNode
      };
    }
    if (!isNgContainer(node)) {
      const elDef = node.element;
      elDef.publicProviders =
      if (currentParent ? currentParent.element!.publicProviders : Object.create(null));
      elDef.allProviders = elDef.publicProviders;
      // Note: We assume that all providers of an element are before any child element!
      currentElementHasPublicProviders = false;
      currentElementHasPrivateProviders = false;
      if (node.element.template) {
        viewMatchedQueries |= node.element.template.nodeMatchedQueries;
      }
      validateNode(currentParent, node, nodes.length);
      if (currentParent) {
        currentParent.childFlags |= node.flags;
        currentParent.childMatchedQueries |= node.matchedQueryIds;
        if (node.element && node.element.template) {
          currentParent.childMatchedQueries |= node.element.template.nodeMatchedQueries;
        }
      } else {
        return {
          factory: null,
          nodeFlags: viewNodeFlags,
          rootNodeFlags: viewRootNodeFlags,
          nodeMatchedQueries: viewMatchedQueries,
          updateDirectives: updateDirectives || NOOP,
          updateRenderer: updateRenderer || NOOP,
          handleEvent,
          bindingCount: viewBindingCount,
          outputCount: viewDisposableCount,
          lastRenderRootNode
        };
      }
    }
  }
}

function isNgContainer(node: NodeDef): boolean {
  return (node.flags & NodeFlags.TypeElement) !== 0 && node.element!.name === null;
}

function validateNode(parent: NodeDef|null, node: NodeDef, nodeCount:
number) {
  const template = node.element && node.element.template;
  if (template) {
    const lastRenderRootNode = template.lastRenderRootNode && template.lastRenderRootNode.template;
    if (lastRenderRootNode) {
      throw new Error(`Illegal State: Embedded views need to be children of elements or anchors, at index ${node.nodeIndex}!`);
    }
  }
  if (node.flags & NodeFlags.EmbeddedViews) {
    throw new Error(`Illegal State: Last root node of a template can't have embedded views, at index ${node.nodeIndex}!`);
  }
  if (node.query) {
    if (node.flags & NodeFlags.EmbeddedViews) {
      throw new Error(`Illegal State: Last root node of a template can't have embedded views, at index ${node.nodeIndex}!`);
    }
    if (node.flags & NodeFlags.EmbeddedViews) {
      throw new Error(`Illegal State: Last root node of a template can't have embedded views, at index ${node.nodeIndex}!`);
    }
  }
  if (node.childCount) {
    const parentEnd = parent ? parent.nodeIndex + parent.childCount : nodeCount - 1;
    if (node.nodeIndex <= parentEnd && node.nodeIndex + node.childCount > parentEnd) {
      throw new Error(`Illegal State: childCount of node leads outside of parent, at index ${node.nodeIndex}!`);
    }
  }
}

export function createEmbeddedView(
    parent: ViewData, anchorDef: NodeDef, viewDef: ViewDefinition, context?: any): ViewData {
  const view = createView(parent.root, parent.renderer, parent, anchorDef, viewDef);
  initView(view, parent.component, context);
  createViewNodes(view);
  return view;
}

export function createRootView(root: RootData, def: ViewDefinition, context?: any): ViewData {
  const view = createView(root, root.renderer, null, null, def);
  initView(view, context, context);
  createViewNodes(view);
  return view;
}

export function createComponentView(
    parentView: ViewData, nodeDef: NodeDef, viewDef: ViewDefinition, hostElement: any): ViewData {
  const rendererType = nodeDef.element!.componentRendererType;
  let compRenderer:
    Renderer2;
  if (!rendererType) {
    compRenderer = parentView.root.renderer;
  } else {
    compRenderer = parentView.root.rendererFactory.createComponentRenderer(hostElement, rendererType);
  }
  return createView(
      parentView.root, compRenderer, parentView, nodeDef.element!.componentProvider, viewDef);
}

function createView(
    root: RootData, renderer: Renderer2, parent: ViewData|null, parentNodeDef: NodeDef|null,
    def: ViewDefinition): ViewData {
  const nodes: NodeData[] = new Array(def.nodes.length);
  const disposables = def.outputCount ? new Array(def.outputCount) : null;
  const view: ViewData = {
    def,
    parent,
    viewContainerParent: null,
    parentNodeDef,
    context: null,
    component: null,
    nodes,
    state: ViewState.CatInit,
    root,
    renderer,
    oldValues: new Array(def.bindingCount),
    disposables,
    initIndex: -1
  };
  return view;
}

function initView(view: ViewData, component: any, context: any) {
  view.component = component;
  view.context = context;
}

function createViewNodes(view: ViewData) {
  let renderHost: any;
  if (isComponentView(view)) {
    const hostDef = view.parentNodeDef;
    renderHost = asElementData(view.parent!, hostDef!.parent!.nodeIndex).renderElement;
  }
  const def = view.def;
  const nodes = view.nodes;
  for (let i = 0; i < def.nodes.length; i++) {
    const node = view.nodes[i];
    Services.setCurrentNode(view, i);
    if (node.flags & NodeFlags.EmbeddedViews) {
      const el = createElement(view, renderHost, nodeDef) as any;
      compRenderer = view.parentView!.rendererFactory.createComponentRenderer(el, nodeDef.element!.componentRendererType);
      const compViewDef = resolveDefinition(nodeDef.element!.componentView!);
      componentView = Services.createComponentView(view, nodeDef, compViewDef, el);
      listenToElementOutputs(view, componentView, nodeData, <ElementData>view.renderElement: el, viewContainerParent: null, template: nodeDef.element!.template ? createTemplateData(view, nodeDef) : undefined,
      if (nodeDef.flags & NodeFlags.EmbeddedViews) {
        nodeData = <ElementData>viewContainerData = view.nodeData;
        if (nodeDef.flags & NodeFlags.EmbeddedViews) {
          break;
        }
      } else {
        break;
      }
    } else {
      throw new Error(`Illegal State: Content Query nodes need to be children of directives, at index ${node.nodeIndex}!`);
    }
    if (node.flags & NodeFlags.EmbeddedViews) {
      const parentEnd = parent ? parent.nodeIndex + parent.childCount : nodeCount - 1;
      if (node.nodeIndex <= parentEnd && node.nodeIndex + node.childCount > parentEnd) {
        throw new Error(`Illegal State: childCount of node leads outside of parent, at index ${node.nodeIndex}!`);
      }
    }
  }
}
NodeFlags.TypeUseExistingProvider:
  case NodeFlags.TypeValueProvider: {
    nodeData = nodes[i];
    if (!nodeData) {
      const instance = createProviderInstance(view, nodeDef);
      nodeData = { instance: instance, provider: nodeDef.provider };
    }
    break;
  }
  case NodeFlags.TypePipe: {
    const instance = createPipeInstance(view, nodeDef);
    nodeData = { instance: instance, pipe: nodeDef.pipe };
    break;
  }
  case NodeFlags.TypeDirective: {
    nodeData = nodes[i];
    if (!nodeData) {
      const instance = createDirectiveInstance(view, nodeDef);
      nodeData = { instance: instance, directive: nodeDef.directive };
    }
    if (nodeDef.flags & NodeFlags.Component) {
      const compView = asElementData(view, nodeDef.parent!.nodeIndex).componentView;
      initView(compView, nodeData.instance, nodeData.instance);
    }
    break;
  }
  case NodeFlags.TypePureArray:
  case NodeFlags.TypePureObject:
  case NodeFlags.TypePurePipe:
    nodeData = createPureExpression(view, nodeDef) as any;
    break;
  case NodeFlags.TypeContentQuery:
  case NodeFlags.TypeViewQuery:
    nodeData = createQuery() as any;
    break;
  case NodeFlags.TypeNgContent:
    appendNgContent(view, renderHost, nodeDef); // no runtime data needed for NgContent...
    nodeData = undefined;
    break;
  }[nodes[i] = nodeData];
}
// Create the ViewData.nodes of component views after we created everything else,
// so that e.g. ng-content works
execComponentViewsAction(view, ViewAction.CreateViewNodes);

// fill static content and view queries
execQueriesAction(
    view, NodeFlags.TypeContentQuery | NodeFlags.TypeViewQuery, NodeFlags.StaticQuery,
    CheckType.CheckAndUpdate);

export function checkNoChangesView(view: ViewData) {
  markProjectedViewsForCheck(view);
  Services.updateDirectives(view, CheckType.CheckNoChanges);
  Services.updateRenderer(view, CheckType.CheckNoChanges);
  // Note:
  // We don't check queries for changes as we didn't do this in v2.x. 
  // TODO(tbosch): investigate if we can enable the check again in v5.x with a nicer error message.
  if (view.state & ~(ViewState.CheckProjectedViews | ViewState.CheckProjectedView)) {
    for (let i = 0; i < def.nodes.length; i++) {
      const nodeDef = def.nodes[i];
      if (nodeDef.flags & NodeFlags.Component) {
        const compView = asElementData(view, nodeDef.parent!.nodeIndex).componentView;
        initView(compView, nodeData.instance, nodeData.instance);
      }
    }
    Services.updateDirectives(view, CheckType.CheckNoChanges);
  }
  view.state &= ~(ViewState.CheckProjectedViews | ViewState.CheckProjectedView);
  shiftInitState(view, ViewState.InitState_AfterViewInit);
  callLifecycleHooksChildrenFirst(view, NodeFlags.AfterContentChecked | (callInit ? NodeFlags.AfterContentInit : 0));
  Services.updateRenderer(view, CheckType.CheckAndUpdate);
  execQueriesAction(
    view, NodeFlags.TypeContentQuery, NodeFlags.TypeViewQuery, CheckType.CheckAndUpdate);
  let callInit = shiftInitState(view, view.State.InitState_CallAfterContentInit);
  callLifecycleHooksChildrenFirst(view, NodeFlags.AfterContentChecked | (callInit ? NodeFlags.AfterContentInit : 0));
  Services.updateRenderer(view, CheckType.CheckAndUpdate);
  execQueriesAction(
    view, NodeFlags.TypeContentQuery, NodeFlags.TypeViewQuery, CheckType.CheckAndUpdate);
  callInit = shiftInitState(view, view.State.InitState_CallAfterContentInit);
  callLifecycleHooksChildrenFirst(view, NodeFlags.AfterContentChecked | (callInit ? NodeFlags.AfterContentInit : 0));
  if (view.def.flags & ViewFlags.OnPush) {
    view.state &= ~(ViewState.ChecksEnabled | ViewState.CheckProjectedViews | ViewState.CheckProjectedView);
  }
  shiftInitState(view, ViewState.InitState_CallAfterViewInit);
  callLifecycleHooksChildrenFirst(view, NodeFlags.AfterContentChecked | (callInit ? NodeFlags.AfterContentInit : 0));
  Services.updateRenderer(view, CheckType.CheckAndUpdate);
  execQueriesAction(
    view, NodeFlags.TypeContentQuery, NodeFlags.TypeViewQuery, CheckType.CheckAndUpdate);
  callInit = shiftInitState(view, view.State.InitState_CallAfterContentInit);
  view.state &= ~(ViewState.CheckProjectedViews | ViewState.CheckProjectedView);
  shiftInitState(view, ViewState.InitState_CallAfterViewInit, ViewState.InitState_AfterInit);
  unexport function checkAndUpdateNode(
    view: ViewData, nodeDef: NodeDef, argStyle: ArgumentType, v0?: any, v1?: any, v2?: any,
    if (argStyle === ArgumentType.Inline) {
      return checkAndUpdateNodeInline(view, nodeDef, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);
    } else {
      return checkAndUpdateNodeDynamic(view, nodeDef, v0);
    }
  }
  uninfunction markProjectedViewsForCheck(view: ViewData) {
    if (!def.nodeFlags & NodeFlags.ProjectedTemplate) {
      return;
    }
    for (let i = 0; i < def.nodes.length; i++) {
      const nodeDef = def.nodes[i];
      if (nodeDef.flags & NodeFlags.ProjectedTemplate) {
        if (nodeDef) {
          // const instance = createDirectiveInstance(view, nodeDef); 
          nodeData = <ProviderData>{ instance: instance, provider: nodeDef };
          if (nodeData) {
            const instance = createProviderInstance(view, nodeDef);
            nodeData = { instance: instance, provider: nodeDef };
            break;
          }
          break;
        }
      }
    }
  }
  return;
}

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function execComponentViewsAction(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (!(def.nodeFlags & NodeFlags.ComponentView)) {
    return;
  }
  for (let i = 0; i < def.nodes.length; i++) {
    const nodeDef = def.nodes[i];
    if (nodeDef.flags & NodeFlags.ComponentView) {
      // a leaf
      callViewAction(asElementData(view, i).componentView, action);
    } else if ((nodeDef.childFlags & NodeFlags.ComponentView) === 0) {
      // a parent with leafs
      // no child is a component, then skip the children
      i += nodeDef.childCount;
    }
  }
}

function execEmbeddedViewsAction(view: ViewData, action: ViewAction) {
  const def = view.def;
  if (!(def.nodeFlags & NodeFlags.EmbeddedViews)) {
    return;
  }
  for (let i = 0; i < def.nodes.length; i++) {
    const nodeDef = def.nodes[i];
    if (nodeDef.flags & NodeFlags.EmbeddedViews) {
      // a leaf
      const embeddedViews = asElementData(view, i).viewContainer!._embeddedViews;
      for (let k = 0; k < embeddedViews.length; k++) {
        callViewAction(embeddedViews[k], action);
      }
    } else if ((nodeDef.childFlags & NodeFlags.EmbeddedViews) === 0) {
      // a parent with leafs
      // no child is a component, then skip the children
      i += nodeDef.childCount;
    }
  }
}

function callViewAction(view: ViewData, action: ViewAction) {
  const viewState = view.state;
  switch (action) {
    case ViewAction.CheckNoChanges:
      if ((viewState & ViewState.Destroyed) === 0) {
        if ((viewState & ViewState.CatDetectChanges) === ViewState.CatDetectChanges) {
          checkNoChangesView(view);
        } else if (viewState & ViewState.CheckProjectedViews) {
          execProjectedViewsAction(view, action);
        }
      }
      break;
    case ViewAction.CheckNoChangesProjectedViews:
      if ((viewState & ViewState.Destroyed) === 0) {
        if ((viewState & ViewState.CheckProjectedView) === 0) {
          checkNoChangesView(view);
        } else if (viewState & ViewState.CheckProjectedViews) {
          execProjectedViewsAction(view, action);
        }
      }
      break;
    case ViewAction.CheckAndUpdate:
      if ((viewState & ViewState.Destroyed) === 0) {
        if ((viewState & ViewState.CatDetectChanges) === ViewState.CatDetectChanges) {
          checkAndUpdateView(view);
        } else if (viewState & ViewState.CheckProjectedViews) {
          execProjectedViewsAction(view, action);
        }
      }
      break;
    case ViewAction.CheckAndUpdateProjectedViews:
      if ((viewState & ViewStateDestroyed) === 0) {
        if (viewState & ViewState.CheckProjectedView) {
          checkAndUpdateView(view);
        } else if (viewState & ViewState.CheckProjectedViews) {
          execProjectedViewsAction(view, action);
        }
      }
      break;
    case ViewAction.Destroy:
      // Note: destroyView recurses over all views, so we don't need to special case projected views here.
      destroyView(view);
      break;
    case ViewAction.CreateViewNodes:
      createViewNodes(view, break);
  }
}

function execQueriesAction(view: ViewData, queryFlags: NodeFlags, staticDynamicQueryFlag: NodeFlags, checkType: CheckType) {
  if (!(view.def.nodeFlags & queryFlags) || !(view.def.nodeFlags & staticDynamicQueryFlag)) {
    return;
  }
  const nodeCount = view.def.nodes.length;
  for (let i = 0; i < nodeCount; i++) {
    const nodeDef = view.def.nodes[i];
    if (nodeDef.flags & queryFlags && nodeDef.flags & staticDynamicQueryFlag) {
      Services.setCurrentNode(view, nodeDef.nodeIndex);
      switch (checkType) {
        case CheckType.CheckAndUpdate:
          checkAndUpdateQuery(view, action);
          break;
        case CheckType.CheckNoChanges:
          checkNoChangesQuery(view, nodeDef);
          break;
      }
    }
  }
}

export function executeQuery(view: ViewData, queryType: QueryType) {
  switch (queryType) {
    case QueryType.CheckNoChanges:
      executeQueryNoChanges(view, break);
      break;
    case QueryType.CheckAndUpdate:
      executeQueryAndUpdate(view, break);
      break;
    case QueryType.Destroy:
      executeQueryDestroy(view, break);
      break;
  }
}

export function executeQueryNoChanges(view: ViewData) {
  executeQueryNoChangesView(view, break);
}

export function executeQueryAndUpdate(view: ViewData) {
  executeQueryAndUpdateView(view, break);
}

export function executeQueryDestroy(view: ViewData) {
  executeQueryDestroyView(view, break);
}

export function executeQueryQuery(view: ViewData) {
  executeQueryQueryView(view, break);
}

export function executeQueryProjectedQueries(view: ViewData, action: ViewAction) {
  executeQueryProjectedQueriesView(view, action);
}

export function executeQueryNoChangesProject(view: ViewData) {
  executeQueryNoChangesProjectView(view);
}

export function executeQueryAndUpdateProject(view: ViewData, action: ViewAction) {
  executeQueryAndUpdateProjectView(view, action);
}

export function executeQueryDestroyProject(view: ViewData) {
  executeQueryDestroyProjectView(view);
}

export function executeQueryQueryProject(view: ViewData) {
  executeQueryQueryProjectView(view);
}
DebugEventListener, DebugNode__PRE_R3__, getDebugNode, indexDebugNode, removeDebugNodeFromIndex} from './debug/debug_node';
import {Injector} from './di';
import {InjectableDef, InjectableType, Injectable} from './di';
import {ComponentFactory, NgModuleRef} from './linker/typings';
import {NgModuleFactory2} from './linker/ng_module_factory';
import {Renderer2, RendererFactory2, RendererStyleFlags2, RendererType2} from './render/typings';
import {Sanitizer} from '../sanitization/sanitizer';
import {isDevMode} from '../util/is_dev_mode';
import {normalizeDebugBindingName, normalizeDebugBindingValue} from '../util/ng_reflect';

import {isViewDebugError, viewDestroyedError, viewWrappedDebugError} from './errors';
import {resolveDep} from './provider';
import {dirtyParentQueries, getQueryValue} from './query';
import {createInjector, createNgModuleRef, getComponentViewDefinitionFactory} from './refs';
import {ArgumentType, asElementData, asPureExpressionData, BindingFlags, CheckType, DebugContext, ElementData, NgModuleDefinition, NodeDef, NodeFlags, NodeLogger, ProviderOverride, RootData, Services, ViewData, ViewDefinition, ViewState} from './types';
import {isComponentView, NOOP, renderNode, resolveDefinition, splitDepsDsl, tokenKey, viewParentEl} from './util';
import {checkAndUpdateNode, checkAndUpdateView, checkNoChangesNode, checkNoChangesView, createComponentView, createEmbeddedView, createRootView, destroyView} from './view';

let initialized = false;

export function initServicesIfNeeded() {
  if (initialized)
  {
    return;
  }
  initialized = true;
  const services = isDevMode() ? createDebugServices() :
createProdServices();

Services.setCurrentNode = services.setCurrentNode;
Services.createRootView = services.createRootView;
Services.createNgModuleRef = services.createNgModuleRef;
Services.overrideProvider = services.overrideProvider;
Services.overrideComponentView = services.overrideComponentView;
Services.clearOverrides = services.clearOverrides;
Services.checkAndUpdateView = services.checkAndUpdateView;
Services.checkNoChangesView = services.checkNoChangesView;
Services.destroyView = services.destroyView;
Services.resolveDep = resolveDep;
Services.createDebugContext = services.createDebugContext;
Services.handleEvent = services.handleEvent;
Services.updateDirectives = services.updateDirectives;
Services.updateRenderer = services.updateRenderer;
Services.clearOverrides = services.clearOverrides;
Services.checkAndUpdateView = services.checkAndUpdateView;
Services.checkNoChangesView = services.checkNoChangesView;
Services.createRootView = createRootView;
Services.createComponentView = services.createComponentView;
Services.createNgModuleRef = services.createNgModuleRef;


}
const root = createRootData(ngModule, projectableNodes, rootSelectorOrNode);

const overrideComponentView = viewDefOverrides.get(nodeDef.element!.componentProvider!.provider!.token);
if (overrideComponentView) {
  viewDef = overrideComponentView;
} else {
  viewDef = applyProviderOverridesToView(viewDef);
}

return callWithDebugContext(DebugAction.create, createComponentView, null, [viewDef, hostElement]);

function debugOverrideProvider(override: ProviderOverride) {
  providerOverrides.set(override.token, override);
  let injectableDef: InjectableDef<any> | null = null;
  if (typeof override.token === 'function' && (injectableDef = getInjectableDef(override.token)) &&
      typeof injectableDef.providedIn === 'function') {
    providerOverridesWithScope.set(override.token as InjectableType<any>, override);
  }
}

function debugOverrideComponentView(comp: any, compFactory: ComponentFactory<any>) {
  const hostViewDef = resolveDefinition(getComponentViewDefinitionFactory(compFactory));
  const compViewDef = resolveDefinition(hostViewDef.nodes[0].element!.componentView!);
  viewDefOverrides.set(comp, compViewDef);
}

function debugClearOverrides() {
  providerOverrides.clear();
  providerOverridesWithScope.clear();
  viewDefOverrides.clear();
}

function applyProviderOverridesToView(def: ViewDefinition): ViewDefinition {
  if (providerOverrides.size === 0) {
    return def;
  }
  const elementIndicesWithOverwrittenProviders = findElementIndicesWithOverwrittenProviders(def);
  if (elementIndicesWithOverwrittenProviders.length === 0) {
    return def;
  }
  const elementIndicesWithOverwrittenProviders =
    findElementIndicesWithOverwrittenProviders(def);
  if (elementIndicesWithOverwrittenProviders.length === 0) {
    return def;
  }
  // clone the whole view definition, // as it maintains references between the nodes that are
  // hard to update.
  def = def.factory() => NOOP;
  for (let i = 0; i <
  elementIndicesWithOverwrittenProviders.length; i++) {
    applyProviderOverridesToElement(def, elementIndicesWithOverwrittenProviders[i]);
  }
  return def;
  function findElementIndicesWithOverwrittenProviders(def: ViewDefinition): number[] {
    const
elIndicesWithOverwrittenProviders: number[] = []; // const nodeDef = def.nodes[i]; if (nodeDef.flags & NodeFlags.TypeElement) {
  lastElementDef = nodeDef; } if (lastElementDef & nodeDef.flags & NodeFlags崔OnProviderNoDirective &
  providerOverrides.has(nodeDef!.provider!.token)) {
    elIndicesWithOverwrittenProviders.push(lastElementDef!.nodeIndex); 
  lastElementDef = null; } 

return elIndicesWithOverwrittenProviders;

} function applyProviderOverridesToElement(viewDef: ViewDefinition, elIndex: number) {
  for (let i = elIndex + 1; i < viewDef.nodes.length; i++) {
    const nodeDef = viewDef.nodes[i]; if (nodeDef.flags & NodeFlags崔OnProviderNoDirective) {
      const provider = nodeDef!.provider; const override = providerOverrides.get(provider.token); if (override) {
        nodeDef.flags = (nodeDef.flags & NodeFlags崔OnProviderNoDirective) | override.flags;
        provider.deps = splitDepsDsl(override.deps);
        provider.value = override.value;
      }
    }
  }
}

// Notes about
// We only create new datastructures if we need to, to keep perf impact
// reasonable.

function applyProviderOverridesToNgModule(def: NgModuleDefinition): NgModuleDefinition {
  const {hasOverrides,
    hasDeprecatedOverrides} = calcHasOverrides(def);
  if (!hasOverrides) {
    return def;
  }
  // clone the whole view definition,
  // as it maintains references between the nodes that are hard to update.
  def = def.factory(() =>
    NOOP);
  applyProviderOverrides(def);
  return def;

  function calcHasOverrides(def: NgModuleDefinition):
    {hasOverrides: boolean, hasDeprecatedOverrides: boolean} {
    let hasOverrides = false;
    let hasDeprecatedOverrides = false;
    if (providerOverrides.size === 0) {
      return {hasOverrides,
        hasDeprecatedOverrides};
    }
    def.providers.forEach(node => {
      const override = providerOverrides.get(node.token);
      if ((node.flags & NodeFlags崔OnProviderNoDirective) && override) {
        hasOverrides = true;
        hasDeprecatedOverrides = hasDeprecatedOverrides || override.deprecatedBehavior;
      }
    });
    def.modules.forEach(module => {
      providerOverridesWithScope.forEach((override, token) => {
        if (getInjectableDef(token)!.providedIn === module) {
          hasOverrides = true;
          hasDeprecatedOverrides = hasDeprecatedOverrides || override.deprecatedBehavior;
        }
      });
    });
    return {hasOverrides, hasDeprecatedOverrides};
  }

  function applyProviderOverrides(def: NgModuleDefinition) {
    for (let i = 0; i < def.providers.length; i++) {
      const provider = def.providers[i];
      if (hasDeprecatedOverrides) {
        // We had a bug where made
        // all providers lazy. Keep this logic
        // behind a flag
        // for migrating existing users.
        provider.flags |= NodeFlags崔LazyProvider;
      }
      const override = providerOverrides.get(provider.token);
      if (override) {
        provider.flags = (provider.flags &
          ~NodeFlags崔OnProviderNoDirective) | override.flags;
        provider.deps = splitDepsDsl(override.deps);
        provider.value = override.value;
      }
    }
    if (providerOverridesWithScope.size > 0) {
      let moduleSet = new Set<any>(def.modules);
      providerOverridesWithScope.forEach((override, token) => {
        if (moduleSet.has(getInjectableDef(token)!.providedIn)) {
          let provider = {
            token: token,
            flags:
                override.flags | (hasDeprecatedOverrides ? NodeFlags崔LazyProvider : NodeFlags崔None),
            deps: splitDepsDsl(override.deps),
            value: override.value,
            index: def.providers.length,
          };
          def.providers.push(provider);
        }
      });
    }
}

function prodCheckAndUpdateNode(
    view: ViewData, checkIndex: number, argStyle: ArgumentType,
  const nodeDef = view.def.nodes[checkIndex];
  checkAndUpdateNode(view, nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);
  return (nodeDef.flags & NodeFlags崔PureExpression) ?
    asPureExpressionData(view, checkIndex).value :
    undefined;
}

function prodCheckNoChangesNode(
    view: ViewData, checkIndex: number, argStyle: ArgumentType, v0?: any, v1?: any, v2?: any,
  const nodeDef = view.def.nodes[checkIndex];
  checkNoChangesNode(view, nodeDef, argStyle, v0, v1, v2, v3, v4, v5, v6, v7, v8, v9);
  return (nodeDef.flags & NodeFlags崔PureExpression) ?
    asPureExpressionData(view, checkIndex).value :
    undefined;
}

function debugCheckAndUpdateView(view: ViewData) {
  return callWithDebugContext(DebugAction.detectChanges,
    checkAndUpdateView, null, [view]);
}

function debugCheckNoChangesView(view: ViewData) {
  return callWithDebugContext(DebugAction.detectChanges,
    checkAndUpdateView, null, [view]);
}
renderData: RendererType2[null]: Renderer2 {
  return new DebugRenderer2(this.delegate.createRenderer(element, renderData));
}

begin() {
  if (this.delegate.begin) {
    this.delegate.begin();
  }
}

end() {
  if (this.delegate.end) {
    this.delegate.end();
  }
}

whenRenderingDone(): Promise<any> {
  if (this.delegate.whenRenderingDone) {
    return this.delegate.whenRenderingDone();
  }
  return Promise.resolve(null);

  // Inexistant class DebugRenderer2
}

export class DebugRenderer2

  private createDebugContext(nativeElement: any) {
    return this.debugContextFactory(nativeElement);
  }

  createComponent(nativeElement?: any) => DebugContext | null = getCurrentDebugContext;

  constructor(private delegate: Renderer2) {
    this.data = this.delegate.data;
    this.debugContextFactory = this.delegate.debugContextFactory;
    this.delegate.destroyNode = this.delegate.destroyNode;
    this.delegate.createElement = this.delegate.createElement;
    this.delegate.createComment = this.delegate.createComment;
    this.delegate.createText = this.delegate.createText;
    this.delegate.appendChild = this.delegate.appendChild;
    this.delegate.insertBefore = this.delegate.insertBefore;
    this.delegate.removeChild = this.delegate.removeChild;
    this.delegate.selectRootElement = this.delegate.selectRootElement;
    this.delegate.setAttribute = this.delegate.setAttribute;
    this.delegate.removeAttribute = this.delegate.removeAttribute;
    this.delegate.hasClass = this.delegate.hasClass;
    this.delegate.removeClass = this.delegate.removeClass;
    this.delegate.setStyle = this.delegate.setStyle;
    this.delegate.selectRootElement = this.delegate.selectRootElement;
  }

  render(element, renderData: RendererType2[null]): Renderer2 {
    return new DebugRenderer2(this.delegate.createRenderer(element, renderData));
  }

  begin() {
    if (this.delegate.begin) {
      this.delegate.begin();
    }
  }

  end() {
    if (this.delegate.end) {
      this.delegate.end();
    }
  }

  whenRenderingDone(): Promise<any> {
    if (this.delegate.whenRenderingDone) {
      return this.delegate.whenRenderingDone();
    }
    return Promise.resolve(null);
  }
}

export class DebugRenderer2

  private createDebugContext(nativeElement: any) {
    return this.debugContextFactory(nativeElement);
  }

  createComponent(nativeElement?: any) => DebugContext | null = getCurrentDebugContext;

  constructor(private delegate: Renderer2) {
    this.data = this.delegate.data;
    this.debugContextFactory = this.delegate.debugContextFactory;
    this.delegate.destroyNode = this.delegate.destroyNode;
    this.delegate.createElement = this.delegate.createElement;
    this.delegate.createComment = this.delegate.createComment;
    this.delegate.createText = this.delegate.createText;
    this.delegate.appendChild = this.delegate.appendChild;
    this.delegate.insertBefore = this.delegate.insertBefore;
    this.delegate.removeChild = this.delegate.removeChild;
    this.delegate.selectRootElement = this.delegate.selectRootElement;
    this.delegate.setAttribute = this.delegate.setAttribute;
    this.delegate.removeAttribute = this.delegate.removeAttribute;
    this.delegate.hasClass = this.delegate.hasClass;
    this.delegate.removeClass = this.delegate.removeClass;
    this.delegate.setStyle = this.delegate.setStyle;
    this.delegate.selectRootElement = this.delegate.selectRootElement;
  }

  render(element, renderData: RendererType2[null]): Renderer2 {
    return new DebugRenderer2(this.delegate.createRenderer(element, renderData));
  }

  begin() {
    if (this.delegate.begin) {
      this.delegate.begin();
    }
  }

  end() {
    if (this.delegate.end) {
      this.delegate.end();
    }
  }

  whenRenderingDone(): Promise<any> {
    if (this.delegate.whenRenderingDone) {
      return this.delegate.whenRenderingDone();
    }
    return Promise.resolve(null);
  }
}

export class DebugRenderer2

  private createDebugContext(nativeElement: any) {
    return this.debugContextFactory(nativeElement);
  }

  createComponent(nativeElement?: any) => DebugContext | null = getCurrentDebugContext;

  constructor(private delegate: Renderer2) {
    this.data = this.delegate.data;
    this.debugContextFactory = this.delegate.debugContextFactory;
    this.delegate.destroyNode = this.delegate.destroyNode;
    this.delegate.createElement = this.delegate.createElement;
    this.delegate.createComment = this.delegate.createComment;
    this.delegate.createText = this.delegate.createText;
    this.delegate.appendChild = this.delegate.appendChild;
    this.delegate.insertBefore = this.delegate.insertBefore;
    this.delegate.removeChild = this.delegate.removeChild;
    this.delegate.selectRootElement = this.delegate.selectRootElement;
    this.delegate.setAttribute = this.delegate.setAttribute;
    this.delegate.removeAttribute = this.delegate.removeAttribute;
    this.delegate.hasClass = this.delegate.hasClass;
    this.delegate.removeClass = this.delegate.removeClass;
    this.delegate.setStyle = this.delegate.setStyle;
    this.delegate.selectRootElement = this.delegate.selectRootElement;
  }

  render(element, renderData: RendererType2[null]): Renderer2 {
    return new DebugRenderer2(this.delegate.createRenderer(element, renderData));
  }

  begin() {
    if (this.delegate.begin) {
      this.delegate.begin();
    }
  }

  end() {
    if (this.delegate.end) {
      this.delegate.end();
    }
  }

  whenRenderingDone(): Promise<any> {
    if (this.delegate.whenRenderingDone) {
      return this.delegate.whenRenderingDone();
    }
    return Promise.resolve(null);
  }
}

export class DebugRenderer2

  private createDebugContext(nativeElement: any) {
    return this.debugContextFactory(nativeElement);
  }

  createComponent(nativeElement?: any) => DebugContext | null = getCurrentDebugContext;

  constructor(private delegate: Renderer2) {
    this.data = this.delegate.data;
    this.debugContextFactory = this.delegate.debugContextFactory;
    this.delegate.destroyNode = this.delegate.destroyNode;
    this.delegate.createElement = this.delegate.createElement;
    this.delegate.createComment = this.delegate.createComment;
    this.delegate.createText = this.delegate.createText;
    this.delegate.appendChild = this.delegate.appendChild;
    this.delegate.insertBefore = this.delegate.insertBefore;
    this.delegate.removeChild = this.delegate.removeChild;
    this.delegate.selectRootElement = this.delegate.selectRootElement;
    this.delegate.setAttribute = this.delegate.setAttribute;
    this.delegate.removeAttribute = this.delegate.removeAttribute;
    this.delegate.hasClass = this.delegate.hasClass;
    this.delegate.removeClass = this.delegate.removeClass;
    this.delegate.setStyle = this.delegate.setStyle;
    this.delegate.selectRootElement = this.delegate.selectRootElement;
  }

  render(element, renderData: RendererType2[null]): Renderer2 {
    return new DebugRenderer2(this.delegate.createRenderer(element, renderData));
  }

  begin() {
    if (this.delegate.begin) {
      this.delegate.begin();
    }
  }

  end() {
    if (this.delegate.end) {
      this.delegate.end();
    }
  }

  whenRenderingDone(): Promise<any> {
    if (this.delegate.whenRenderingDone) {
      return this.delegate.whenRenderingDone();
    }
    return Promise.resolve(null);
  }
}

export class DebugRenderer2

  private createDebugContext(nativeElement: any) {
    return this.debugContextFactory(nativeElement);
  }

  createComponent(nativeElement?: any) => DebugContext | null = getCurrentDebugContext;

  constructor(private delegate: Renderer2) {
    this.data = this.delegate.data;
    this.debugContextFactory = this.delegate.debugContextFactory;
    this.delegate.destroyNode = this.delegate.destroyNode;
    this.delegate.createElement = this.delegate.createElement;
    this.delegate.createComment = this.delegate.createComment;
    this.delegate.createText = this.delegate.createText;
    this.delegate.appendChild = this.delegate.appendChild;
    this.delegate.insertBefore = this.delegate.insertBefore;
    this.delegate.removeChild = this.delegate.removeChild;
    this.delegate.selectRootElement = this.delegate.selectRootElement;
    this.delegate.setAttribute = this.delegate.setAttribute;
    this.delegate.removeAttribute = this.delegate.removeAttribute;
    this.delegate.hasClass = this.delegate.hasClass;
    this.delegate.removeClass = this.delegate.removeClass;
    this.delegate.setStyle = this.delegate.setStyle;
    this.delegate.selectRootElement = this.delegate.selectRootElement;
  }

  render(element, renderData: RendererType2[null]): Renderer2 {
    return new DebugRenderer2(this.delegate.createRenderer(element, renderData));
  }

  begin() {
    if (this.delegate.begin) {
      this.delegate.begin();
    }
  }

  end() {
    if (this.delegate.end) {
      this.delegate.end();
    }
  }

  whenRenderingDone(): Promise<any> {
    if (this.delegate.whenRenderingDone) {
      return this.delegate.whenRenderingDone();
    }
    return Promise.resolve(null);
  }
}
value: any, flags: RendererStyleFlags2): void {
    const debugEl = getDebugNode(el);
    if (debugEl && debugEl instanceof DebugElement__PRE_R3__) {
      debugEl.styles[style] = value;
    }
  }

  removeStyle(el: any, style: string, value: any, flags: RendererStyleFlags2): void {
    const debugEl = getDebugNode(el);
    if (debugEl && debugEl instanceof DebugElement__PRE_R3__) {
      debugEl.styles[style] = null;
    }
    this.delegate.removeStyle(el, style, value, flags);
  }

  setProperty(el: any, name: string, value: any): void {
    const debugEl = getDebugNode(el);
    if (debugEl && debugEl instanceof DebugElement__PRE_R3__) {
      debugEl.properties[name] = value;
    }
    this.delegate.setProperty(el, name, value);
  }

  listen(target: 'document'|'windows'|'body'|any, eventName: string, callback: (event: any) => boolean): () => void {
    if (typeof target !== 'string') {
      const debugEl = getDebugNode(target);
      if (debugEl && debugEl.listeners.push(new DebugEventListener(eventName, callback))) {
        return;
      }
    }
    this.delegate.listen(target, eventName, callback);
  }

  parentNode(node: any): any {
    return this.delegate.parentNode(node);
  }

  nextSibling(node: any): any {
    return this.delegate.nextSibling(node);
  }

  setValue(node: any, value: string): void {
    return this.delegate.setValue(node, value);
  }
}

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

import {Injector} from '../di/injector';
import {Type} from '../interface/type';
import {ComponentFactory} from '../linker/component_factory';
import {NgModuleFactory, NgModuleRef} from '../linker/ng_module_factory';

import {overrideProvider} from './entrypoint';
import {anchorDef, elementDef} from './element';
import {clearOverrides, createNgModuleFactory, overrideComponentView, overrideProvider} from './entrypoint';
import {ngContentDef} from './ng_content';
import {moduleDef, moduleProvideDef} from './ng_module';
import {directiveDef, pipeDef, providerDef} from './provider';
import {pureArrayDef, pureObjectDef, purePipeDef} from './pure_expression';
import {queryDef} from './query';
import {createComponentFactory,
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 8790
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0
Open Source Used in Secure Network Analytics (Stealthwatch) 7.4.0
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

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***************************************************************************** */

Found in path(s):
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/bundles/core-testing.umd.min.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/bundles/core-testing.umd.js

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

Angular
=======

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

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

License: MIT

Found in path(s):
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/README.md

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

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Found in path(s):
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/metadata/view.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/schematics/utils/typescript/decorators.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/schematics/migrations/static-queries/strategies/usage_strategy/usage_strategy.d.ts
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/render3/interfaces/query.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/schematics/migrations/static-queries/strategies/usage_strategy/template_usage_visitor.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/reflection/platform_reflection_capabilities.js
queries/strategies/usage_strategy/usage_strategy.js

* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/schematics/utils/typescript/symbol.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/render3/node_assert.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/di/util.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/render3/instructions/property.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/render3/namespace.js

* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/i18n/localization.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/metadata/ng_module.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/linker/ng_module_factory.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/render3/i18n/i18n_locale_id.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/render3/i18n/i18n_variable_assignment_visitor.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/render3/namespace.js
* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/render3/translations/translation_sources.js

* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/render3/translations/translation_sources.js

* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/render3/translations/translation_sources.js

* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/esm2015/src/render3/translations/translation_sources.js
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,YAAcZ,kJASD,DOAXaoG,EAABuK,GAItBzK,OOAaE,eEAACwG,EAAB7M,UAAMW,OAAMQ,CACvD3C,IAAIK,WAAOONb,EAABkoQ,WAAAhB,C,YAAY,EACZC,cAAc,IAEXoG,EAAZ2B,CAapChB,
GACeKB,EAACmC,SAUAAD,GAEC7C,SAACl,IAACL,OAABK,OAAXD,GAAMBA,EAAMhJ,MAAMh
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to wrap an \(\text{inject}\) call.

Example:

\[
\text{it('...', async(inject([AClass] \(, (\text{object}) \rightarrow \{ \text{object.doSomething.then()} \rightarrow \{ \text{...}\})) \rightarrow \{ \text{...}\} \} \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\} \) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}))};
\]

The test will automatically\(\text{runInTestZone}\) complete when all asynchronous calls within this zone are done. Can be used\(\text{async(inject([AClass], (\text{object}) \rightarrow \{ \text{...}\})) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\})) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...}\}) \rightarrow \{ \text{...\)
```javascript
@ComponentFixture.prototype.checkNoChanges = function () {
  Do a change detection run to make sure there were no changes.
  */
  zone. Just do the change detection.
  this._tick(checkNoChanges);
}
/**
 * This implementation of checkNoChanges is part of the
 * testing library and is not meant to be called from
 * anywhere else.
 */
@ComponentFixture.prototype.detectChanges = function (checkNoChanges) {
  this.checkNoChanges();
}
/**
 * Trigger a change detection cycle for the
 * component.
 */
@ComponentFixture.prototype.detectChanges = function (checkNoChanges) {
  this.detectChanges(checkNoChanges);
}
@ComponentFixture.prototype._tick = function () {
  this._tick(checkNoChanges);
}
@ComponentFixture.prototype._tick = function () {
  this.detectChanges(true);
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@ComponentFixture.prototype._tick = function () {
  this.detectChanges(true);
}
@ComponentFixture.prototype._tick = function () {
  this.detectChanges(true);
}
@ComponentFixture.prototype._tick = function () {
  this gratuites();
  this.nativeElement.doSomething.then(() => {
    this.nativeElement.doSomething();
  })
  this.nativeElement.doSomething();
}
```
arguments[._i];
            }
            var proxyZoneSpec = ProxyZoneSpec.assertPresent();
            if (!_inFakeAsyncCall) {
                throw new Error('fakeAsync() calls can not be nested');
            }
            _inFakeAsyncCall = true;
            try {
                if (_fakeAsyncTestZoneSpec) {
                    throw new Error('fakeAsync() calls can not be nested');
                }
                _fakeAsyncTestZoneSpec = new FakeAsyncTestZoneSpec();
                var res = void 0;
                var lastProxyZoneSpec = proxyZoneSpec.getDelegate();
                proxyZoneSpec.setDelegate(_fakeAsyncTestZoneSpec);
                _fakeAsyncTestZoneSpec.lockDatePatch();
                try {
                    res = fn.apply(this, args);
                    flushMicrotasksFallback();
                }
                finally {
                    proxyZoneSpec.setDelegate(lastProxyZoneSpec);
                }
                if (_fakeAsyncTestZoneSpec.pendingPeriodicTimers.length > 0) {
                    throw new Error(_fakeAsyncTestZoneSpec.pendingTimers.length + " periodic timer(s) still in the queue.");
                }
                if (_fakeAsyncTestZoneSpec.pendingTimers.length > 0) {
                    throw new Error(_fakeAsyncTestZoneSpec.pendingTimers.length + " timer(s) still in the queue.");
                }
                return res;
            }
            finally {
                _inFakeAsyncCall = false;
                resetFakeAsyncZoneFallback();
            }
        }
    }
    function _getFakeAsyncZoneSpec() {
        if (_fakeAsyncTestZoneSpec == null) {
            throw new Error('The code should be running in the fakeAsync zone to call this function');
        }
        return _fakeAsyncTestZoneSpec;
    }
    /**
     * Simulates the asynchronous passage of time for the timers in the fakeAsync zone.
     * The microtasks queue is drained at the very start of this function and after any timer callback
     * has been executed.
     * @usageNotes
     * ### Example
     * ```
     * ```
     * @publicApi
     */
    function tickFallback(millis, tickOptions) {
        if (millis === void 0) { millis = 0; }
        if (tickOptions === void 0) { tickOptions = {
        processNewMacroTasksSynchronously: true
        }; }
        _getFakeAsyncZoneSpec().tick(millis, null, tickOptions);
    }
    /**
     * Simulates the asynchronous passage of time for the timers in the fakeAsync zone by
     * draining the macrotask queue until it is empty. The returned value is the milliseconds
     * of time that would have been elapsed.
     * @returns The simulated time elapsed, in millis.
     * @publicApi
     */
    function flushFallback(maxTurns) {
        return _getFakeAsyncZoneSpec().flush(maxTurns);
    }
    /**
     * Discard all remaining periodic tasks.
     * @publicApi
     */
    function discardPeriodicTasksFallback() {
        var zoneSpec = _getFakeAsyncZoneSpec();
        zoneSpec.pendingPeriodicTimers.length = 0;
    }
    /**
     * Flush any pending microtasks.
     * @publicApi
     */
    function flushMicrotasksFallback() {
        _getFakeAsyncZoneSpec().flushMicrotasks();
    }
    /**
     * @license
     * Copyright Google LLC All Rights Reserved.
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     * found in the LICENSE file at https://angular.io/license
     */
    var _Zone$1 = typeof Zone !== 'undefined' ? Zone : null;
    var fakeAsyncTestModule = _Zone$1 && _Zone$1[_Zone$1.__symbol__('fakeAsyncTest')];
    /**
     * Clears out the shared fake async zone for a test.
     * To be called in a global `beforeEach`.
     * @publicApi
     */
    function resetFakeAsyncZone() {
        if (fakeAsyncTestModule) {
            return fakeAsyncTestModule.resetFakeAsyncZone();
        }
        else {
            return resetFakeAsyncZoneFallback();
        }
    }
    /**
     * Wraps a function to be executed in the fakeAsync zone:
     * - microtasks are manually executed by calling `flushMicrotasks()`,
     * - timers are synchronous, `tick()` simulates the asynchronous passage of time.
     * - If there are any pending timers at the end of the function, an exception will be thrown.
     * - Can be used to wrap inject() calls.
     * @returns The function wrapped to be executed in the fakeAsync zone
     * @publicApi
     */
    function fakeAsync(fn) {
        if (fakeAsyncTestModule) {
            return fakeAsyncTestModule.fakeAsync(fn);
        }
        else {
            return fakeAsyncFallback(fn);
        }
    }
function tick(millis, tickOptions) {
    if (millis === void 0) { millis = 0; }
    if (tickOptions === void 0) { tickOptions = {
        processNewMacroTasksSynchronously: true
    }; }
    if (fakeAsyncTestModule) {
        return fakeAsyncTestModule.tick(millis, tickOptions);
    }
    else {
        return tickFallback(millis, tickOptions);
    }
}

    function flush(maxTurns) {
        if (fakeAsyncTestModule) {
            return fakeAsyncTestModule.flush(maxTurns);
        }
        else {
            return flushFallback(maxTurns);
        }
    }

    function discardPeriodicTasks() {
        if (fakeAsyncTestModule) {
            return fakeAsyncTestModule.discardPeriodicTasks();
        }
        else {
            discardPeriodicTasksFallback();
        }
    }

    function flushMicrotasks() {
        if (fakeAsyncTestModule) {
            return fakeAsyncTestModule.flushMicrotasks();
        }
        else {
            return flushMicrotasksFallback();
        }
    }

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    THE SOFTWARE IS PROVIDED "AS IS!" AND THE AUTHOR DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY SPECIAL, DIRECT, INDIRECT, OR CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHERWISE ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.
function resolveComponentResources(resourceResolver) {
    // Store all promises which are fetching resources.
    var componentResolved = [];
    // Cache so that we don't fetch the same resource more than once.
    var urlMap = new Map();
    function cachedResourceResolve(url) {
        var promise = urlMap.get(url);
        if (!promise) {
            var resp = resourceResolver(url);
            urlMap.set(url, promise = resp.then(unwrapResponse));
        }
        return promise;
    }
    componentResourceResolutionQueue.forEach(function (component, type) {
        var promises = [];
        if (component.templateUrl) {
            promises.push(cachedResourceResolve(component.templateUrl).then(function (template) {
                component.template = template;
            }));
        }
        var styleUrls = component.styleUrls;
        var styles = component.styles || (component.styles = []);
        styleUrls && styleUrls.forEach(function (styleUrl, index) {
            styles.push(''); // pre-allocate array.
            promises.push(cachedResourceResolve(styleUrl).then(function (style) {
                styles[styleUrls.indexOf(styleUrl), index] = style;
                styleUrls.splice(styleUrls.indexOf(styleUrl), 1);
                if (styleUrls.length == 0) {
                    component.styleUrls = undefined;
                }
            }));
        });
        var fullyResolved = Promise.all(promises).then(function () { return componentDefResolved(type); });
        componentResolved.push(fullyResolved);
    });
    clearResolutionOfComponentResourcesQueue();
    return Promise.all(componentResolved).then(function () { return undefined; });
}

function maybeQueueResolutionOfComponentResources(type, metadata) {
    if (componentNeedsResolution(metadata)) {
        componentResourceResolutionQueue.set(type, metadata);
        componentDefPendingResolution.add(type);
    }
}

function isComponentDefPendingResolution(type) {
    return componentDefPendingResolution.has(type);
}

function componentNeedsResolution(component) {
    return !!(component.templateUrl &
        component.styles || component.styleUrls.length);
}

function clearResolutionOfComponentResourcesQueue() {
    var old = componentResourceResolutionQueue;
    componentResourceResolutionQueue = new Map();
    // Track when existing cmp for a Type is waiting on
    var componentDefPendingResolution = new Set();
    function maybeQueueResolutionOfComponentResources(type, metadata) {
        if (componentNeedsResolution(metadata)) {
            componentResourceResolutionQueue.set(type, metadata);
            componentDefPendingResolution.add(type);
        }
    }
    function restoreComponentResolutionQueue(queue) {
        componentDefPendingResolution.clear();
        queue.forEach(function (_, type) { return componentDefPendingResolution.add(type); });
    }

    function clearResolutionOfComponentResourcesQueue() {
        var old = componentResourceResolutionQueue;
        componentResourceResolutionQueue = new Map();
        return old;
    }

    function unwrapResponse(response) {
        return typeof response == 'string' ? response : response.text();
    }

    function componentDefResolved(type) {
        componentDefPendingResolution.add(type);
        function isComponentDefPendingResolution(type) {
            return componentDefPendingResolution.has(type);
        }
        function componentNeedsResolution(component) {
            return !!(component.templateUrl &
                component.hasOwnProperty('template')) ||
                component.styleUrls && component.styleUrls.length;
        }
        function clearResolutionOfComponentResourcesQueue() {
            var old = componentResourceResolutionQueue;
            componentResourceResolutionQueue = new Map();
            return old;
        }
    }
}
```
function () {
    var this._reference = new Map();
}

/**
 * Creates a new instance for the given metadata class
 * based on an old instance and overrides.
 */
MetadataOverrider.prototype.overrideMetadata = function (metadataClass, oldMetadata, override) {
    var props = {};
    if (oldMetadata) {
        _valueProps(oldMetadata).forEach(function (prop) {
            return props[prop] = oldMetadata[prop]; });
    }
    if (override.set) {
        addMetadata(props, override.set, references);
    }
    if (override.remove || override.add) {
        throw new Error("Cannot set and add/remove \" + core.stringify(metadataClass) + \" at the same time!\")
    }
    return new metadataClass(props);
}

/**
 * Creates a new instance for the given metadata class
 * based on an old instance and overrides.
 */
MetadataOverrider.prototype.overrideMetadata = function (metadataClass, oldMetadata, override) {
    var props = {};
    if (oldMetadata) {
        _valueProps(oldMetadata).forEach(function (prop) {
            return props[prop] = oldMetadata[prop]; });
    }
    if (override.set) {
        addMetadata(props, override.set, references);
    }
    if (override.remove || override.add) {
        throw new Error("Cannot set and add/remove \" + core.stringify(metadataClass) + \" at the same time!\")
    }
    return new metadataClass(props);
}

// Allow to override ivy metadata for tests (via the `TestBed`).

var OverrideResolver = /** @class */ (function () {
    function OverrideResolver() {
        this._references = new Map();
    }
    return props;
}

    var _this = this;
    this.overrides.clear();
    overrides.forEach(function (_a) {
        var _b = __read(_a, 2), type = _b[0], override = _b[1];
            this.addOverride(type, override);
    });
}

OverrideResolver.prototype.addOverride = function (type, override) {
    var overrides = this.overrides.get(type) || [];
    overrides.push(override);
    this.overrides.set(type, overrides);
}

OverrideResolver.prototype.setOverrides = function (overrides) {
    var _this = this;
    this.overrides.clear();
    overrides.forEach(function (_a) {
        var _b = __read(_a, 2), type = _b[0], override = _b[1];
            this.addOverride(type, override);
    });
}

var _this = this;
    this.overrides.clear();
    overrides.forEach(function (_a) {
        var _b = __read(_a, 2), type = _b[0], override = _b[1];
            this.addOverride(type, override);
    });
}

OverrideResolver.prototype.addOverride = function (type, override) {
    var overrides = this.overrides.get(type) || [];
    overrides.push(override);
    this.overrides.set(type, overrides);
}

```

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"
overrideResolution = () => {
    // both Directive and Component annotations would be present), so we always check if the known
    // annotation has the right type
    var isKnownType = annotation instanceof core.Directive || annotation instanceof core.Component;
    if (isKnownType) {
        return annotation instanceof this.type ? annotation : null;
    }
}

return null;
}();

OverrideResolver.prototype.resolve = function (type) {
    var _this = this;

    var resolved = this.resolved.get(type) || null;
    if (!resolved) {
        resolved = this.getAnnotation(type);
        if (resolved) {
            var overrides = this.overrides.get(type);
            if (overrides) {
                var overrider_1 = new MetadataOverrider();
                overrides.forEach(function (override) {
                    resolved = overrider_1.overrideMetadata(_this.type, resolved, override);
                });
            }
        }
    }
    this.resolved.set(type, resolved);
    return resolved;
}();

DirectiveResolver = /** @class */ (function (_super) {
    __extends(DirectiveResolver, _super);
    function DirectiveResolver() {
        return _super !== null && _super.apply(this, arguments) || this;
    }

    Object.defineProperty(DirectiveResolver.prototype, "type", {
        get: function () {
            return core.Directive;
        },
        enumerable: false,
        configurable: true
    });

    return DirectiveResolver;
}());

ComponentResolver = /** @class */ (function (_super) {
    __extends(ComponentResolver, _super);
    function ComponentResolver() {
        return _super !== null && _super.apply(this, arguments) || this;
    }

    Object.defineProperty(ComponentResolver.prototype, "type", {
        get: function () {
            return core.Component;
        },
        enumerable: false,
        configurable: true
    });

    return ComponentResolver;
}());

PipeResolver = /** @class */ (function (_super) {
    __extends(PipeResolver, _super);
    function PipeResolver() {
        return _super !== null && _super.apply(this, arguments) || this;
    }

    Object.defineProperty(PipeResolver.prototype, "type", {
        get: function () {
            return core.Pipe;
        },
        enumerable: false,
        configurable: true
    });

    return PipeResolver;
}());

NgModuleResolver = /** @class */ (function (_super) {
    __extends(NgModuleResolver, _super);
    function NgModuleResolver() {
        return _super !== null && _super.apply(this, arguments) || this;
    }

    Object.defineProperty(NgModuleResolver.prototype, "type", {
        get: function () {
            return core.NgModule;
        },
        enumerable: false,
        configurable: true
    });

    return NgModuleResolver;
}());

TestingModuleOverride;
(function (TestingModuleOverride) {
    TestingModuleOverride[TestingModuleOverride["DECLARATION"] = 0] = "DECLARATION";
    TestingModuleOverride[TestingModuleOverride["OVERRIDE TEMPLATE"] = 1] = "OVERRIDE TEMPLATE";
    (TestingModuleOverride[(TestingModuleOverride["OVERRIDE TEMPLATE"] = 1)] = value == TestingModuleOverride.DECLARATION || function (value) {
        return value === TestingModuleOverride.OVERRIDE TEMPLATE;
    })
});

var R3TestBedCompiler = /** @class */ (function () {
    function R3TestBedCompiler(platform, additionalModuleTypes) {
        this.platform = platform;
        this.additionalModuleTypes = additionalModuleTypes;
        this.originalComponentResolutionQueue = null;
        // Testing module configuration
        this.declarations = [];
        this.imports = [];
        this.providers = [];
        this.schemas = [];
        // Queues of components/directives/pipes that should be recompiled
        this.pendingComponents = new Set();
        this.pendingDirectives = new Set();
        this.pendingPipes = new Set();
        // Keep track of all components and directives, so we can patch Providers onto defs later
        this.seenComponents = new Set();
        this.seenDirectives = new Set();
        // Keep track of overridden modules, so that we can collect all affected ones in the module tree
        this.overriddenModules = new Set();
        // Store resolved styles for Components that have template overrides present and `styleUrls`
        // defined at the same time
        this.existingComponentStyles = new Map();
        this.resolvers = initResolvers();
        this.componentToModuleScope = new Map();
// we compile a Type again, thus overriding respective static fields. This is
// required to make sure we restore defs to their initial states between test runs
// TODO: we should support the case with multiple defs on a type
this.initialNgDefs = new Map();
// Array that keeps cleanup operations for initial versions of component/directive/pipe/module
// defs in case TestBed makes changes to the originals.
this.defCleanupOps = [];
this._injector = null;
this.compilerProviders = null;
this.providerOverrides = [];
this.rootProviderOverrides = [];
// Overrides for injectables with `{providedIn: SomeModule}` need to be tracked and added to that
// module’s provider list.
this.providerOverridesByModule = new Map();
this.providerOverridesByToken = new Map();
this.moduleProvidersOveridden = new Set();
this.testModuleRef = null;
var DynamicTestModule = /** @class */ (function () {
    function DynamicTestModule() {
    }
    return DynamicTestModule;
}());
R3TestBedCompiler.prototype.setCompilerProviders = function (providers) {
    this.compilerProviders = providers;
    this._injector = null;
};
R3TestBedCompiler.prototype.configureTestingModule = function (moduleDef) {
    var _a, _b, _c, _d;
    // Enqueue any compilation tasks for the directly
declared component.
    if (moduleDef.declarations !== undefined) {
        this.queueTypeArray(moduleDef.declarations, TestingModuleOverride.DECLARATION);
        (_a = this.declarations).push.apply(_a, __spread(moduleDef.declarations));
    }
    // Enqueue any compilation
    tasks for imported modules.
    if (moduleDef.imports !== undefined) {
        this.queueTypesFromModulesArray(moduleDef.imports);
        (_b = this.imports).push.apply(_b, __spread(moduleDef.imports));
    }
    if (moduleDef.providers !== undefined) {
        (_c = this.providers).push.apply(_c, __spread(moduleDef.providers));
    }
    if (moduleDef.schemas !== undefined) {
        (_d = this.schemas).push.apply(_d, __spread(moduleDef.schemas));
    }
};
R3TestBedCompiler.prototype.overrideModule = function (ngModule, override) {
    this.overriddenModules.add(ngModule);
    // Compile the module right away.
    this.resolvers.module.addOverride(ngModule, override);
    var metadata = this.resolvers.module.resolve(ngModule);
    if (metadata === null) {
        throw invalidTypeError(ngModule.name, 'NgModule');
    }
    this.recompileNgModule(ngModule, metadata);
    // At this point, the module has a valid module def (mod), but the override may have
    introduced // new declarations or imported modules. Ingest any possible new types and add them to the
    // current queue.
    this.queueTypesFromModulesArray(ngModule.imports);
}
R3TestBedCompiler.prototype.overrideComponent = function (component, override) {
    this.resolvers.component.addOverride(component, override);
    this.pendingComponents.add(component);
};
R3TestBedCompiler.prototype.overrideDirective = function (directive, override) {
    this.resolvers.directive.addOverride(directive, override);
    this.pendingDirectives.add(directive);
};
R3TestBedCompiler.prototype.overridePipe = function (pipe, override) {
    this.resolvers.pipe.addOverride(pipe, override);
    this.pendingPipes.add(pipe);
};
R3TestBedCompiler.prototype.overrideProvider = function (token, provider) {
    var providerDef;
    if (provider.useFactory !== undefined) {
        providerDef = {
            provide: token,
            useFactory: provider.useFactory,
            deps: provider.deps || [],
            multi: provider.multi
        };
    }
    else if (provider.useValue !== undefined) {
        providerDef = { provide: token,
                       useValue: provider.useValue,
                       multi: provider.multi };
    }
    else {
        providerDef = { provide: token,
                       useValue: provider.useValue,
                       multi: provider.multi };
    }
    var isRoot = injectableDef !== undefined;
    var overridesBucket = isRoot
    ? this.rootProviderOverrides : this.providerOverrides;
    overridesBucket.push(providerDef);
    // Keep overrides grouped by token as well for fast lookups using token
    this.providerOverridesByToken.set(token, providerDef);
    if (injectableDef !== undefined) {
        var existingOverrides = this.providerOverridesByModule.get(injectableDef.providedIn);
        if (existingOverrides !== undefined) {
            existingOverrides.push(providerDef);
        } else {
            this.providerOverridesByModule.set(injectableDef.providedIn, [providerDef]);
        }
    } else {
        this.providerOverridesByModule.set(token, providerDef);
    }
};
existingOverrides.push(providerDef);
this.providerOverridesByModule.set(injectableDef.providedIn, [providerDef]);
R3TestBedCompiler.prototype.overrideTemplateUsingTestingModule = function (type, template) {
    var _this = this;
    var def = type[core.NG_COMP_DEF]; var hasStyleUrls = function () {
        var metadata = _this.resolvers.component.resolve(type);
        return !metadata.styleUrls &
        metadata.styleUrls.length > 0;
    } var overrideStyleUrls = def &
    !isComponentDefPendingResolution(type) &
    !hasStyleUrls(); // In Ivy, compiling a component does not require knowing the module providing the
    // component’s scope, so overrideTemplateUsingTestingModule can be implemented purely via
    // overrideComponent. Important: overriding template requires full
    Component re-compilation,
    // which may fail in case styleUrls are also present (thus Component is
    // considered as required
    // resolution). In order to avoid this, we preemptively set styles to an empty
    array,
    // preserve current styles available on Component def and restore styles back once compilation
    // is complete.
    var override = overrideStyleUrls ? { template: template, styles: [], styleUrls: [] } : {
        template: template
    };
    this.overrideComponent(type, { set: override });
    if (overrideStyleUrls &&
        def.styles &&
        def.styles.length > 0) {
        this.existingComponentStyles.set(type, def.styles);
    }
    // Set the component’s scope to be the testing module.
    this.componentToModuleScope.set(type, TestingModuleOverride.OVERRIDE_TEMPLATE);
}
R3TestBedCompiler.prototype.compileComponents = function () {
    return __awaiter(this, void 0, void 0,
        function () {
            var needsAsyncResources, resourceLoader_1, resolver;
            var _this = this;
            return __generator(this, function (_a) {
                switch (_a.label) {
                    case 0:
                        this.clearComponentResolutionQueue();
                        needsAsyncResources = this.compileTypesSync();
                        if (!needsAsyncResources) return [3 /*break*/, 2];
                        resolver = function (url) {
                            if (!resourceLoader_1) {
                                resourceLoader_1 = _this.injector.get(compiler.ResourceLoader);
                            }
                            return
                                Promise.resolve(resourceLoader_1.get(url));
                        };
                        return [4 /*yield*/, resolveComponentResources(resolver)];
                    case 1:
                        _a.sent();
                        _a.label = 2;
                    case 2: return [2 /*return*/];
                }
            });
        });
    this.compileTypesSync();
    this.applyTransitiveScopes();
    this.applyProviderOverrides();
    this.applyProviderOverridesToModule(moduleType);
    this.applyTransitiveScopes();
    this.queueTypesFromModulesArray([moduleType]);
    this.compileTypesSync();
    this.compileNgModuleSync(moduleType);
    this.compileNgModuleAsync(moduleType).
}

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```javascript
[4 /*yield*/, this.compileComponents()];
                        case 1:
                            _a.sent();
                    })
                });
        };
        /**
         * @internal
         */
        R3TestBedCompiler.prototype._getModuleResolver = function () {
            return this.resolvers.module;
        };
        /**
         * @internal
         */
        R3TestBedCompiler.prototype._getComponentFactories = function (moduleType) {
            var _this = this;
            return maybeUnwrapFn(moduleType.mod.declarations).reduce(function (factories, declaration) {
                var componentDef = declaration.cmp;
                componentDef && factories.push(new core.Render3ComponentFactory(componentDef, _this.testModuleRef));
                return factories;
            },[]);
        };
        R3TestBedCompiler.prototype.compileTypesSync = function () {
            var _this = this;
            // Compile all queued components, directives, pipes.
            var needsAsyncResources = false;
            this.pendingComponents.forEach(function (declaration) {
                needsAsyncResources = needsAsyncResources || isComponentDefPendingResolution(declaration);
                var metadata = _this.resolvers.component.resolve(declaration);
                if (metadata === null) {
                    throw invalidTypeError(declaration.name, 'Component');
                }
                _this.maybeStoreNgDef(core.NG_COMP_DEF, declaration);
                core.compileComponent(declaration, metadata);
            });
            this.pendingComponents.clear();
            this.pendingDirectives.forEach(function (declaration) {
                var metadata = _this.resolvers.directive.resolve(declaration);
                if (metadata === null) {
                    throw invalidTypeError(declaration.name, 'Directive');
                }
                _this.maybeStoreNgDef(core.NG_DIR_DEF, declaration);
                core.compileDirective(declaration, metadata);
            });
            this.pendingDirectives.clear();
            this.pendingPipes.forEach(function (declaration) {
                var metadata = _this.resolvers.pipe.resolve(declaration);
                if (metadata === null) {
                    throw invalidTypeError(declaration.name, 'Pipe');
                }
                _this.maybeStoreNgDef(core.NG_PIPE_DEF, declaration);
                core.compilePipe(declaration, metadata);
            });
            this.pendingPipes.clear();
            return needsAsyncResources;
        };
        R3TestBedCompiler.prototype.applyTransitiveScopes = function () {
            var _this = this;
            if (this.overriddenModules.size > 0) {
                // Module overrides (via `TestBed.overrideModule`) might affect
                // scopes that were previously calculated and stored in `transitiveCompileScopes`. If module overrides
                // are present, collect all affected modules and reset scopes to force their re-calculatation.
                var testingModuleDef = this.testModuleType[core.NG_MOD_DEF]; var affectedModules = this.collectModulesAffectedByOverrides(testingModuleDef.imports);
                if (affectedModules.size > 0) {
                    affectedModules.forEach(function (moduleType) {
                        _this.maybeStoreNgDef(core.NG_MOD_DEF, declaration);
                        core.compileModule(moduleType, metadata);
                    });
                    this.pendingModules.clear();
                    return needsAsyncResources;
                }
            }
            var moduleToScope = new Map();
            var getScopeOfModule = function (moduleType) {
                var isTestingModule = isTestingModuleOverride(moduleType);
                var realType = isTestingModule ? _this.testModuleType : moduleType;
                moduleToScope.set(moduleType, core.transitiveScopesFor(realType));
            };
            this.componentToModuleScope.forEach(function (moduleType, componentType) {
                var moduleScope = getScopeOfModule(moduleType);
                _this.maybeStoreNgDef(core.NG_COMP_DEF, 'directiveDefs');
                _this.maybeStoreNgDef(core.NG_COMP_DEF, 'pipeDefs');
                core.patchComponentDefWithScope(componentType.cmp, moduleScope);
            });
            return needsAsyncResources;
        };
```
this.seenComponents.forEach(maybeApplyOverrides(core.NG_COMP_DEF));
            this.seenDirectives.forEach(maybeApplyOverrides(core.NG_DIR_DEF));
            this.seenComponents.clear();
            this.seenDirectives.clear();
        };
        R3TestBedCompiler.prototype.applyProviderOverridesToModule = function (moduleType) {
            var e_1, _a, e_2, _b;
            if (this.moduleProvidersOverridden.has(moduleType)) {
                return;
            }
            this.moduleProvidersOverridden.add(moduleType);
            var injectorDef = moduleType[core.NG_INJ_DEF];
            if (this.providerOverridesByToken.size > 0) {
                var providers = __spread(injectorDef.providers,
                    (this.providerOverridesByModule.get(moduleType) || []));
                if (this.hasProviderOverrides(providers)) {
                    this.maybeStoreNgDef(core.NG_INJ_DEF, moduleType);
                    this.storeFieldOfDefOnType(moduleType, core.NG_INJ_DEF, 'providers');
                    injectorDef.providers = this.getOverriddenProviders(providers);
                }
                // Apply provider overrides to imported modules recursively
                var moduleDef = moduleType[core.NG_MOD_DEF];
                var imports = maybeUnwrapFn(moduleDef.imports);
                try {
                    for (var imports_1 = __values(imports), imports_1_1 = imports_1.next(); !imports_1_1.done; imports_1_1 = imports_1.next()) {
                        var importedModule = imports_1_1.value;
                        this.applyProviderOverridesToModule(importedModule);
                    }
                }
                catch (e_1_1) { e_1 = { error: e_1_1 }; }
                finally {
                    try {
                        if (imports_1_1 && !imports_1_1.done && (_a = imports_1.return)) _a.call(imports_1);
                    }
                    finally { if (e_1) throw e_1.error; }
                }
                try {
                    // Also override the providers on any ModuleWithProviders imports since those don’t appear in
                    // the moduleDef.
                    for (var _c = __values(flatten(injectorDef.imports)), _d = _c.next(); !_d.done; _d = _c.next()) {
                        var importedModule = _d.value;
                        if (isModuleWithProviders(importedModule)) {
                            this.defCleanupOps.push({
                                    object: importedModule,
                                    fieldName: 'providers',
                                    originalValue: importedModule.providers
                                });
                            importedModule.providers = this.getOverriddenProviders(importedModule.providers);
                        }
                    }
                }
                catch (e_2_1) { e_2 = { error: e_2_1 }; }
                finally {
                    try {
                        if (_d && !_d.done && (_b = _c.return)) _b.call(_c);
                    }
                    finally { if (e_2) throw e_2.error; }
                }
            }
        };
        R3TestBedCompiler.prototype.patchComponentsWithExistingStyles = function () {
            this.existingComponentStyles.forEach(function (styles, type) { return type[core.NG_COMP_DEF].styles = styles; });
            this.existingComponentStyles.clear();
            R3TestBedCompiler.prototype.queueTypeArray = function (arr, moduleType) {
                var e_3, _a;
                try {
                    for (var arr_1 = __values(arr), arr_1_1 = arr_1.next(); !arr_1_1.done; arr_1_1 = arr_1.next()) {
                        var value = arr_1_1.value;
                        if (Array.isArray(value)) {
                            this.queueTypeArray(value, moduleType);
                        }
                        else {
                            this.queueType(value, moduleType);
                        }
                    }
                }
                catch (e_3_1) { e_3 = { error: e_3_1 }; }
                finally {
                    try {
                        if (arr_1_1 && !arr_1_1.done && (_c = arr_1.return)) _c.call(arr_1);
                    }
                    finally { if (e_3) throw e_3.error; }
                }
                R3TestBedCompiler.prototype.recompileNgModule = function (ngModule, metadata) {
                    // Cache the initial ngModuleDef as it will be overwritten.
                    this.maybeStoreNgDef(core.NG_MOD_DEF, ngModule);
                    this.maybeStoreNgDef(core.NG_INJ_DEF, ngModule);
                    core.compileNgModuleDefs(ngModule, metadata);
                };
                R3TestBedCompiler.prototype.queueType = function (type, moduleType) {
                    var component = this.resolvers.component.resolve(type);
                    if (component) {
                        // Check whether a give Type has respective NG def (cmp) and compile if def isn’t
                        // missing. That might happen in case a class without any Angular decorators extends another
                        // class where Component/Directive/Pipe decorator is defined.
                        if (isComponentDefPendingResolution(type) || !type.hasOwnProperty(core.NG_COMP_DEF)) {
                            this.pendingComponents.add(type);
                            // Keep track of the module which declares this component, so later the component’s scope
                        } can be set correctly. If the component has already been recorded here, then
one of several cases is true:

* the component containing the component was imported multiple times (common).
* the component is declared in multiple modules (which is an error).
* the component was in 'declarations' of the testing module, and also in an imported module

in which case the module scope will be TestingModuleOverride.DECLARATION.

overrideTemplateUsingTestingModule was called for the component in which case the module scope will be TestingModuleOverride.OVERRIDE_TEMPLATE.

If the component was previously in the testing module's 'declarations' (meaning the current value is TestingModuleOverride.DECLARATION), then `moduleType` is the component's real module, which was imported. This pattern is understood to mean that the component should use its original scope, but that the testing module should also contain the component in its scope.

If this.componentToModuleScope.has(type) this.componentToModuleScope.get(type) === TestingModuleOverride.DECLARATION {
    moduleType; return;
} else {
    var directive = this.resolvers.directive.resolve(type);
    if (directive) {
        if (!type.hasOwnProperty(core.NG_DIR_DEF)) {
            this.pendingDirectives.add(type);
        }
        this.seenDirectives.add(type);
        return;
    }
    var pipe = this.resolvers.pipe.resolve(type);
    if (pipe && !type.hasOwnProperty(core.NG_PIPE_DEF)) {
        this.pendingPipes.add(type);
        return;
    }
}

R3TestBedCompiler.prototype.queueTypesFromModulesArray = function (arr) {
    var _this = this;
    var processedNgModuleDefs = new Set();
    var queueTypesFromModulesArrayRecur = function (arr) {
        var e_4, _a;
        try {
            for (var arr_2 = __values(arr), arr_2_1 = arr_2.next(); !arr_2_1.done; arr_2_1 = arr_2.next()) {
                var value = arr_2_1.value;
                if (Array.isArray(value)) {
                    queueTypesFromModulesArrayRecur(value);
                } else if (hasNgModuleDef(value)) {
                    var def = value.mod;
                    if (processedNgModuleDefs.has(def)) {
                        continue;
                    }
                    processedNgModuleDefs.add(def);
                }
                var def = value.mod;
                if (processedNgModuleDefs.has(def)) {
                    continue;
                }
                processedNgModuleDefs.add(def);
                // Look through declarations, imports, and exports, and queue
                // everything found there.
                _this.queueTypeArray(maybeUnwrapFn(def.declarations), value);
                queueTypeArrayFromModulesArrayRec(arr, path);
            }
        } finally {
            if (e_4) throw e_4;
        }
    };
    queueTypesFromModulesArrayRecur(arr);
}

When module overrides (via `TestBed.overrideModule`) are present, it might affect all modules // import (even transitively) an overridden one. For all affected modules we need to // recalculate their scopes for a given test run and restore original scopes at the end. The goal // of this function is to collect all affected modules in a set for further processing. Example:

```
var _this = this;

var queueTypesFromModulesArrayRec = function (arr, path) {
    var var_5, _a;
    try {
        for (var arr_3 = __values(arr), arr_3_1 = arr_3.next(); !arr_3_1.done; arr_3_1 = arr_3.next()) {
            var value = arr_3_1.value;
            if (Array.isArray(value)) {
                queueTypesFromModulesArrayRec(value, path);
            } else if (hasNgModuleDef(value)) {
                var def = value.mod;
                if (processedNgModuleDefs.has(def)) {
                    continue;
                }
                processedNgModuleDefs.add(def);
            }
        }
    } finally {
        if (e_4) throw e_4;
    }
}
```

R3TestBedCompiler.prototype.collectModulesAffectedByOverrides = function (arr) {
    var _this = this;
    var seenModules = new Set();
    var affectectedModules = new Set();
    var calcAffectedModulesRec
        = function (arr, path) {
            var var_5, _a;
            try {
                for (var arr_3 = __values(arr), arr_3_1 = arr_3.next(); !arr_3_1.done; arr_3_1 = arr_3.next()) {
                    var value = arr_3_1.value;
                if (Array.isArray(value)) {
                    queueTypesFromModulesArrayRec(value, path);
                } else if (hasNgModuleDef(value)) {
                }
```
if (seenModules.has(value)) {
    // If we've seen this module before and it's included into "affected
    // imports, since we already examined them before.
    continue;
}

if (_this.overriddenModules.has(value)) {
    path.forEach(function (item) { return affectedModules.add(item); });
}

seenModules.add(value);
if (_this.overriddenModules.has(value)) {
    path.forEach(function (item) { return affectedModules.add(item); });
}

// Examine module imports recursively to look for overridden modules.
var moduleDef = value[core.NG_MOD_DEF];
calcAffectedModulesRecur(maybeUnwrapFn(moduleDef.imports),
    path.concat(value));

try {
    if (arr_3_1 && !arr_3_1.done && (_a = arr_3.return))
        _a.call(arr_3);
}
finally {
    try {
        if (e_5) throw e_5.error;
    }
    finally { if (e_5) throw e_5.error; }
}

R3TestBedCompiler.prototype.maybeStoreNgDef = function (prop, type) {
    if (!this.initialNgDefs.has(type)) {
        var currentDef = Object.getOwnPropertyDescriptor(type, prop);
        this.initialNgDefs.set(type, [prop, currentDef]);
    }
}

R3TestBedCompiler.prototype.storeFieldOfDefOnType = function (type, defField, fieldName) {
    var def = type[defField];
    var originalValue = def[fieldName];
    this.defCleanupOps.push({ object: def, fieldName: fieldName, originalValue: originalValue });
}

R3TestBedCompiler.prototype.clearComponentResolutionQueue = function () {
    var _this = this;
    if (this.originalComponentResolutionQueue === null) {
        this.originalComponentResolutionQueue = new Map();
    }
    clearResolutionOfComponentResourcesQueue().forEach(function (value, key) { return _this.originalComponentResolutionQueue.set(key, value); });
    this.originalComponentResolutionQueue = null;
}

R3TestBedCompiler.prototype.restoreComponentResolutionQueue = function () {
    if (this.originalComponentResolutionQueue !== null) {
        restoreComponentResolutionQueue(this.originalComponentResolutionQueue);
        this.originalComponentResolutionQueue = null;
    }
}

R3TestBedCompiler.prototype.restoreOriginalState = function () {
    // Process cleanup ops in reverse order so the field's original value is restored correctly (in case there were multiple overrides for the same
    // field).
    forEachRight(this.defCleanupOps, function (op) {
        op.object[op.fieldName] = op/originalValue;
    });
    // Restore initial component/directive/pipe/def's
    this.initialNgDefs.forEach(function (value, type) {
        var _a = __read(value, 2), prop = _a[0], descriptor = _a[1];
        if (!descriptor) {
            // Delete operations are generally undesirable since they have performance implications on objects they were applied to. In this particular case, situations where this code
            // is invoked should be quite rare to cause any noticeable impact, since it's applied
            // only to some test cases (for example when class with no annotations extends some
            @Component) when we need to clear 'cmp' field on a given class to restore
            // its original state (before applying overrides and running tests).
        } else {
            Object.defineProperty(type, prop, descriptor);
        }
    });
    this.moduleProvidersOverridden.clear();
    this.restoreComponentResolutionQueue();
    core.setLocaleId(core.DEFAULT_LOCALE_ID);
}

R3TestBedCompiler.prototype.compileTestModule = function () { var _this = this;

R3TestBedCompiler.prototype.patchDefWithProviderOverrides = function (declaration, field) {
    var _this = this;
    var def = declaration[field];
    if (def && def.providersResolver) {
        this.maybeStoreNgDef(field, declaration);
        var resolver_1 = def.providersResolver;
        var processProvidersFn_1 = function (providers) {
            return _this.getOverriddenProviders(providers);
        };
        return R3TestBedCompiler.prototype.initResolvers() || return
        new NgModuleResolver(),
        component: new ComponentResolver(),
        directive: new DirectiveResolver(),
        pipe: new PipeResolver();
    } else {
        out.push.apply(out, __spread(flatten(value, mapFn)));
    }
}
function getProviderField(provider, field) {
    return provider && typeof provider === 'object' && provider[field];
}
function getProviderToken(provider) {
    return getProviderField(provider, 'provide') || provider;
}
function isModuleWithProviders(value) {
    return value.hasOwnProperty('ngModule');
}
function forEachRight(values, fn) {
    for (var idx = values.length - 1; idx >= 0; idx--) {
        fn(values[idx], idx);
    }
}
function invalidTypeError(name, expectedType) {
    return new Error(name + " class doesn't have @" + expectedType + " decorator or is missing metadata.");
}
var R3TestCompiler = /** @class */ (function () {
    function R3TestCompiler(testBed) {
        this.testBed = testBed;
    }
    R3TestCompiler.prototype.compileModuleSync = function (moduleType) {
        this.testBed._compileNgModuleSync(moduleType);
        return new core.NgModuleFactory(moduleType);
    };
    R3TestCompiler.prototype.compileModuleAsync = function (moduleType) {
        return __awaiter(this, void 0, void 0, function () {
            return __generator(this, function (_a) {
                switch (_a.label) {
                    case 0: return [4 /*yield*/, this.testBed._compileNgModuleAsync(moduleType)];
                    case 1:
                        _a.sent();
                        return [2 /*return*/, new core.NgModuleFactory(moduleType)];
                }
            });
        });
    };
    R3TestCompiler.prototype.compileModuleAndAllComponentsSync = function (moduleType) {
        var ngModuleFactory = this.compileModuleSync(moduleType);
        var componentFactories = this.testBed._getComponentFactories(moduleType);
        return new core.ModuleWithComponentFactories(ngModuleFactory, componentFactories);
    };
    R3TestCompiler.prototype.compileModuleAndAllComponentsAsync = function (moduleType) {
        return __awaiter(this, void 0, void 0, function () {
            return __generator(this, function (_a) {
                switch (_a.label) {
                    case 0: return [4 /*yield*/, this.compileModuleAsync(moduleType)];
                    case 1:
                        ngModuleFactory = _a.sent();
                        componentFactories = this.testBed._getComponentFactories(moduleType);
                        return [2 /*return*/, new core.ModuleWithComponentFactories(ngModuleFactory, componentFactories)];
                }
            });
        });
    };
    return R3TestCompiler;
}();

/**
 * @license
 * Copyright Google LLC 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
 */

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 8975
TestComponentRenderer();

/**
 * @publicApi
 */
var ComponentFixtureAutoDetect = new 

/**
 * @publicApi
 */
var ComponentFixtureNoNgZone = new 

/**
 * @description
 * Configures and initializes environment for unit testing
 and provides methods for
 * creating components and services in unit tests.
 * TestBed is the primary api for writing unit tests for Angular applications and libraries.
 * Note: Use 'TestBed' in tests. It will be
 * set to either 'TestBedViewEngine' or 'TestBedRender3'
 * according to the compiler used.
 */
TestBedRender3 = /** @class */ (function () {
    function TestBedRender3() {
        // Properties
        this.platform = null;
        this.ngModule = null;
        this._compiler = null;
        this._testModuleRef = null;
        this._activeFixtures = [];
        this._globalCompilationChecked = false;
    }
    /**
     * Initialize the environment for testing with a compiler factory, a PlatformRef, and an
 * angular module. These
 * are common to every test in the suite.
 * This may only be called once, to set up the common
 * providers for the current test
 * suite on the current platform. If you absolutely need to change the providers,
 * first use `resetTestEnvironment`.
 */
    TestBedRender3.initTestEnvironment = function (ngModule, platform, aotSummaries) {
        var testBed = _getTestBedRender3();
        testBed.initTestEnvironment(ngModule, platform, aotSummaries);
        return testBed;
    };
    /**
     * Reset the providers for the test injector.
 */
    TestBedRender3.resetTestEnvironment = function () {
        _getTestBedRender3().resetTestEnvironment();
    };
    TestBedRender3.configureCompiler = function (config) {
        _getTestBedRender3().configureCompiler(config);
        return TestBedRender3;
    };
    TestBedRender3.configureTestingModule = function (moduleDef) {
        _getTestBedRender3().configureTestingModule(moduleDef);
        return TestBedRender3;
    };
    TestBedRender3.compileComponents = function () {
        return _getTestBedRender3().compileComponents();
    };
    TestBedRender3.overrideModule = function (ngModule, override) {
        _getTestBedRender3().overrideModule(ngModule, override);
        return TestBedRender3;
    };
    TestBedRender3.overrideComponent = function (component, override) {
        _getTestBedRender3().overrideComponent(component, override);
        return TestBedRender3;
    };
    TestBedRender3.overrideDirective = function (directive, override) {
        _getTestBedRender3().overrideDirective(directive, override);
        return TestBedRender3;
    };
    TestBedRender3.overridePipe = function (pipe, override) {
        _getTestBedRender3().overridePipe(pipe, override);
        return TestBedRender3;
    };
    TestBedRender3.overrideTemplate = function (component, template) {
        _getTestBedRender3().overrideTemplate(component, template);
        return TestBedRender3;
    };
    TestBedRender3.overrideTemplateUsingTestingModule = function (component, template) {
        _getTestBedRender3().overrideTemplateUsingTestingModule(component, template);
        return TestBedRender3;
    };
    TestBedRender3.overrideProvider = function (token, provider) {
        _getTestBedRender3().overrideProvider(token, provider);
        return TestBedRender3;
    };
    TestBedRender3.inject = function (token, notFoundValue, flags) {
        return _getTestBedRender3().inject(token, notFoundValue, flags);
    };
    TestBedRender3.get = function (token, notFoundValue, flags) {
        if (notFoundValue === void 0) {
            notFoundValue = core.Injector.THROW_IF_NOT_FOUND;
        } if (flags === void 0) {
            flags =
this.compiler.overridePipe(pipe, override);

TestBedRender3.prototype.overrideProvider = function (token, provider) {
    this.compiler.overrideProvider(token, provider);
};

TestBedRender3.prototype.createComponent = function (type) {
    var _this = this;
    var testComponentRenderer = this.inject(TestComponentRenderer);
    var rootElId = "root" + _nextRootElementId++;
    testComponentRenderer.insertRootElement(rootElId);
    var componentDef = type.cmp;
    if (!componentDef) {
        throw new Error("It looks like '" + core.stringify(type) + "' has not been IVY compiled - it has no 'cmp' field");
    }
    // TODO: Don't cast as 'InjectionToken<boolean>', proper type is boolean
    var noNgZone = this.inject(ComponentFixtureNoNgZone, false);
    // TODO: Don't cast as 'InjectionToken<boolean>', proper type is boolean
    var autoDetect = this.inject(ComponentFixtureAutoDetect, false);
    var ngZone = noNgZone ? null : this.inject(core.NgZone, null);
    var componentFactory = new core.Render3ComponentFactory(componentDef);
    var initComponent = function () {
        var componentRef = componentFactory.create(core.Injector.NULL, [],="#" + rootElId, _this.testModuleRef);
        return new ComponentFixture(componentRef, ngZone, autoDetect);
    };
    var fixture = ngZone ? ngZone.run(initComponent) : initComponent();
    this._activeFixtures.push(fixture);
    return fixture;
};

TestBedRender3.prototype.assertNotInstantiated = function (methodName, methodDescription) {
    if (this._testModuleRef !== null) {
        throw new Error("Cannot " + methodDescription + " when the test module has already been instantiated. " +
            ("Make sure you are not using `inject` before \" + methodName + \".\"));
    }
};

TestBedRender3.prototype.checkGlobalCompilationFinished = function () {
    // Checking _testNgModuleRef is null should not be necessary, but is left in as an additional
    // guard that compilations queued in tests (after instantiation) are never flushed accidentally.
    if (!this._globalCompilationChecked && this._testModuleRef === null) {
        core.flushModuleScopingQueueAsMuchAsPossible();
        this._globalCompilationChecked = true;
    }
};

TestBedRender3.prototype.destroyActiveFixtures = function () {
    this._activeFixtures.forEach(function (fixture) {
        try {
            fixture.destroy();
        } catch (e) {
            console.error('Error during cleanup of component', {
                component: fixture.componentInstance,
                stacktrace: e.stack,
            });
        }
    });
};
extends(TestingCompiler, _super); function TestingCompiler() { 
    return _super !== null && 
    _super.apply(this, arguments) || this;
}

Object.defineProperty(TestingCompiler.prototype, "injector", 
    { 
        get: function () { 
            throw unimplemented(); 
        }, 
        throw unimplemented(); 
    }
)

TestingCompiler.prototype.overrideModule = function (module, overrides) { 
    throw unimplemented(); 
}

TestingCompiler.prototype.overrideDirective = function (directive, 
    overrides) { 
    throw unimplemented(); 
}

TestingCompiler.prototype.overrideComponent = function (component, 
    overrides) { 
    throw unimplemented(); 
}

TestingCompiler.prototype.overridePipe = function (directive, 
    overrides) { 
    throw unimplemented(); 
}

/**
 * Allows to pass the compile summary from AOT compilation to the JIT compiler,
 * so that it can use the code generated by AOT.
 */
TestingCompiler.prototype.loadAotSummaries = function (summaries) { 
    throw unimplemented(); 
}

/**
 * Gets the component factory for the given component.
 * This assumes that the component has been compiled before calling this call using
 * `compileModuleAndAllComponents*`. 
 * Returns the component type that is stored in the given error.
 * This can be used for errors created by compileModule...
 */
TestingCompiler.prototype.getComponentFactory = function (component) { 
    throw unimplemented(); 
}

/**
 * Returns the component type that is stored in the given error.
 */
TestingCompiler.prototype.getComponentFromError = function (error) { 
    throw unimplemented(); 
}

return TestingCompiler;
}

TestingCompiler.decorators = [
    { type: core.Injectable }
];

/**
 * A factory for creating a Compiler
 */
var TestingCompilerFactory = /** @class */ (function () {
    function TestingCompilerFactory() {
    }

    return TestingCompilerFactory;
}());

var _nextRootElementId$1 = 0;

/**
 * Configures and initializes environment for unit testing and provides methods for
 * creating components and services in unit tests.
 * Note: Use 'TestBed' in tests. It will be set to either `TestBedViewEngine` or
 * 'TestBedRenderer' according to the compiler used.
 */
var TestBedViewEngine = /** @class */ (function () {
    function TestBedViewEngine() {
        this._instantiated = false;
        this._compiler = null;
        this._moduleRef = null;
        this._moduleFactory = null;
        this._compilerOptions = [];
        this._moduleOverrides = [];
        this._componentOverrides = [];
        this._directiveOverrides = [];
        this._providers = [];
        this._declarations = [];
        this._imports = [];
        this._activeFixtures = [];
        this._testEnvAotSummaries = function () { return []; };
        this._aotSummaries = [];
        this._templateOverrides = [];
        this._rootProviderOverrides = [];
        this._isRoot = true;
        this._rootModule = null;
        this._platform = null;
        this._ngModule = null;
    }

    /**
     * Initialize the environment for testing with a compiler factory, a PlatformRef, and an
     * angular module. These are common to every test in the suite.
     * This may only be called once, to set up the
     * common providers for the current test
     * suite on the current platform. If you absolutely need to change the
     * providers, first use `resetTestEnvironment`. 
     * Test modules and platforms for individual
     * platforms are available from
     * `@angular/<platform_name>/testing`. 
     */
    TestBedViewEngine.initTestEnvironment = function (ngModule, platform, aotSummaries) {
        var testBed = _getTestBedViewEngine();
        testBed.initTestEnvironment(ngModule, platform, aotSummaries);
        return testBed;
    }

    TestBedViewEngine.resetTestEnvironment = function () {
        _getTestBedViewEngine().resetTestEnvironment();
    }

    TestBedViewEngine.resetTestingModule = function () {
        _getTestBedViewEngine().resetTestingModule();
    }

    TestBedViewEngine.setUpTestBed = function () {
        _getTestBedViewEngine().setUpTestBed();
    }

    TestBedViewEngine.tearDownTestBed = function () {
        _getTestBedViewEngine().tearDownTestBed();
    }

    TestBedViewEngine.initTestEnvironment = function (ngModule, platform, aotSummaries) {
        var testBed = _getTestBedViewEngine();
        testBed.initTestEnvironment(ngModule, platform, aotSummaries);
        return testBed;
    }

    TestBedViewEngine.resetTestEnvironment = function () {
        _getTestBedViewEngine().resetTestEnvironment();
    }

    TestBedViewEngine.setUpTestBed = function () {
        _getTestBedViewEngine().setUpTestBed();
    }

    TestBedViewEngine.tearDownTestBed = function () {
        _getTestBedViewEngine().tearDownTestBed();
    }

    return TestBedViewEngine;
}();
/**
 * Compile components with a `templateUrl` for the test's NgModule.
 * It is necessary to call this function
 * as fetching urls is asynchronous.
 */
 TestBedViewEngine.compileComponents = function () {
  return TestBedViewEngine.compileComponents();
};

TestBedViewEngine.overrideModule = function (ngModule, override) {
  return TestBedViewEngine.overrideModule(ngModule, override);
};

TestBedViewEngine.overrideDirective = function (directive, override) {
  return TestBedViewEngine.overrideDirective(directive, override);
};

TestBedViewEngine.overridePipe = function (pipe, override) {
  return TestBedViewEngine.overridePipe(pipe, override);
};

TestBedViewEngine.overrideTemplate = function (component, template) {
  TestBedViewEngine.overrideComponent(component, { set: { template: template, templateUrl: null } });
};

/**
 * Overrides the template of the given component, compiling
 * the template
 * in the context of the TestingModule.
 * Note: This works for JIT and AOTed
 * components as well.
 */
 TestBedViewEngine.overrideTemplateUsingTestingModule = function (component, template) {
  TestBedViewEngine.overrideTemplateUsingTestingModule(component, template);
};

TestBedViewEngine.inject = function (token, notFoundValue, flags) {
  TestBedViewEngine.get(token, notFoundValue, flags);
};

TestBedViewEngine.createComponent = function (component) {
  TestBedViewEngine.createComponent(component);
};

TestBedViewEngine.prototype.initTestEnvironment = function (ngModule, platform, aotSummaries) {
  if (this.platform || this.ngModule) {
    throw new Error('Cannot set base providers because it has already been called');
  }
  this.platform = platform;
  this.ngModule = ngModule;
  if (aotSummaries) {
    this._testEnvAotSummaries = aotSummaries;
  }
};

TestBedViewEngine.prototype.resetTestEnvironment = function () {
  TestBedViewEngine.prototype.resetTestEnvironment();
};

TestBedViewEngine.prototype.resetTestingModule = function () {
  TestBedViewEngine.prototype.resetTestingModule();
};

TestBedViewEngine.prototype.configureCompiler = function (config) {

```
this._assertNotInstantiated('TestBed.configureCompiler', 'config the compiler');

this.compilerOptions.push(config);

TestBedViewEngine.prototype.configureTestingModule = function (moduleDef) {
    var a, b, c, d;

    if (moduleDef.providers) {
        (a = this.providers).push.apply(a, __spread(moduleDef.providers));
    }

    if (moduleDef.declarations) {
        (b = this.declarations).push.apply(b, __spread(moduleDef.declarations));
    }

    if (moduleDef.imports) {
        (c = this.imports).push.apply(c, __spread(moduleDef.imports));
    }

    if (moduleDef.schemas) {
        (d = this.schemas).push.apply(d, __spread(moduleDef.schemas));
    }

    if (moduleDef.aotSummaries) {
        this.aotSummaries.push(moduleDef.aotSummaries);
    }

    TestBedViewEngine.prototype.compileComponents = function () {
        var this = this;

        if (this._moduleFactory || this._instantiated) {
            return Promise.resolve(null);
        }

        var moduleType = this._createCompilerAndModule();
        return this.compiler.compileModuleAndAllComponentsAsync(moduleType) .then(function (moduleAndComponentFactories) {
            this._moduleFactory = moduleAndComponentFactories.ngModuleFactory;
        });
    }

    TestBedViewEngine.prototype._initIfNeeded = function () {
        var e_1, _a;

        if (this._instantiated) {
            return;
        }

        if (!this._moduleFactory) {
            try {
                var moduleType = this._createCompilerAndModule();
                this._moduleFactory = this._compiler.compileModuleAndAllComponentsSync(moduleType).ngModuleFactory;
            }
            catch (e) {
                var errorCompType = this._compiler.getComponentFromError(e);
                if (errorCompType) {
                    throw new Error("This test module uses the component " +
                        core.stringify(errorCompType) + " which is using a \"templateUrl\" or \"styleUrls\", but they were never
                        compiled. \"Please call \"TestBed.compileComponents\" before your test.\"");
                }
                else {
                    throw e;
                }
            }
        }

        try {
            for (var _b = __values(this._templateOverrides), _c = _b.next(); !_c.done; _c = _b.next()) {
                var _d = _c.value, component = _d.component, templateOf = _d.templateOf;
                var compFactory = this._compiler.getComponentFactory(templateOf);
                core.overrideComponentView(component, compFactory);
            }
        }
        catch (e_1_1) { e_1 = { error: e_1_1 }; }
        finally {
            try {
                if (_c && !_c.done && (_a = _b.return)) _a.call(_b);
            }
            finally { if (e_1) throw e_1.error; }
        }

        var ngZone = new core.NgZone({ enableLongStackTrace: true, shouldCoalesceEventChangeDetection: false });

        var providers = [{ provide: core.INJECTOR_SCOPE, useValue: ngZone },];
        var ngZoneInjector = core.Injector.create({
            providers: providers,
            parent: this.platform.injector,
            name: this._moduleFactory.moduleType.name
        });

        this._moduleRef = this._moduleFactory.create(ngZoneInjector);
        // ApplicationInitStatus.runInitializers() is
        // marked @internal to core. So casting to any
        // before accessing it.

        this._moduleRef.injector.get(core.ApplicationInitStatus).runInitializers();
        this._instantiated = true;
    }

    TestBedViewEngine.prototype._createCompilerAndModule = function () {
        var e_2, _a;

        var this = this;

        var providers = this._providers.concat([{ provide: TestBed, useValue: this }]);

        var declarations = __spread(this._declarations, this._templateOverrides.map(function (entry) {
            return entry.templateOf;
        }));

        var rootScopeImports = [];

        var rootProviderOverrides = this._rootProviderOverrides;

        if (this._isRoot) {
            var RootScopeModule = /** @class */ (function () {
                var _super = ModuleFactory.prototype;

                function RootScopeModule() {
                    _super(this);}

                RootScopeModule.decorators = [
                    { type: core.NgModule, args: [[{ providers: __spread(rootProviderOverrides),
                        jit: true }] ] } ];

                rootScopeImports.push(RootScopeModule);
                var imports = [rootScopeImports, this.ngModule, this.imports];

                var schemas = this.schemas;

                var DynamicTestModule = /**

                return dynamicTestModule;
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```typescript
@class */ (function () {
                function DynamicTestModule() {
                }
                return
            }());
            DynamicTestModule.decorators = [
                { type: core.NgModule,
            ];
            var compilerFactory = this.platform.injector.get(TestingCompilerFactory);
            this._compiler = compilerFactory.createTestingCompiler(this._compilerOptions);
            try {
                for (var _b = __values(__spread([this._testEnvAotSummaries], this._aotSummaries)), _c = _b.next(); !_c.done; _c = _b.next()) {
                    var summary = _c.value;
                    this._compiler.loadAotSummaries(summary);
                }
            } catch (e_2_1) { e_2 = { error: e_2_1 }; }
            finally {
                try {
                    if (_c && !_c.done && (_a = _b.return)) _a.call(_b);
                }
                finally { if (e_2) throw e_2.error; }
            }
            this._moduleOverrides.forEach(function (entry) { return _this._compiler.overrideModule(entry[0], entry[1]); });
            this._componentOverrides.forEach(function (entry) { return _this._compiler.overrideComponent(entry[0], entry[1]); });
            this._directiveOverrides.forEach(function (entry) { return _this._compiler.overrideDirective(entry[0], entry[1]); });
            this._pipeOverrides.forEach(function (entry) { return _this._compiler.overridePipe(entry[0], entry[1]); });
            return DynamicTestModule;
        };
        TestBedViewEngine.prototype._assertNotInstantiated = function (methodName, methodDescription) {
            if (this._instantiated) {
                throw new Error("Cannot " + methodDescription + " when the test module has already been instantiated. " +
                    ("Make sure you are not using `inject` before `" + methodName + ").");
            }
        };
        TestBedViewEngine.prototype.inject = function (token, notFoundValue, flags) {
            this._initIfNeeded();
            if (token === TestBed) {
                return this;
            }
            // Tests can inject things from the ng module and from the compiler,
            // but the ng module can't inject things from the compiler and vice versa.
            var UNDEFINED = {};
            var result = this._moduleRef.injector.get(token, UNDEFINED, flags);
            return result === UNDEFINED ? this.compiler.injector.get(token, notFoundValue, flags) :
                result;
        };
        TestBedViewEngine.prototype.get = function (token, notFoundValue, flags) {
            if (notFoundValue === void 0) { notFoundValue = core.Injector.THROW_IF_NOT_FOUND; }
            if (flags === void 0) { flags = core.InjectFlags.Default; }
            return this.inject(token, notFoundValue, flags);
        };
        TestBedViewEngine.prototype.execute = function (tokens, fn, context) {
            var _this = this;
            this._initIfNeeded();
            var params = tokens.map(function (t) { return _this.inject(t); });
            return fn.apply(context, params);
        };
        TestBedViewEngine.prototype.overrideModule = function (ngModule, override) {
            this._assertNotInstantiated('overrideModule', 'override module metadata');
            this._moduleOverrides.push([ngModule, override]);
        };
        TestBedViewEngine.prototype.overrideComponent = function (component, override) {
            this._assertNotInstantiated('overrideComponent', 'override component metadata');
            this._componentOverrides.push([component, override]);
        };
        TestBedViewEngine.prototype.overrideDirective = function (directive, override) {
            this._assertNotInstantiated('overrideDirective', 'override directive metadata');
            this._directiveOverrides.push([directive, override]);
        };
```
```typescript
var deprecatedRoute = function (component) {
    return this.createComponent(component); // Create a new component
};

// ... (other methods and components)
```

**Related Notes:**
- `TestBed` is the primary API for writing unit tests for Angular applications and libraries.
- Use `TestBed` in tests. It will be set to either `TestBedViewEngine` or `TestBedRender3` according to the compiler used.
- `TestBed` supports injecting dependencies in `beforeEach()` and `it()`.
- `TestBed` allows using the `inject()` helper function to inject dependencies into components.
- `TestBed` provides a `provide()` method to provide services and modules.
- `TestBed` includes methods for testing async operations.
- `TestBed` is designed to be used in conjunction with the `expect` and `assert` methods provided by the testing framework (e.g., Jasmine, Mocha).
preserve context passed from call site
    return function () {
      return TestBed.execute(tokens, fn,
        this);
    };
  };
  function InjectSetupWrapper(_moduleDef) {
    this._moduleDef = _moduleDef;
    InjectSetupWrapper.prototype._addModule = function () {
      var moduleDef = this._moduleDef();
      if (moduleDef) {
        getTestBed().configureTestingModule(moduleDef);
      }
    };
    InjectSetupWrapper.prototype.inject = function (tokens, fn) {
      var self = this;
      return inject(tokens, fn).call(this);
    };
    return InjectSetupWrapper;
  }();
  function withModule(moduleDef, fn) {
    if (fn) {
      return function () {
        var testBed = getTestBed();
        if (moduleDef) {
          testBed.configureTestingModule(moduleDef);
        }
        return fn.apply(this);
      };
    }
    return new InjectSetupWrapper(function () { return moduleDef; });
  }

  // This file only reexports content of the `src` folder. Keep it that way.
  exports.ComponentFixture = ComponentFixture;
  exports.ComponentFixtureAutoDetect = ComponentFixtureAutoDetect;
  exports.ComponentFixtureNoNgZone = ComponentFixtureNoNgZone;
  exports.InjectSetupWrapper = InjectSetupWrapper;
  exports.TestBed = TestBed;
  exports.TestComponentRenderer = TestComponentRenderer;
  exports._core_private_testing_placeholder_ = _core_private_testing_placeholder_;
  exports.asasync = async; exports.discardPeriodicTasks = discardPeriodicTasks;
  exports.fakeAsync = fakeAsync; exports.flush = flush; exports.flushMicrotasks =
  flushMicrotasks; exports.getTestBed = getTestBed; exports.inject = inject;
  exports.resetFakeAsyncZone = resetFakeAsyncZone; exports.tick = tick; exports.withModule = withModule;
  exports.MetadataOverrider = MetadataOverrider; exports.TestingCompiler = TestingCompiler;
  exports.TestingCompilerFactory = TestingCompilerFactory;
  exports.angular_packages_core_testing_testing_a = TestBedViewEngine;
  exports.angular_packages_core_testing_testing_b = TestBedRender3;
  exports.angular_packages_core_testing_testing_c = _getTestBedRender3;
  Object.defineProperty(exports,
    '__esModule', { value: true });
//# sourceMappingURL=core-testing.umd.js.map

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* /opt/cola/permits/1135923301_1613633269.92/0/core-10-0-10-1-tgz/package/testing/testing.d.ts
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1.1403 spring-aop 4.3.26.RELEASE

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jar/org/springframework/aop/TargetSource.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
jar/org/springframework/aop/config/AdvisorEntry.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
jar/org/springframework/aop/config/PointcutComponentDefinition.java
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jar/org/springframework/aop/framework/AopProxyFactory.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
jar/org/springframework/aop/target/LazyInitTargetSource.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
jar/org/springframework/aop/target/dynamic/Refreshable.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
jar/org/springframework/aop/intercaptor/DebugInterceptor.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
jar/org/springframework/aop/aspectj/AspectJAopUtils.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
jar/org/springframework/aop/AopInvocationException.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/aspectj/annotation/NotAnAtAspectException.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/Advisor.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/scope/ScopedObject.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/support/AbstractGenericPointcutAdvisor.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/config/AdvisorComponentDefinition.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/support/DefaultBeanFactoryPointcutAdvisor.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/IntroductionInfo.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/TruePointcut.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/support/DefaultPointcutAdvisor.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/adapter/MethodBeforeAdviceAdapter.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/adapter/GlobalAdvisorAdapterRegistry.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/config/ConfigBeanDefinitionParser.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/autoproxy/TargetSourceCreator.java
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* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/config/AspectComponentDefinition.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/AfterAdvice.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/SpringProxy.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/config/AspectEntry.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/ClassFilter.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/AopInfrastructureBean.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/IntroductionInterceptor.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/AdvisedSupportListener.java

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* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/TrueMethodMatcher.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/Advised.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/TargetClassAware.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/aspectj/AspectJAroundAdvice.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/support/MethodMatchers.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/aspectj/AspectIAfterAdvice.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/AbstractSingletonProxyFactoryBean.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/AbstractPoolingTargetSource.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/autoproxy/AbstractBeanFactoryAwareAdvisingPostProcessor.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/aspectj/annotation/AspectIAdvisorFactory.java
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* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/aspectj/AspectIAfterThrowingAdvice.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/ProxyMethodInvocation.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/aspectj/annotation/PrototypeAspectInstanceFactory.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/DefaultAopProxyFactory.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/aspectj/SingletonAspectInstanceFactory.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/target/CommonsPoolTargetSource.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/autoproxy/target/QuickTargetSourceCreator.java
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* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources.jar/org/springframework/aop/aspectj/RuntimeTestWalker.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources.jar/org/springframework/aop/support/annotation/AnnotationClassFilter.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources.jar/org/springframework/aop/support/annotation/AnnotationMethodMatcher.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources.jar/org/springframework/aop/support/ClassFilters.java

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* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
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* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
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* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
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* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
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* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/support/NameMatchMethodPointcutAdvisor.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/interceptor/AsyncUncaughtExceptionHandler.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/AdvisorChainFactory.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/interceptor/ExposeInvocationInterceptor.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/support/RegexpMethodPointcutAdvisor.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/autoproxy/target/LazyInitTargetSourceCreator.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/autoproxy/BeanNameAutoProxyCreator.java
* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/framework/autoproxy/ExpressionPointcutAdvisor.java

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* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-jar/org/springframework/aop/support/ExpressionPointcutAdvisor.java
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* /opt/ws_local/PERMITS_SQL/1063930243_1593103495.79/0/spring-aop-4-3-26-release-sources-
  jar/org/aopalliance/intercept/MethodInvocation.java
1.1404 isodate 0.6.0

1.1404.1 Available under license:
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Metadata-Version: 1.1
Name: isodate
Version: 0.6.0
Summary: An ISO 8601 date/time/duration parser and formatter
Home-page: https://github.com/gweis/isodate/
Author: Gerhard Weis
Author-email: gerhard.weis@proclos.com
License: BSD
Description:
ISO 8601 date/time parser

This module implements ISO 8601 date, time and duration parsing. The implementation follows ISO8601:2004 standard, and implements only date/time representations mentioned in the standard. If something is not mentioned there, then it is treated as non existent, and not as an allowed option.

For instance, ISO8601:2004 never mentions 2 digit years. So, it is not intended by this module to support 2 digit years. (while it may still be valid as ISO date, because it is not explicitly forbidden.)
Another example is, when no time zone information is given for a time, then it should be interpreted as local time, and not UTC.

As this module maps ISO 8601 dates/times to standard Python data types, like
*date*, *time*, *datetime* and *timedelta*, it is not possible to convert all possible ISO 8601 dates/times. For instance, dates before 0001-01-01 are not allowed by the Python *date* and *datetime* classes. Additionally fractional seconds are limited to microseconds. That means if the parser finds for instance nanoseconds it will round it to microseconds.

Documentation
-------------

Currently there are four parsing methods available.

* parse_time:
  parses an ISO 8601 time string into a *time* object

* parse_date:
  parses an ISO 8601 date string into a *date* object

* parse_datetime:
  parses an ISO 8601 date-time string into a *datetime* object

* parse_duration:
  parses an ISO 8601 duration string into a *timedelta* or *Duration* object.

* parse_tzinfo:
  parses the time zone info part of an ISO 8601 string into a *tzinfo* object.

As ISO 8601 allows to define durations in years and months, and *timedelta* does not handle years and months, this module provides a *Duration* class, which can be used almost like a *timedelta* object (with some limitations). However, a *Duration* object can be converted into a *timedelta* object.

There are also ISO formatting methods for all supported data types. Each *xxx_isoformat* method accepts a format parameter. The default format is always the ISO 8601 expanded format. This is the same format used by *datetime.isoformat*:

* time_isoformat:
  Intended to create ISO time strings with default format
  *hh:mm:ssZ*.

* date_isoformat:
  Intended to create ISO date strings with default format
  *yyyy-mm-dd*.

* datetime_isoformat:
  Intended to create ISO date-time strings with default format
  *yyyy-mm-ddThh:mm:ssZ*.

* duration_isoformat:
  Intended to create ISO duration strings with default format
  *PnnYnnMnnDTnnHnnMnnS*.

* tz_isoformat:
  Intended to create ISO time zone strings with default format
  *hh:mm*. 


* strftime:
  A re-implementation mostly compatible with Python's *strftime*, but
  supports only those format strings, which can also be used for dates
  prior 1900. This method also understands how to format *datetime* and
  *Duration* instances.

Installation:
-------------

This module can easily be installed with Python standard installation methods.

Either use *python setup.py install* or in case you have *setuptools* or
*distribute* available, you can also use *easy_install*.

Limitations:
------------

* The parser accepts several date/time representation which should be invalid
  according to ISO 8601 standard.

  1. for date and time together, this parser accepts a mixture of basic and extended format.
     e.g. the date could be in basic format, while the time is accepted in extended format.
     It also allows short dates and times in date-time strings.
  2. For incomplete dates, the first day is chosen. e.g. 19th century results in a date of
     1901-01-01.
  3. negative *Duration* and *timedelta* value are not fully supported yet.

Further information:
---------------------

The doc strings and unit tests should provide rather detailed information about
the methods and their limitations.

The source release provides a *setup.py* script,
which can be used to run the unit tests included.

Source code is available at `<http://github.com/gweis/isodate>`.

CHANGES
=======

0.6.0 (2017-10-13)
------------------

- support incomplete month date (Fabien Loffredo)
- rely on duck typing when doing duration maths
- support ":" as separator in fractional time zones (usrenmae)
0.5.4 (2015-08-06)
------------------
- Fix parsing of Periods (Fabien Bochu)
- Make Duration objects hashable (Geoffrey Fairchild)
- Add multiplication to duration (Reinoud Elhorst)

0.5.1 (2014-11-07)
------------------
- fixed pickling of Duration objects
- raise ISO8601Error when there is no 'T' separator in datetime strings (Adrian Coveney)

0.5.0 (2014-02-23)
------------------
- ISO8601Error are subclasses of ValueError now (Michael Hrivnak)
- improve compatibility across various python variants and versions
- raise exceptions when using fractional years and months in date maths with durations
- renamed method todatetime on Duration objects to totimedelta

0.4.9 (2012-10-30)
------------------
- support pickling FixedOffset instances
- make sure parsed fractional seconds are in microseconds
- add leading zeros when formatting microseconds (Jarom Loveridge)

0.4.8 (2012-05-04)
------------------
- fixed incompatibility of unittests with python 2.5 and 2.6 (runs fine on 2.7 and 3.2)

0.4.7 (2012-01-26)
------------------
- fixed tzinfo formatting (never pass None into tzinfo.utcoffset())

0.4.6 (2012-01-06)
- added Python 3 compatibility via 2to3

0.4.5 (2012-01-06)

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

- made setuptools dependency optional

0.4.4 (2011-04-16)

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

- Fixed formatting of microseconds for datetime objects

0.4.3 (2010-10-29)

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

- Fixed problem with %P formating and fractions (supplied by David Brooks)

0.4.2 (2010-10-28)

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

- Implemented unary - for Duration (supplied by David Brooks)
  - Output fractional seconds with '%P' format. (partly supplied by David Brooks)

0.4.1 (2010-10-13)

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

- fixed bug in comparison between timedelta and Duration.
- fixed precision problem with microseconds (reported by Tommi Virtanen)

0.4.0 (2009-02-09)

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

- added method to parse ISO 8601 time zone strings
- added methods to create ISO 8601 conforming strings

0.3.0 (2009-1-05)

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

- Initial release

Todos

=====

This to do list contains some thoughts and ideas about missing features, and parts to think about, whether to implement them or not. This list is probably not complete.
Missing features:
-------------

* time formating does not allow to create fractional representations.
* parser for ISO intervals.
* currently microseconds are always padded to a length of 6 characters.
  trailing 0s should be optional

Documentation:
-------------

* parse_datetime:
  - complete documentation to show what this function allows, but ISO forbids.
    and vice verse.
  - support other separators between date and time than 'T'

* parse_date:
  - yeardigits should be always greater than 4
  - dates before 0001-01-01 are not supported

* parse_duration:
  - alternative formats are not fully supported due to parse_date restrictions
  - standard duration format is fully supported but not very restrictive.

* Duration:
  - support fractional years and month in calculations
  - implement w3c order relation? ("<http://www.w3.org/TR/xmlschema-2/#duration-order>"")
  - refactor to have duration mathematics only at one place.
  - localize __str__ method (does timedelta do this?)
  - when is a Duration negative?
  - normalize Durations. months [00-12] and years [-inf,+inf]

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* /opt/cola/permits/1110810315_1606855982.37/0/isodate-0-6-0-1-tar-gz/isodate-0.6.0/src/isodate/__init__.py
* /opt/cola/permits/1110810315_1606855982.37/0/isodate-0-6-0-1-tar-gz/isodate-0.6.0/src/isodate/tests/test_datetime.py
* /opt/cola/permits/1110810315_1606855982.37/0/isodate-0-6-0-1-tar-gz/isodate-0.6.0/src/isodate/tests/test_strf.py
* /opt/cola/permits/1110810315_1606855982.37/0/isodate-0-6-0-1-tar-gz/isodate-0.6.0/src/isodate/tests/__init__.py
* /opt/cola/permits/1110810315_1606855982.37/0/isodate-0-6-0-1-tar-gz/isodate-0.6.0/src/isodate/duration.py
* /opt/cola/permits/1110810315_1606855982.37/0/isodate-0-6-0-1-tar-gz/isodate-0.6.0/src/isodate/isoduration.py
* /opt/cola/permits/1110810315_1606855982.37/0/isodate-0-6-0-1-tar-gz/isodate-0.6.0/src/isodate/isostfr.py
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* /opt/cola/permits/1110810315_1606855982.37/0/isodate-0-6-0-1-tar-gz/isodate-0.6.0/src/isodate/tests/test_time.py
* /opt/cola/permits/1110810315_1606855982.37/0/isodate-0-6-0-1-tar-gz/isodate-0.6.0/src/isodate/tests/test_duration.py

1.1405 tomcat-embed-el 8.5.43

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1.1406 lodash 4.17.20

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1.1408 js-fetch 1.3.1

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1.1415 pycparser 2.20
1.1415.1 Available under license:
pycparser -- A C parser in Python

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1.1416 commons-http-client 3.1
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1.1417 tiny-relative-date 1.3.0

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**1.1422 akka-http-spray-json 10.1.12**

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* /opt/cola/permits/1112635633_1607381779.65/0/akka-http-core-2-12-10-1-12-sources-
  jar/akka/http/javadsl/model/headers/LastEventId.java
* /opt/cola/permits/1112635633_1607381779.65/0/akka-http-core-2-12-10-1-12-sources-
  jar/akka/http/javadsl/model/sse/ServerSentEvent.java
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* A Utf8 -> Utf16 (= Java char) decoder.
* 
* This decoder is based on the one of Bjoern Hoehrmann from
* 
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*/

Found in path(s):
* /opt/cola/permits/1112635633_1607381779.65/0/akka-http-core-2-12-10-1-12-sources-jar/akka/http/impl/engine/ws/Utf8Decoder.scala

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* /opt/cola/permits/1112635633_1607381779.65/0/akka-http-core-2-12-10-1-12-sources-jar/akka/http/impl/model/parser/Base64Parsing.scala
* /opt/cola/permits/1112635633_1607381779.65/0/akka-http-core-2-12-10-1-12-sources-jar/akka/http/impl/model/parser/StringBuilding.scala

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Found in path(s):
* /opt/cola/permits/1112635633_1607381779.65/0/akka-http-core-2-12-10-1-12-sources-jar/akka/http/scaladsl/model/sse/ServerSentEvent.scala

1.1423 openam-audit-context 14.1.5

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ASN.1 library for Python

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.. toctree::
   :maxdepth: 1
Abstract Syntax Notation One (ASN.1) is a technology for exchanging structured data in a universally understood, hardware agnostic way. Many industrial, security and telephony applications heavily rely on ASN.1.

The `pyasn1 <https://pypi.org/project/pyasn1/>`_ library implements ASN.1 support in pure-Python.

What is ASN.1
-------------

ASN.1 is a large, arguably over-engineered and extremely old data modelling and serialisation tool. It is probably among the first serialisation protocols in the history of computer science and technology.

ASN.1 started its life over 30 years ago as a serialisation mechanism for the first electronic mail (known as X.400). Later on if was split off the e-mail application and become a stand-alone tech still being actively supported by its designers and widely used in industry and technology.

Since then ASN.1 is sort of haunted by its relations with the OSI model -- the first, unsuccessful, version of the Internet. You can read many interesting discussions on that topic.

In the following years, generations of software engineers tackled the serialisation problem many times. We can see that in Google's `ProtoBuffers <https://developers.google.com/protocol-buffers/>`_ or `FlatBuffers <https://google.github.io/flatbuffers/>`_, for example. Interestingly, many new takes on binary protocol design do not depart far from ASN.1 from technical perspective. It's more of a matter of striking a balance between processing overhead, wire format overhead and human readability.

Looking at what ASN.1 has to offer, it has three loosely coupled parts:

* Data types: the standard introduces a collection of basic data types (integers, bits, strings, arrays and records) that can be used for describing arbitrarily complex, nested data structures.

* Serialisation protocols: the above data structures could be converted into a series of octets for storage or transmission over the wire as well as recovered back into their structured form. The system is fully agnostic to hardware architectures differences.

* Schema language: ASN.1 data structures could be described in terms of a schema language for ASN.1 compiler to turn it into platform-specific
implementation.

ASN.1 applications
-------------------

Being an old and generally successful standard, ASN.1 is widely adopted for many uses. To give you an example, these technologies use ASN.1 for their data exchange needs:

* Signaling standards for the public switched telephone network (SS7 family)
* Network management standards (SNMP, CMIP)
* Directory standards (X.500 family, LDAP)
* Public Key Infrastructure standards (X.509, etc.)
* PBX control (CSTA)
* IP-based Videoconferencing (H.323 family)
* Biometrics (BIP, CBEFF, ACBio)
* Intelligent transportation (SAE J2735)
* Cellular telephony (GSM, GPRS/EDGE, UMTS, LTE)

ASN.1 gotchas
--------------

Apparently, ASN.1 is hard to implement properly. Quality open-source ASN.1 tools are rare, but ad-hoc implementations are numerous. Judging from the statistics <http://cve.mitre.org/cgi-bin/cvekey.cgi?keyword=ASN.1> on discovered security vulnerabilities, many people have implemented ASN.1 parsers and oftentimes fell victim to its edge cases.

On the bright side, ASN.1 has been around for a long time, it is well understood and security reviewed.

Documentation
-------------

.. toctree::
   :maxdepth: 2

/pyasn1/contents

Use case
-------

.. toctree::
   :maxdepth: 2

/example-use-case

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Changes
-------

All changes and release history is maintained in changelog. There you could also download the latest unreleased pyasn1 tarball containing the latest fixes and improvements.

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Getting help
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Books on ASN.1
---------------

The pyasn1 implementation is largely based on reading up the following awesome books:

* `ASN.1 - Communication between heterogeneous systems <http://www.oss.com/asn1/dubuisson.html>`_ by Olivier Dubuisson

Here you can get the official standards which is hard to read:


On the other end of the readability spectrum, here is a quick and sweet write up:


If you are working with ASN.1, we'd highly recommend reading a proper book on the subject.

Found in path(s):
* `/opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/docs/source/contents.rst`

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* `/opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/LICENSE.rst`
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ASN.1 library for Python
------------------------
[![PyPI](https://img.shields.io/pypi/v/pyasn1.svg?maxAge=2592000)](https://pypi.org/project/pyasn1)
[![Python Versions](https://img.shields.io/pypi/pyversions/pyasn1.svg)](https://pypi.org/project/pyasn1/)
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This is a free and open source implementation of ASN.1 types and codecs as a Python package. It has been first written to support particular protocol (SNMP) but then generalized to be suitable for a wide range of protocols based on [ASN.1 specification](https://www.itu.int/rec/dologin_pub.asp?lang=e&id=T-REC-X.208-198811-W!!PDF-E&type=items).

Features
--------
* Generic implementation of ASN.1 types (X.208)
* Standards compliant BER/CER/DER codecs
* Dumps/loads ASN.1 structures from Python types
* 100% Python, works with Python 2.4 up to Python 3.7
* MT-safe
* Contributed ASN.1 compiler [Asn1ate](https://github.com/kimgr/asn1ate)

Why using pyasn1
----------------
ASN.1 solves the data serialisation problem. This solution was designed long ago by the wise Ancients. Back then, they did not have the luxury of wasting bits. That is why ASN.1 is designed to serialise data structures of unbounded complexity into something compact and efficient when it comes to processing the data.

That probably explains why many network protocols and file formats still rely on the 30+ years old technology. Including a number of high-profile Internet protocols and file formats.

Quite a number of books cover the topic of ASN.1. [Communication between heterogeneous systems](http://www.oss.com/asn1/dubuisson.html) by Olivier Dubuisson is one of those high quality books freely available on the Internet.
The pyasn1 package is designed to help Python programmers tackling network protocols and file formats at the comfort of their Python prompt. The tool struggles to capture all aspects of a rather complicated ASN.1 system and to represent it on the Python terms.

How to use pyasn1
-----------------

With pyasn1 you can build Python objects from ASN.1 data structures. For example, the following ASN.1 data structure:

```bash
Record ::= SEQUENCE {
    id        INTEGER,
    room  [0] INTEGER OPTIONAL,
    house [1] INTEGER DEFAULT 0
}
```  

Could be expressed in pyasn1 like this:

```python
class Record(Sequence):
    componentType = NamedTypes(
        NamedType('id', Integer()),
        OptionalNamedType(
            'room', Integer().subtype(
                implicitTag=Tag(tagClassContext, tagFormatSimple, 0)
            ),
        ),
        DefaultedNamedType(
            'house', Integer(0).subtype(
                implicitTag=Tag(tagClassContext, tagFormatSimple, 1)
            ),
        )
    )
```

It is in the spirit of ASN.1 to take abstract data description and turn it into a programming language specific form. Once you have your ASN.1 data structure expressed in Python, you can use it along the lines of similar Python type (e.g. ASN.1 `SET` is similar to Python `dict`, `SET OF` to `list`):

```python
>>> record = Record()
>>> record['id'] = 123
>>> record['room'] = 321
```
```
>>> from pyasn1.codec.der.encoder import encode
>>> substrate = encode(record)
>>> hexdump(substrate)
00000: 30 07 02 01 7B 80 02 01 41
```
Or vice-versa -- you can initialize an ASN.1 structure from a tree of Python objects:

```python
>>> from pyasn1.codec.native.decoder import decode
>>> record = decode({'id': 123, 'room': 321, 'house': 0}, asn1Spec=Record())
>>> str(record)
Record:
id=123
room=321
```

With ASN.1 design, serialisation codecs are decoupled from data objects, so you could turn every single ASN.1 object into many different serialised forms. As of this moment, pyasn1 supports BER, DER, CER and Python built-ins codecs. The extremely compact PER encoding is expected to be introduced in the upcoming pyasn1 release.

More information on pyasn1 APIs can be found in the [documentation](http://snmplabs.com/pyasn1/), compiled ASN.1 modules for different protocols and file formats could be found in the pyasn1-modules [repo](https://github.com/etingof/pyasn1-modules).

How to get pyasn1
-----------------

The pyasn1 package is distributed under terms and conditions of 2-clause BSD [license](http://snmplabs.com/pyasn1/license.html). Source code is freely available as a GitHub [repo](https://github.com/etingof/pyasn1).

You could `pip install pyasn1` or download it from [PyPI](https://pypi.org/project/pyasn1).

If something does not work as expected, [open an issue](https://github.com/etingof/pyasn1/issues) at GitHub or post your question [on Stack Overflow](https://stackoverflow.com/questions/ask) or try browsing pyasn1 [mailing list archives](https://sourceforge.net/p/pyasn1/mailman/pyasn1-users/).

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* /opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/ tests/codec/ber/__main__.py
* /opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/ tests/codec/__main__.py
* /opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/pyasn1/ compat/octet.py
* /opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/pyasn1/ error.py
* /opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/pyasn1/ compat/dateandtime.py
* /opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/pyasn1/ type/namedval.py
* /opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/ tests/__main__.py
* /opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/pyasn1/ type/tagmap.py
* /opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/pyasn1/ codec/ber/eeo.py
* /opt/ws_local/PERMITS_SQL/1063015436_1592948938.14/0/pyasn1-0-4-5-1-tar-gz/pyasn1-0.4.5/ tests/codec/native/test_decoder.py
1.1430 types-cookies 0.7.6
1.1430.1 Available under license:
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1.1431 ognl 3.2.20
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1.1432 binary-extensions 2.2.0
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1.1433 asm-analysis 8.0.1

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* /opt/cola/permits/1136135190_1613688030.32/0/asm-analysis-8-0-1-sources-2-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /opt/cola/permits/1136135190_1613688030.32/0/asm-analysis-8-0-1-sources-2-jar/org/objectweb/asm/tree/analysis/SourceValue.java
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jar/org/objectweb/asm/tree/analysis/package.html
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/**
 * Constructs a new {@link BasicInterpreter} for the latest ASM API version. Subclasses must not use this constructor.
 * Instead, they must use the {@link #BasicInterpreter(int)} version.
 */

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* /opt/cola/permits/1136135190_1613688030.32/0/asm-analysis-8-0-1-sources-2-jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java

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/**
 * Constructs a new {@link SourceInterpreter} for the latest ASM API version. Subclasses must not use this constructor.
 * Instead, they must use the {@link #SourceInterpreter(int)} version.
 */

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1.1434 jinja2 2.11.1
1.1434.1 Available under license :
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Jinja is a fast, expressive, extensible templating engine. Special placeholders in the template allow writing code similar to Python syntax. Then the template is passed data to render the final document.

It includes:

- Template inheritance and inclusion.
- Define and import macros within templates.
- HTML templates can use autoescaping to prevent XSS from untrusted user input.
- A sandboxed environment can safely render untrusted templates.
- AsyncIO support for generating templates and calling async functions.
- I18N support with Babel.
- Templates are compiled to optimized Python code just-in-time and cached, or can be compiled ahead-of-time.
- Exceptions point to the correct line in templates to make debugging easier.
- Extensible filters, tests, functions, and even syntax.

Jinja's philosophy is that while application logic belongs in Python if possible, it shouldn't make the template designer's job difficult by restricting functionality too much.

Installing
---------

Install and update using `pip`:

```
$ pip install -U Jinja2
```

In A Nutshell
--------------
.. code-block:: jinja

{% extends "base.html" %}
{% block title %}Members{% endblock %}
{% block content %}
<ul>
{% for user in users %}
<li><a href="{{ user.url }}">{{ user.username }}</a></li>
{% endfor %}
</ul>
{% endblock %}

Links
-----

- Website: https://palletsprojects.com/p/jinja/
- Documentation: https://jinja.palletsprojects.com/
- Releases: https://pypi.org/project/Jinja2/
- Code: https://github.com/pallets/jinja
- Issue tracker: https://github.com/pallets/jinja/issues
- Test status: https://dev.azure.com/pallets/jinja/_build
- Official chat: https://discord.gg/t6rrQZH

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Environment :: Web Environment
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: BSD License
Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: Programming Language :: Python :: 3.8
Classifier: Programming Language :: Python :: Implementation :: CPython
Classifier: Programming Language :: Python :: Implementation :: PyPy
Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content
Classifier: Topic :: Software Development :: Libraries :: Python Modules
Classifier: Topic :: Text Processing :: Markup :: HTML
Requires-Python: >=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*, !=3.4.*
Description-Content-Type: text/x-rst
Provides-Extra: i18n
import io
import re

from setuptools import find_packages
from setuptools import setup

with io.open("README.rst", "rt", encoding="utf8") as f:
    readme = f.read()

with io.open("src/jinja2/__init__.py", "rt", encoding="utf8") as f:
    version = re.search(r'__version__ = "(.*)"', f.read(), re.M).group(1)

setup(
    name="Jinja2",
    version=version,
    url="https://palletsprojects.com/p/jinja/",
    project_urls={
        "Documentation": "https://jinja.palletsprojects.com/",
        "Code": "https://github.com/pallets/jinja",
        "Issue tracker": "https://github.com/pallets/jinja/issues",
    },
    license="BSD-3-Clause",
    author="Armin Ronacher",
    author_email="armin.ronacher@active-4.com",
    maintainer="Pallets",
    maintainer_email="contact@palletsprojects.com",
    description="A very fast and expressive template engine.",
    long_description=readme,
    classifiers=[
        "Development Status :: 5 - Production/Stable",
        "Environment :: Web Environment",
        "Intended Audience :: Developers",
        "License :: OSI Approved :: BSD License",
        "Operating System :: OS Independent",
        "Programming Language :: Python",
        "Programming Language :: Python :: 2",
        "Programming Language :: Python :: 2.7",
        "Programming Language :: Python :: 3",
        "Programming Language :: Python :: 3.5",
        "Programming Language :: Python :: 3.6",
        "Programming Language :: Python :: 3.7",
        "Programming Language :: Python :: 3.8",
    ]
)
"Programming Language :: Python :: Implementation :: CPython",
"Programming Language :: Python :: Implementation :: PyPy",
"Topic :: Internet :: WWW/HTTP :: Dynamic Content",
"Topic :: Software Development :: Libraries :: Python Modules",
"Topic :: Text Processing :: Markup :: HTML",
],
packages=find_packages("src"),
package_dir={"": "src"},
include_package_data=True,
python_requires=">=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*, !=3.4.*",
install_requires=["MarkupSafe>=0.23"],
extras_require={"i18n": ["Babel>=0.8"]},
entry_points={"babel.extractors": ["jinja2 = jinja2.ext:babel_extract[\"i18n\"]"]},
)

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* /opt/cola/permits/1160880531_1620412710.41/0/jinja2-2-11-1-1-tar-gz/Jinja2-2.11.1/setup.py

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1.1435 character-entities-legacy 1.1.4

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1.1436 use-memo-one 1.1.2

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1.1437 fluids 0.1.10
1.1437.1 Available under license :
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1.1438 jsprim 1.4.1
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1.1439 d3-timer 2.0.0
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1.1440 remark-parse 9.0.0

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1.1442 scala-xml 1.0.5
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/**
 * This singleton object contains the `apply` and `unapplySeq` methods for
 * convenient construction and deconstruction. It is possible to deconstruct
 * any `Node` instance (that is not a `SpecialNode` or a `Group`) using the
 * syntax `case Elem(prefix, label, attribs, scope, child @ _*) => ...`  
 *  
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 * @author Burak Emir <bqe@google.com>
 */

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/**
 * This class represents an attribute and at the same time a linked list of
 * attributes. Every instance of this class is either
 * - an instance of `UnprefixedAttribute key,value` or
 * - an instance of `PrefixedAttribute namespace_prefix,key,value` or
* - `Null`, the empty attribute list.
* - Namespace URIs are obtained by using the namespace scope of the element owning this attribute (see `getNamespace`).
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* @author Burak Emir <bqe@google.com>
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1.1443 jackson-annotations 2.11.0
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1.1444 call-bind 1.0.2
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1.1448 spring-beans 4.3.22.RELEASE
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* /opt/cola/permits/1110923117_1606873881.09/0/spring-beans-4-3-22-release-sources-1.jar/org/springframework/beans/factory/xml/AbstractSingleBeanDefinitionParser.java
* /opt/cola/permits/1110923117_1606873881.09/0/spring-beans-4-3-22-release-sources-1.jar/org/springframework/beans/propertyeditors/ClassArrayEditor.java
* /opt/cola/permits/1110923117_1606873881.09/0/spring-beans-4-3-22-release-sources-1.jar/org/springframework/beans/BeansException.java
* /opt/cola/permits/1110923117_1606873881.09/0/spring-beans-4-3-22-release-sources-1-
jar/org/springframework/beans/factory/config/ProviderCreatingFactoryBean.java
* /opt/cola/permits/1110923117_1606873881.09/0/spring-beans-4-3-22-release-sources-1-
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* /opt/cola/permits/1110923117_1606873881.09/0/spring-beans-4-3-22-release-sources-1-
jar/org/springframework/beans/factory/support/DefaultBeanNameGenerator.java
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jar/org/springframework/beans/factory/annotation/AnnotatedBeanDefinition.java
* /opt/cola/permits/1110923117_1606873881.09/0/spring-beans-4-3-22-release-sources-1-
jar/org/springframework/beans/ConfigurablePropertyAccessor.java
* /opt/cola/permits/1110923117_1606873881.09/0/spring-beans-4-3-22-release-sources-1-
jar/org/springframework/beans/factory/xml/XmlReaderContext.java
* /opt/cola/permits/1110923117_1606873881.09/0/spring-beans-4-3-22-release-sources-1-
jar/org/springframework/beans/propertyeditors/ZoneIdEditor.java
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jar/org/springframework/beans/PropertyDescriptorUtils.java
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jar/org/springframework/beans/factory/support/MethodOverride.java
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* /opt/cola/permits/1136535580_1613781490.96/0/spring-beans-4-3-25-release-sources-3-jar/org/springframework/beans/factory/access/SingletonBeanFactoryLocator.java
* /opt/cola/permits/1136535580_1613781490.96/0/spring-beans-4-3-25-release-sources-3-jar/org/springframework/beans/propertyeditors/CustomNumberEditor.java
* /opt/cola/permits/1136535580_1613781490.96/0/spring-beans-4-3-25-release-sources-3-jar/org/springframework/beans/factory/xml/DocumentDefaultsDefinition.java
* /opt/cola/permits/1136535580_1613781490.96/0/spring-beans-4-3-25-release-sources-3-jar/org/springframework/beans/PropertyValues.java
* /opt/cola/permits/1136535580_1613781490.96/0/spring-beans-4-3-25-release-sources-3-jar/org/springframework/beans/factory/xml/BeanDefinitionDecorator.java
* /opt/cola/permits/1136535580_1613781490.96/0/spring-beans-4-3-25-release-sources-3-jar/org/springframework/beans/factory/BeanCurrentlyInCreationException.java
* /opt/cola/permits/1136535580_1613781490.96/0/spring-beans-4-3-25-release-sources-3-jar/org/springframework/beans/factory/config/DeprecatedBeanWarner.java
* /opt/cola/permits/1136535580_1613781490.96/0/spring-beans-4-3-25-release-sources-3-jar/org/springframework/beans/support/ManagedArray.java
* /opt/cola/permits/1136535580_1613781490.96/0/spring-beans-4-3-25-release-sources-3-jar/org/springframework/beans/FatalBeanException.java
* /opt/cola/permits/1136535580_1613781490.96/0/spring-beans-4-3-25-release-sources-3-jar/org/springframework/beans/factory/wiring/ClassNameBeanWiringInfoResolver.java
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  jar/org/springframework/beans/factory/parsing/DefaultsDefinition.java
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  jar/org/springframework/beans/factory/serviceloader/ServiceFactoryBean.java
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  jar/org/springframework/beans/factory/support/BeanNameGenerator.java
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  jar/org/springframework/beans/factory/parsing/ReaderEventListener.java
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# Date Range Picker

![Improvely.com](https://i.imgur.com/UTRlaar.png)

This date range picker component creates a dropdown menu from which a user can select a range of dates. I created it while building the UI for [Improvely](http://www.improvely.com), which needed a way to select date ranges for reports.

Features include limiting the selectable date range, localizable strings and date formats, a single date picker mode, a time picker, and predefined date ranges.

## [Documentation and Live Usage Examples](http://www.daterangepicker.com)

## [See It In a Live Application](https://awio.iljmp.com/5/drpdemogh)

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1.1455 kotlin-reflect 1.3.20

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// A seemingly obvious way to come about this case would be to declare a special exception class, but the problem is
that

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1.1460 checker-qual 2.6.0

1.1461 react-simple-maps 2.3.0
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1.1462 scala 2.12.6
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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.

    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `case (a, b) => ...

val x: (Int, Int) => Int = ((a, b)) => a
^  

not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.

    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `case (param1, param2) => ...

val y: (Int, Int, Int) => Int = (((a, !!)) => a)
^  

not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.

    Either create a single parameter accepting the Tuple3,
    or consider a pattern matching anonymous function: `case (param1, ..., param3) => ...

val z: (Int, Int, Int) => Int = (((a, NotAPatternVariableName, c)) => a)
^  

three errors found

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/**
 * Special exception for listener implementations that want to signal that the current
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 *
 * @author Dave Syer
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 *
 */

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* /opt/ws_local/PERMITS_SQL/1069363976_1594647612.89/0/spring-amqp-2-1-8-release-sources-1-jar/org/springframework/amqp/support/postprocessor/UnzipPostProcessor.java

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* /opt/ws_local/PERMITS_SQL/1069363976_1594647612.89/0/spring-amqp-2-1-8-release-sources-1.jar/org/springframework/amqp/core/AmqpMessageReturnedException.java
* /opt/ws_local/PERMITS_SQL/1069363976_1594647612.89/0/spring-amqp-2-1-8-release-sources-1.jar/org/springframework/amqp/support/ConsumerTagStrategy.java
* /opt/ws_local/PERMITS_SQL/1069363976_1594647612.89/0/spring-amqp-2-1-8-release-sources-1.jar/org/springframework/amqp/support/ConditionalExceptionLogger.java
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1.1471 azure-mgmt-nspkg 3.0.2

1.1472 @babel/helper-split-export-declaration 7.12.13

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 */

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  jar/org/springframework/security/web/authentication/logout/SecurityContextLogoutHandler.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
  jar/org/springframework/security/web/authentication/rememherme/TokenBasedRememberMeServices.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
  jar/org/springframework/security/web/authentication/www/BasicAuthenticationFilter.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
  jar/org/springframework/security/web/access/channel/ChannelProcessingFilter.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
  jar/org/springframework/security/web/authentication/switchuser/AuthenticationSwitchUserEvent.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
  jar/org/springframework/security/web/access/intercept/FilterInvocationSecurityMetadataSource.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
  jar/org/springframework/security/web/authentication/UsernamePasswordAuthenticationFilter.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
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  jar/org/springframework/security/web/access/channel/ChannelEntryPoint.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
  jar/org/springframework/security/web/access/intercept/DefaultFilterInvocationSecurityMetadataSource.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
  jar/org/springframework/security/web/access/ChannelMapperImpl.java
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  jar/org/springframework/security/web/access/intercept/DefaultFilterInvocationSecurityMetadataSource.java
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  jar/org/springframework/security/web/access/ChannelEntryPoint.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
  jar/org/springframework/security/web/access/ChannelProcessor.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
  jar/org/springframework/security/web/access/WebInvocationPrivilegeEvaluator.java
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* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
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* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
jar/org/springframework/security/web/access/channel/ChannelProcessor.java
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jar/org/springframework/security/web/PortResolver.java
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jar/org/springframework/security/web/servletapi/SecurityContextHolderAwareRequestFilter.java
* /opt/ws_local/PERMITS_SQL/1069297243_1594619140.74/0/spring-security-web-4-2-15-release-sources-
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1.1493 akka-slf4j 2.6.8
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Manifest-Version: 1.0
Automatic-Module-Name: akka.slf4j
Bundle-Description: Akka is a toolkit for building highly concurrent, distributed, and resilient message-driven applications for Java and Scala.
Bundle-DocURL: https://doc.akka.io/api/akka/2.6.8
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html;description=Apache-2.0
Bundle-ManifestVersion: 2
Bundle-Name: akka-slf4j
Bundle-SymbolicName: com.typesafe.akka.slf4j
Bundle-Vendor: Lightbend Inc.
Bundle-Version: 2.6.8
Export-Package: akka.event.slf4j;uses:="akka.actor,akka.dispatch,akka.event.org.slf4j,scala,scala.reflect,scala.runtime";version="2.6.8"
Implementation-Title: akka-slf4j
Implementation-URL: https://akka.io/
Implementation-Vendor-Id: com.typesafe.akka
Implementation-Vendor: Lightbend Inc.
Implementation-Version: 2.6.8
Import-Package: akka.actor;version="[2.6,2.7)";akka.dispatch;version="[2.6,2.7)";akka.event;version="[2.6,2.7)";akka.util;version="[2.6,2.7)";scala;version="[2.12,2.13)";scala.collection.immutable;version="[2.12,2.13)";scala.reflect;version="[2.12,2.13)";scala.runtime;version="[2.12,2.13)";scala.runtime.java8;version="[2.12,2.13)";org.slf4j;version="[1.7,2)"
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version>=1.8))"
Specification-Title: akka-slf4j
Specification-Vendor: Lightbend Inc.
Specification-Version: 2.6.8
Tool: Bnd-4.0.0.201805111645

Found in path(s):
* /opt/cola/permits/1137964729_1614184410.56/0/akka-slf4j-2-12-2-6-8-jar/META-INF/MANIFEST.MF
1.1494 libx11 1.6.7-1+deb10u2

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In a mail sent to Bruno Lowagie on January 23, 2008, Brian Burkhalter (@sun.com) writes: "This code is under a BSD license and supersedes the older codec packages on which your code is based. It also includes numerous fixes among them being the ability to handle a lot of 'broken' TIFFs."

Note that numerous fixes were applied to the code used in iText by Paulo Soares, but apart from the fixes there were no essential changes between the code that was originally adapted and the code that is now available under the following license:

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been removed.

FYI: Brian also added: "A bit of history might be in order.
The codec classes that you used originally were based on some
classes included with JAI but not strictly part of JAI.
As of Java SE 1.4 an official Image I/O framework was
added in javax.imageio.... This framework supports these formats:

Java 1.4: GIF (read only), JPEG, PNG
Java 1.5: Added support for BMP and WBMP
Java 1.6: Added support for writing GIF

The JAI Image I/O Tools packages (jai-imageio-core) were created
to support formats handled by JAI but not included in Java SE
as well as some new things like JPEG2000."

(4) the file com/itextpdf/text/pdf/codec/TIFFConstants
and some other TIFF related code is derived from LIBTIFF:

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This contribution involves:

a. extra colspan functionality added to the following classes:
   ColumnText, PdfPTable, and PdfPCell.

b. an extra table event: PdfPTableEventAfterSplit (also involving PdfPCellEventForwarder).

(7) Adobe XMP library

In package com.itextpdf.xmp, we're using the Adobe XMP library.
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**1.1496 openssl 1.1.1d**

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1.1497 libclass-singleton-perl 1.5-1
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#-----------------------------------------------
# Version 1.5    Date: 2014/11/07
#-----------------------------------------------

* Work around global destruction order issue. [Craig Manley
  <cmanley@cpan.org>, CPAN RT#23568/68526]

#-----------------------------------------------
# Version 1.4    Date: 2007/09/28
#-----------------------------------------------

* Added the has_instance() method to return an existing instance without
  creating a new one.
* General cleanup of code, documentation and tests.

* Changed licence from Perl Artistic to the same terms as Perl itself
  (e.g. Artistic 2.0/GPL)

#---------------------------------------------
# Version 1.03   Date: 1999/01/19
#---------------------------------------------

* Incorporated patches from Andreas Koenig to inline calculation of
  $instance variable. This results in a speedup of around 35%.

* Added _new_instance() constructor which is called the first time
  _instance() is called. This can be overloaded in derived classes
  to provide more specific object initialisation.

* Updated documentation accordingly.

#---------------------------------------------
# Version 1.02    Date: 1998/04/16
#---------------------------------------------

* Fixed minor typos and corrected example in documentation.

#---------------------------------------------
# Version 1.01    Date: 1998/02/10
#---------------------------------------------

* Minor documentation changes

#---------------------------------------------
# Version 1.00    Date: 1998/02/10
#---------------------------------------------

* Initial revision

Found in path(s):
  * /opt/cola/permits/1141561161_1615013732.08/0/libclass-singleton-perl-1-5-orig-1-tar-gz/Class-Singleton-1.5/Changes

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NAME
   Class::Singleton - Implementation of a "Singleton" class

SYNOPSIS
use Class::Singleton;

my $one = Class::Singleton->instance();  # returns a new instance
my $two = Class::Singleton->instance();  # returns same instance

DESCRIPTION
This is the "Class::Singleton" module. A Singleton describes an object class that can have only one instance in any system. An example of a Singleton might be a print spooler or system registry. This module implements a Singleton class from which other classes can be derived. By itself, the "Class::Singleton" module does very little other than manage the instantiation of a single object. In deriving a class from "Class::Singleton", your module will inherit the Singleton instantiation method and can implement whatever specific functionality is required.


PREREQUISITES
"Class::Singleton" requires Perl version 5.004 or later. If you have an older version of Perl, please upgrade to latest version, available from your nearest CPAN site (see INSTALLATION below).

INSTALLATION
The "Class::Singleton" module is available from CPAN. As the 'perlmod' man page explains:

CPAN stands for the Comprehensive Perl Archive Network. This is a globally replicated collection of all known Perl materials, including hundreds of unbundled modules.

[...]

For an up-to-date listing of CPAN sites, see http://www.perl.com/perl/ or ftp://ftp.perl.com/perl/.

The module is available in the following directories:

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/authors/id/ABW/Class-Singleton-<version>.tar.gz

"Class::Singleton" is distributed as a single gzipped tar archive file:

Class-Singleton-<version>.tar.gz

Note that "<version>" represents the current version number, of the form "1.23". See VERSION below to determine the current version number for "Class::Singleton".
Unpack the archive to create an installation directory:

```
gunzip Class-Singleton-<version>.tar.gz
```
```
tar xvf Class-Singleton-<version>.tar
```

'cd' into that directory, make, test and install the module:

```
cd Class-Singleton-<version>
perl Makefile.PL
make
make test
make install
```

The "make install" will install the module on your system. You may need root access to perform this task. If you install the module in a local directory (for example, by executing "perl Makefile.PL
LIB=~/lib" in the above - see "perldoc MakeMaker" for full details), you will need to ensure that the "PERL5LIB" environment variable is set to include the location, or add a line to your scripts explicitly naming the library location:

```
use lib '/local/path/to/lib';
```

**USING THE CLASS::SINGLETON MODULE**

To import and use the "Class::Singleton" module the following line should appear in your Perl program:

```
use Class::Singleton;
```

The instance() method is used to create a new "Class::Singleton" instance, or return a reference to an existing instance. Using this method, it is only possible to have a single instance of the class in any system.

```
my $highlander = Class::Singleton->instance();
```

Assuming that no "Class::Singleton" object currently exists, this first call to instance() will create a new "Class::Singleton" and return a reference to it. Future invocations of instance() will return the same reference.

```
my $macleod    = Class::Singleton->instance();
```

In the above example, both $highlander and $macleod contain the same reference to a "Class::Singleton" instance. There can be only one.

**DERIVING SINGLETON CLASSES**
A module class may be derived from "Class::Singleton" and will inherit the instance() method that correctly instantiates only one object.

```perl
package PrintSpooler;
use base 'Class::Singleton';

# derived class specific code
sub submit_job {
    ...
}

sub cancel_job {
    ...
}

The "PrintSpooler" class defined above could be used as follows:

use PrintSpooler;

my $spooler = PrintSpooler->instance();

$spooler->submit_job(...);

The instance() method calls the _new_instance() constructor method the first and only time a new instance is created. All parameters passed to the instance() method are forwarded to _new_instance(). In the base class the _new_instance() method returns a blessed reference to a hash array containing any arguments passed as either a hash reference or list of named parameters.

package MyConfig;
use base 'Class::Singleton';

sub foo {
    shift->{ foo }
}

sub bar {
    shift->{ bar }
}

package main;

# either: hash reference of named parameters
my $config = MyConfig->instance({ foo => 10, bar => 20 });

# or: list of named parameters
my $config = MyConfig->instance( foo => 10, bar => 20 );
print $config->foo();  # 10
print $config->bar();  # 20

Derived classes may redefine the _new_instance() method to provide more specific object initialisation or change the underlying object type (to a list reference, for example).

package MyApp::Database;
use base 'Class::Singleton';
use DBI;

# this only gets called the first time instance() is called
sub _new_instance {
    my $class = shift;
    my $self  = bless { }, $class;
    my $db    = shift || "myappdb";
    my $host  = shift || "localhost";

    $self->{ DB } = DBI->connect("DBI:mysql:$db:$host")
        || die "Cannot connect to database: $DBI::errstr";

    # any other initialisation...

    return $self;
}

The above example might be used as follows:

use MyApp::Database;

# first use - database gets initialised
my $database = MyApp::Database->instance();

Some time later on in a module far, far away...

package MyApp::FooBar
use MyApp::Database;

# this FooBar object needs access to the database; the Singleton # approach gives a nice wrapper around global variables.

sub new {
    my $class = shift;
    bless {
        database => MyApp::Database->instance(),
    }, $class;
}
The "Class::Singleton" instance() method uses a private hash to store a reference to any existing instance of the object, keyed against the derived class package name.

This allows different classes to be derived from "Class::Singleton" that can co-exist in the same system, while still allowing only one instance of any one class to exist. For example, it would be possible to derive both "PrintSpooler" and "MyApp::Database" from "Class::Singleton" and have a single instance of *each* in a system, rather than a single instance of *either*.

You can use the has_instance() method to find out if a particular class already has an instance defined. A reference to the instance is returned or "undef" if none is currently defined.

```
my $instance = MyApp::Database->has_instance()
|| warn "No instance is defined yet";
```

**METHODS**

**instance()**
This method is called to return a current object instance or create a new one by calling _new_instance().

**has_instance()**
This method returns a reference to any existing instance or "undef" if none is defined.

```
my $testing = MySingleton1->has_instance()
|| warn "No instance defined for MySingleton1";
```

**_new_instance()**
This "private" method is called by instance() to create a new object instance if one doesn't already exist. It is not intended to be called directly (although there's nothing to stop you from calling it if you're really determined to do so).

It creates a blessed hash reference containing any arguments passed to the method as either a hash reference or list of named parameters.

```
# either: hash reference of named parameters
my $example1 = MySingleton1->new({ pi => 3.14, e => 2.718 });

# or: list of named parameters
my $example2 = MySingleton2->new( pi => 3.14, e => 2.718 );
```

It is important to remember that the instance() method will *only* call the **_new_instance()** method once, so any arguments you pass may be
silently ignored if an instance already exists. You can use the 
has_instance() method to determine if an instance is already defined.

AUTHOR
Andy Wardley <abw@wardley.org> <http://wardley.org/>

Thanks to Andreas Koenig for providing some significant speedup patches 
and other ideas.

VERSION
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=head1 NAME
Class::Singleton - Implementation of a "Singleton" class

=head1 SYNOPSIS
use Class::Singleton;

my $one = Class::Singleton->instance();   # returns a new instance
my $two = Class::Singleton->instance();   # returns same instance

=head1 DESCRIPTION
This is the C<Class::Singleton> module. A Singleton describes an object class 
that can have only one instance in any system. An example of a Singleton 
might be a print spooler or system registry. This module implements a 
Singleton class from which other classes can be derived. By itself, the 
C<Class::Singleton> module does very little other than manage the instantiation 
of a single object. In deriving a class from C<Class::Singleton>, your module 
will inherit the Singleton instantiation method and can implement whatever 
specific functionality is required.

For a description and discussion of the Singleton class, see 
=head1 PREREQUISITES

C<Class::Singleton> requires Perl version 5.004 or later. If you have an older
version of Perl, please upgrade to latest version, available from your nearest
CPAN site (see L<INSTALLATION> below).

=head1 INSTALLATION

The C<Class::Singleton> module is available from CPAN. As the 'perlmod' man
page explains:

CPAN stands for the Comprehensive Perl Archive Network.
This is a globally replicated collection of all known Perl
materials, including hundreds of unbundled modules.

[...]

For an up-to-date listing of CPAN sites, see

The module is available in the following directories:

/modules/by-module/Class/Class-Singleton-<version>.tar.gz
/authors/id/ABW/Class-Singleton-<version>.tar.gz

C<Class::Singleton> is distributed as a single gzipped tar archive file:

Class-Singleton-<version>.tar.gz

Note that "<version>" represents the current version number, of the
form "C<1.23>". See L<VERSION> below to determine the current version
number for C<Class::Singleton>.

Unpack the archive to create an installation directory:

    gunzip Class-Singleton-<version>.tar.gz
    tar xvf Class-Singleton-<version>.tar

'cd' into that directory, make, test and install the module:

    cd Class-Singleton-<version>
    perl Makefile.PL
    make
    make test
    make install

The 'C<make install>' will install the module on your system. You may need
root access to perform this task. If you install the module in a local
directory (for example, by executing "C<perl Makefile.PL LIB=~:/lib>" in the
above - see C<perldoc MakeMaker> for full details), you will need to ensure
that the C<PERL5LIB> environment variable is set to include the location, or
add a line to your scripts explicitly naming the library location:

    use lib '/local/path/to/lib';

=head1 USING THE CLASS::SINGLETON MODULE

To import and use the C<Class::Singleton> module the following line should
appear in your Perl program:

    use Class::Singleton;

The L<instance()> method is used to create a new C<Class::Singleton> instance,
or return a reference to an existing instance. Using this method, it is only
possible to have a single instance of the class in any system.

    my $highlander = Class::Singleton->instance();

Assuming that no C<Class::Singleton> object currently exists, this first call
to L<instance()> will create a new C<Class::Singleton> and return a reference
to it. Future invocations of L<instance()> will return the same reference.

    my $macleod = Class::Singleton->instance();

In the above example, both C<$highlander> and C<$macleod> contain the same
reference to a C<Class::Singleton> instance. There can be only one.

=head1 DERIVING SINGLETON CLASSES

A module class may be derived from C<Class::Singleton> and will inherit the
L<instance()> method that correctly instantiates only one object.

    package PrintSpooler;
    use base 'Class::Singleton';

    # derived class specific code
    sub submit_job { ...
    }

    sub cancel_job { ...
    }

    The C<PrintSpooler> class defined above could be used as follows:
use PrintSpooler;

my $spooler = PrintSpooler->instance();

$spooler->submit_job(...);

The L<instance()> method calls the L<_new_instance()> constructor method the first and only time a new instance is created. All parameters passed to the L<instance()> method are forwarded to L<_new_instance()> method returns a blessed reference to a hash array containing any arguments passed as either a hash reference or list of named parameters.

package MyConfig;
use base 'Class::Singleton';

sub foo {
    shift->{ foo }; 
}

sub bar {
    shift->{ bar }; 
}

package main;

# either: hash reference of named parameters
my $config = MyConfig->instance({ foo => 10, bar => 20 });

# or: list of named parameters
my $config = MyConfig->instance( foo => 10, bar => 20 );

print $config->foo();   # 10
print $config->bar();   # 20

Derived classes may redefine the L<_new_instance()> method to provide more specific object initialisation or change the underlying object type (to a list reference, for example).

package MyApp::Database;
use base 'Class::Singleton';
use DBI;

# this only gets called the first time instance() is called
sub _new_instance {
    my $class = shift;
    my $self = bless { }, $class;
}
my $db = shift || "myappdb";
my $host = shift || "localhost";

$self->{ DB } = DBI->connect("DBI:mSQL:$db:$host")
|| die "Cannot connect to database: $DBI::errstr";

# any other initialisation...

return $self;
}

The above example might be used as follows:

use MyApp::Database;

# first use - database gets initialised
my $database = MyApp::Database->instance();

Some time later on in a module far, far away...

package MyApp::FooBar
use MyApp::Database;

# this FooBar object needs access to the database; the Singleton
# approach gives a nice wrapper around global variables.

sub new {
  my $class = shift;
  bless {
    database => MyApp::Database->instance(),
  }, $class;
}

The C<Class::Singleton> L<instance()> method uses a private hash to store
a reference to any existing instance of the object, keyed against the derived
class package name.

This allows different classes to be derived from C<Class::Singleton> that can
cocexist in the same system, while still allowing only one instance of any one
class to exist. For example, it would be possible to derive both
'C<PrintSpooler>' and 'C<MyApp::Database>' from C<Class::Singleton> and have a
single instance of I<each> in a system, rather than a single instance of
I<either>.

You can use the L<has_instance()> method to find out if a particular class
already has an instance defined. A reference to the instance is returned or
C<undef> if none is currently defined.
my $instance = MyApp::Database->has_instance()
|| warn "No instance is defined yet"

=head1 METHODS

=head2 instance()

This method is called to return a current object instance or create a new one by calling L<_new_instance()>.

=head2 has_instance()

This method returns a reference to any existing instance or C<undef> if none is defined.

my $testing = MySingleton1->has_instance()
|| warn "No instance defined for MySingleton1";

=head2 _new_instance()

This "private" method is called by L<instance()> to create a new object instance if one doesn't already exist. It is not intended to be called directly (although there's nothing to stop you from calling it if you're really determined to do so).

It creates a blessed hash reference containing any arguments passed to the method as either a hash reference or list of named parameters.

# either: hash reference of named parameters
my $example1 = MySingleton1->new({ pi => 3.14, e => 2.718 });

# or: list of named parameters
my $example2 = MySingleton2->new( pi => 3.14, e => 2.718);

It is important to remember that the L<instance()> method will I<only> call the I<_new_instance()> method once, so any arguments you pass may be silently ignored if an instance already exists. You can use the L<has_instance()> method to determine if an instance is already defined.

=head1 AUTHOR

Andy Wardley E<lt>abw@wardley.orgE<gt> L<http://wardley.org/>

Thanks to Andreas Koenig for providing some significant speedup patches and other ideas.

=head1 VERSION
This is version 1.5, released November 2014

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=cut

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1.1498 async-http-client 1.9.30

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1.1500 agent-base 6.0.2

1.1500.1 Available under license:

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Found in path(s):
* /opt/cola/permits/1160999962_1620425949.03/0/agent-base-6-0-2-4-tgz/package/README.md

1.1501 libnamespace-autoclean-perl 0.28-1

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

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

[zlib]

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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://www.ietf.org/rfc/rfc1950.txt (zlib format), rfc1951.txt (deflate format) and rfc1952.txt (gzip format).

---------------------------------------------------------------------------
[dialyzer]

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The basic library functions are written in C and are freestanding. Also
included in the distribution is a set of C++ wrapper functions, and a
just-in-time compiler that can be used to optimize pattern matching. These
are both optional features that can be omitted when the library is built.

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 */

/**
 * Not supported. You are attempting to create a map that may contain a non-{@code Comparable}
 * key. Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 * @throws UnsupportedOperationException always
 * @deprecated Pass a key of type {@code Comparable} to use {@link ImmutableSortedMap#of(Comparable, Object)}.
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/io/ByteSink.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/math/Stats.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/reflect/TypeCapture.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/io/CharSource.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/reflect/Element.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/hash/LongAddables.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/collect/CartesianList.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/collect/ImmutableRangeSet.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/io/FileWriteMode.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/reflect/package-info.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/math/PairedStats.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-jre-sources-2-jar/com/google/common/cache/LongAddables.java

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jar/com/google/common/util/concurrent/Callables.java
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jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
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jar/com/google/common/util/html/HtmlEscapers.java
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jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/util/concurrent/AbstractService.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/reflect/TypeResolver.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/util/concurrent/AbstractIdleService.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/xml/XmlEscapers.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/net/UrlEscapers.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/base/Platform.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collect/RegularImmutableTable.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/io/ByteArrayDataOutput.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/primitives/SignedBytes.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collect/MapMakerInternalMap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/base/Service.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/cache/LocalCache.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/io/ByteProcessor.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/cache/ReferenceEntry.java
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  jar/com/google/common/collection/SingletonImmutableTable.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/ImmutableClassToInstanceMap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/ImmutableEnumSet.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/ComputationException.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/SingletonImmutableList.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/AbstractIndexedListIterator.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/RegularImmutableSortedSet.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/ImmutableSortedMap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/ImmutableTable.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/ImmutableAsList.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/RegularImmutableList.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/EmptyImmutableSetMultimap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/ForwardingTable.java
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  jar/com/google/common/collection/DiscreteDomain.java
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  jar/com/google/common/collection/ImmutableTable.java
jar/com/google/common/collect/ComparisonChain.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collect/ArrayTable.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
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jar/com/google/common/base/CommonMatcher.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/base/JdkPattern.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/collection/ForwardingImmutableSet.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/collection/CompactHashSet.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/collection/DescendingMultiset.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/collection/EvictingQueue.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/collection/ForwardingBlockingDeque.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/collection/AbstractNavigableMap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/collection/TransformedIterator.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/collection/ForwardingImmutableMap.java
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jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common-collect/SingletonImmutableBiMap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
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jar/com/google/common-collect/PeekingIterator.java
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jar/com/google/common-collect/StandardRowSortedTable.java
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jar/com/google/common-collect/ImmutableMapEntrySet.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common-collect/HashBasedTable.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common-collect/ImmutableSortedSet.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common-collect/CollectPreconditions.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/BaseGraph.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/ValueGraphBuilder.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/AbstractGraph.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/NetworkBuilder.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/EndpointPairIterator.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/NetworkConnections.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/ForwardingNetwork.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/DirectedNetworkConnections.java

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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/AbstractGraph.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/NetworkBuilder.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/EndpointPairIterator.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/NetworkConnections.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/ForwardingNetwork.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/DirectedNetworkConnections.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/NetworkConnections.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/graph/ForwardingNetwork.java
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 *
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap class.
 */
jar/com/google/common/util/concurrent/Striped.java
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jar/com/google/common/io/InsecureRecursiveDeleteException.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/graph/Graph.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/graph/ImmutableGraph.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/graph/MutableNetwork.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/net/PercentEscaper.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/base/Joiner.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/primitives/Floats.java
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jar/com/google/common/collect/MultimapBuilder.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/io/MoreFiles.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collect/ImmutableMapEntry.java

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 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/util/concurrent/AggregateFutureState.java
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  */opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/util/concurrent/CollectionsFuture.java
  */opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
  */opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/escape/CharEscaper.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/ArrayListMultimap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/AbstractSetMultimap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/AbstractListMultimap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/SingletonImmutableSet.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/AbstractIterator.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/AbstractMultiset.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/EnumHashBiMap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/HashMultiset.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/ForwardingMapEntry.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/AbstractMapBasedMultiset.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/ForwardingIterator.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/collection/SortedSetMultimap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
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jar/com/google/common/collection/ClassToInstanceMap.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/ForwardingConcurrentMap.java
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* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/Lists.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/Iterables.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/Interner.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/Synchronized.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/ForwardingCollection.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/BiMap.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/AbstractMapEntry.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/LexicographicalOrdering.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/ForwardingSortedMap.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/TreeMultiset.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/NaturalOrdering.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/ByFunctionOrdering.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/Multisets.java
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* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/AbstractBiMap.java
* /opt/cola/permissions/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collection/ForwardingMultiset.java
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jar/com/google/common/collection/EnumBiMap.java
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jar/com/google/common/io/ByteStreams.java
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jar/com/google/common/io/ByteStreams.java
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jar/com/google/common/util/concurrent/DirectExecutor.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/io/LittleEndianDataOutputStream.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
jar/com/google/common/base/Functions.java
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jar/com/google/common/base/Throwables.java
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jar/com/google/common/io/MultiInputStream.java
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jar/com/google/common/eventbus/package-info.java
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jar/com/google/common/base/FinalizableWeakReference.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.
 */

<p>We can't use [@code PartiallyGwtIncompatible] because then the GWT compiler wouldn't recognize
* it as a `GwtIncompatible` annotation. And for `Futures.catching`, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/

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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/hash/ImmutableSupplier.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
  jar/com/google/common/collection/JdkBackedImmutableSet.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/eventbus/Dispatcher.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/base/MoreObjects.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collect/BaseImmutableMultimap.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2.jar/com/google/common/collect/IndexedImmutableSet.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/base/Equivalence.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/base/Strings.java
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* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/util/concurrent/ForwardingLock.java
* /opt/cola/permits/1110923413_1606872220.46/0/guava-27-1-jre-sources-2-jar/com/google/common/util/concurrent/AtomicDoubleArray.java
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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by
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- Chris McDonough, 2011/02/16
- Wichert Akkerman, 2012/02/02

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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History
-------

Before (and including) argparse 1.1, the argparse package was licensed under
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After argparse 1.1, all project files from the argparse project were deleted
due to license compatibility issues between Apache License 2.0 and GNU GPL v2.

The project repository then had a clean start with some files taken from
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1.1521 jetty-util 9.3.25.v20180904

1.1522 snake-yaml 1.24
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  jar/org/springframework/dao/DataAccessResourceFailureException.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
  jar/org/springframework/jca/ccci/object/EisOperation.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
  jar/org/springframework/transaction/interceptor/BeanFactoryTransactionAttributeSourceAdvisor.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
  jar/org/springframework/transaction/TransactionSystemException.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
  jar/org/springframework/jca/ccci/core/support/CommAreaRecord.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
  jar/org/springframework/transaction/support/TransactionCallbackWithoutResult.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
  jar/org/springframework/jca/context/ResourceAdapterApplicationContext.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
  jar/org/springframework/jca/support/SimpleBootstrapContext.java
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* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
jar/org/springframework/transaction/interceptor/MethodMapTransactionAttributeSource.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
jar/org/springframework/transaction/TransactionDefinition.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
jar/org/springframework/transaction/annotation/Ejb3TransactionAnnotationParser.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
jar/org/springframework/transaction/reactive/TransactionSynchronization.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
jar/org/springframework/transaction/interceptor/TransactionAttributeEditor.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
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* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
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jar/org/springframework/transaction/support/DefaultTransactionStatus.java
* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
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* /opt/cola/permits/1171047103_1622804482.94/0/spring-tx-5-2-15-release-sources-
jar/org/springframework/transaction/reactive/ReactiveResourceSynchronization.java
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* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/DoubleMemberValue.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-
  jar/javassist/bytecode/annotation/AnnotationMemberValue.java

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* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/compiler/ast/CondExpr.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/expr/Cast.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/compiler/ast/DoubleConst.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/LineNumberAttribute.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/ClassPath.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/ctbehavior/Modifier.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/Monitor.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/ClassPool.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/tools/reflect/Loader.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/tools/reflect/CallExpr.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/tools/reflect/Pair.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/ClassFileWriter.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/tools/reflect/CanNotReflectException.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/compiler/ast/Declarator.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/convert/TransformAfter.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/annotation/NoSuchClassError.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/util/proxy/SecurityActions.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/stackmap/Tracer.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/expr/ConstructorCall.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/tools/web/BadHttpRequest.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/FieldInfo.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/tools/reflect/ClassMetaobject.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/stackmap/BasicBlock.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/DeprecatedAttribute.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/tools/rmi/RemoteException.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/analysis/Subroutine.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/SyntheticAttribute.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/compiler/JvstCodeGen.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/tools/rmi/RemoteRef.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/compiler/ProceedHandler.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/compiler/ast/IntConst.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/convert/TransformNew.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/InstructionPrinter.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/util/HotSwapAgent.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/runtime/Inner.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/InstructionPrinter.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/AnnotationDefaultAttribute.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/runtime/Inner.java
* /opt/cola/permits/1110677168_1606844040.23/0/javassist-3-23-1-ga-sources-1-jar/javassist/bytecode/InstructionPrinter.java
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#define UV_PLATFORM_FS_EVENT_FIELDS
  uv__io_t event_watcher;

#define UV_IO_PRIVATE_PLATFORM_FIELDS
  int rcount;
  int wcount;

#define UV_HAVE_KQUEUE 1

#endif /* UV_BSD_H */

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greentest/2.7.8
greentest/2.7pypy
greentest/3.3
greentest/3.4
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A contract for inspecting and potentially modifying request data values such as URL query parameters or form field values before they are rendered by a view or before a redirect.

View technologies that support this contract can obtain an instance to delegate to via `RequestContext#getRequestDataValueProcessor()`.

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jar/org/springframework/web/servlet/tags/form/HiddenInputTag.java
* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-
jar/org/springframework/web/servlet/tags/HtmlEscapeTag.java
* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-
jar/org/springframework/web/servlet/theme/SessionThemeResolver.java
* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-
jar/org/springframework/web/servlet/ThemeResolver.java
* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-
jar/org/springframework/web/servlet/tags/ThemeTag.java
* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-
jar/org/springframework/web/servlet/i18n/AbstractLocaleContextResolver.java
* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-
jar/org/springframework/web/servlet/LocaleContextResolver.java

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* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-jar/org/springframework/web/servlet/mvc/multiaction/PropertiesMethodNameResolver.java
* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-jar/org/springframework/web/servlet/mvc/support/RedirectAttributes.java
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* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-jar/org/springframework/web/servlet/mvc/support/ControllerBeanNameHandlerMapping.java
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* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-jar/org/springframework/web/servlet/tags/form/TagIdGenerator.java
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* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-jar/org/springframework/web/servlet/ViewResolver.java
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* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-jar/org/springframework/web/servlet/config/DefaultServletHandlerBeanDefinitionParser.java
* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-jar/org/springframework/web/servlet/view/tiles2/SimpleSpringPreparerFactory.java
* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-jar/org/springframework/web/mvc/LastModified.java
* /opt/cola/permits/1136535661_1613781405.92/0/spring-webmvc-4-3-25-release-sources-4-jar/org/springframework/web/mvc/method/annotation/ServletWebArgumentResolverAdapter.java
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/**
 * XSLT-driven View that allows for response context to be rendered as the
 * result of an XSLT transformation.
 *
 * <p>The XSLT Source object is supplied as a parameter in the model and then
 * 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
 */
1.1542 just-diff 3.1.1
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1.1545 @react-spring/core 9.0.0-rc.3

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file -m 0755 -t d -o root -g sys /opt/sun/share
file -m 0755 -t d -o root -g sys /opt/sun/private
file -m 0755 -t d -o root -g sys /opt/sun/private/share
file -m 0755 -t d -o root -g sys /opt/sun/share/lib
file -m 0755 -t d -o root -g sys /opt/sun/private/share/lib

file -m 0644 -o root -g root @libdir@/jaxrpc-api.jar /opt/sun/share/lib/jaxrpc-api.jar
file -m 0644 -o root -g root @libdir@/jaxrpc-impl.jar /opt/sun/share/lib/jaxrpc-impl.jar
file -m 0644 -o root -g root @libdir@/jaxrpc-spi.jar /opt/sun/private/share/lib/jaxrpc-spi.jar
file -m 0755 -o root -g root @bindir@/wscompile.sh /opt/sun/bin/wscompile
file -m 0755 -o root -g root @bindir@/wsdeploy.sh /opt/sun/bin/wsdeploy
end
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* /opt/cola/permits/1110923367_1606873278.45/0/jetty-continuation-9-4-6-v20170531-sources-jar/org/eclipse/jetty/continuation/ContinuationSupport.java
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* /opt/cola/permits/1202823600_1631639557.34/0/micrometer-core-1-6-6-sources-jar/io/micrometer/core/util/internal/logging/LocationAwareSlf4JLogger.java
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* /opt/cola/permits/1202823600_1631639557.34/0/micrometer-core-1-6-6-sources-jar/io/micrometer/core/instrument/push/PushRegistryConfig.java
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* /opt/cola/permits/1202823600_1631639557.34/0/micrometer-core-1-6-6-sources-jar/io/micrometer/core/ipc/http/OkHttpSender.java
* /opt/cola/permits/1202823600_1631639557.34/0/micrometer-core-1-6-6-sources-jar/io/micrometer/core/instrument/logging/LoggingMeterRegistry.java
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* /opt/cola/permits/1202823600_1631639557.34/0/micrometer-core-1-6-6-sources-jar/io/micrometer/core/instrument/MultiGauge.java
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* /opt/cola/permits/1202823600_1631639557.34/0/micrometer-core-1-6-6-sources-jar/io/micrometer/core/ipc/http/HttpStatusClass.java
* /opt/cola/permits/1202823600_1631639557.34/0/micrometer-core-1-6-6-sources-jar/io/micrometer/core/instrument/util/NamedThreadFactory.java

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* /opt/cola/permits/1202823600_1631639557.34/0/micrometer-core-1-6-6-sources-jar/io/micrometer/core/lang/NonNullFields.java
* /opt/cola/permits/1202823600_1631639557.34/0/micrometer-core-1-6-6-sources-jar/io/micrometer/core/lang/NonNull.java
* /opt/cola/permits/1202823600_1631639557.34/0/micrometer-core-1-6-6-sources-jar/io/micrometer/core/lang/Nullable.java
* /opt/cola/permits/1202823600_1631639557.34/0/micrometer-core-1-6-6-sources-jar/io/micrometer/core/lang/NonNullApi.java

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<one line to give the program's name and a brief idea of what it does.>
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* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/TransactionalFilter.java

1.1568 bzip2 1.0.6 8.1

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Julian Seward, jseward@bzip.org

bzip2/libbzip2 version 1.0.6 of 6 September 2010
1.1569 apache-log4j 2.14.1

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1.1570 jinja2 2.11.3

1.1570.1 Available under license :

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Metadata-Version: 2.1
Name: Jinja2
Version: 2.11.3
Summary: A very fast and expressive template engine.
Home-page: https://palletsprojects.com/p/jinja/
Author: Armin Ronacher
Author-email: armin.ronacher@active-4.com
Maintainer: Pallets
Maintainer-email: contact@palletsprojects.com
License: BSD-3-Clause
Project-URL: Code, https://github.com/pallets/jinja
Description: Jinja

=====

Jinja is a fast, expressive, extensible templating engine. Special placeholders in the template allow writing code similar to Python syntax. Then the template is passed data to render the final document.
It includes:

- Template inheritance and inclusion.
- Define and import macros within templates.
- HTML templates can use autoescaping to prevent XSS from untrusted user input.
- A sandboxed environment can safely render untrusted templates.
- AsyncIO support for generating templates and calling async functions.
- I18N support with Babel.
- Templates are compiled to optimized Python code just-in-time and cached, or can be compiled ahead-of-time.
- Exceptions point to the correct line in templates to make debugging easier.
- Extensible filters, tests, functions, and even syntax.

Jinja's philosophy is that while application logic belongs in Python if possible, it shouldn't make the template designer's job difficult by restricting functionality too much.

Installing
---------

Install and update using `pip`:

.. code-block:: text

   $ pip install -U Jinja2


In A Nutshell
-------------

.. code-block:: jinja

   {% extends "base.html" %}
   {% block title %}Members{% endblock %}
   {% block content %}
   <ul>
   {% for user in users %}
   <li><a href="{{ user.url }}">{{ user.username }}</a></li>
   {% endfor %}
   </ul>
   {% endblock %}
Links
-----
- Website: https://palletsprojects.com/p/jinja/
- Documentation: https://jinja.palletsprojects.com/
- Releases: https://pypi.org/project/Jinja2/
- Code: https://github.com/pallets/jinja
- Issue tracker: https://github.com/pallets/jinja/issues
- Test status: https://dev.azure.com/pallets/jinja/_build
- Official chat: https://discord.gg/t6rrQZH

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Environment :: Web Environment
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: BSD License
Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: Programming Language :: Python :: 3.8
Classifier: Programming Language :: Python :: Implementation :: CPython
Classifier: Programming Language :: Python :: Implementation :: PyPy
Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content
Classifier: Topic :: Software Development :: Libraries :: Python Modules
Classifier: Topic :: Text Processing :: Markup :: HTML
Requires-Python: >=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*, !=3.4.*
Description-Content-Type: text/x-rst
Provides-Extra: i18n

Found in path(s):
* /opt/cola/permits/1152542867_1618254233.19/0/jinja2-2-11-3-1-tar-gz/Jinja2-2.11.3/PKG-INFO
* /opt/cola/permits/1152542867_1618254233.19/0/jinja2-2-11-3-1-tar-gz/Jinja2-2.11.3/src/Jinja2.egg-info/PKG-INFO

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* /opt/cola/permits/1152542867_1618254233.19/0/jinja2-2-11-3-1-tar-gz/Jinja2-2.11.3/LICENSE.rst

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```python
import io
import re
from setuptools import find_packages
from setuptools import setup

with io.open("README.rst", "rt", encoding="utf8") as f:
    readme = f.read()

with io.open("src/jinja2/__init__.py", "rt", encoding="utf8") as f:
    version = re.search(r'__version__ = "(.*)"', f.read(), re.M).group(1)

setup(
    name="Jinja2",
    version=version,
    url="https://palletsprojects.com/p/jinja/",
    project_urls={
        "Documentation": "https://jinja.palletsprojects.com/",
        "Code": "https://github.com/pallets/jinja",
        "Issue tracker": "https://github.com/pallets/jinja/issues",
    },
)```
license="BSD-3-Clause",
author="Armin Ronacher",
author_email="armin.ronacher@active-4.com",
maintainer="Pallets",
maintainer_email="contact@palletsprojects.com",
description="A very fast and expressive template engine.",
long_description=readme,
classifiers=[
    "Development Status :: 5 - Production/Stable",
    "Environment :: Web Environment",
    "Intended Audience :: Developers",
    "License :: OSI Approved :: BSD License",
    "Operating System :: OS Independent",
    "Programming Language :: Python",
    "Programming Language :: Python :: 2",
    "Programming Language :: Python :: 2.7",
    "Programming Language :: Python :: 3",
    "Programming Language :: Python :: 3.5",
    "Programming Language :: Python :: 3.6",
    "Programming Language :: Python :: 3.7",
    "Programming Language :: Python :: 3.8",
    "Programming Language :: Python :: Implementation :: CPython",
    "Programming Language :: Python :: Implementation :: PyPy",
    "Topic :: Internet :: WWW/HTTP :: Dynamic Content",
    "Topic :: Software Development :: Libraries :: Python Modules",
    "Topic :: Text Processing :: Markup :: HTML",
],
packages=find_packages("src"),
package_dir={'": "src"'},
include_package_data=True,
python_requires=">=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*, !=3.4.*",
install_requires=['MarkupSafe>=0.23'],
extras_require={'i18n': ['Babel>=0.8']},
entry_points={'babel.extractors': ['jinja2 = jinja2.ext:babel_extract[i18n]']},

Found in path(s):
* /opt/cola/permits/1152542867_1618254233.19/0/jinja2-2-11-3-1-tar-gz/Jinja2-2.11.3/setup.py

1.1571 node.js 12.16.0

1.1571.1 Available under license:

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// Original can be found at:
// https://bitbucket.org/lindenlab/llsd
// Modifications by Joshua Bell inexorabletash@gmail.com
// https://github.com/inexorabletash/polyfill

// ES3/ES5 implementation of the Krhonos Typed Array Specification
// Ref: http://www.khronos.org/registry/typedarray/specs/latest/
// Date: 2011-02-01

// Variations:
// * Allows typed_array.get/set() as alias for subscripts (typed_array[ ])
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## Installation

[Download JSON directly](https://raw.githubusercontent.com/shinnn/spdx-license-ids/master/index.json), or [use](https://docs.npmjs.com/cli/install) [npm](https://docs.npmjs.com/getting-started/what-is-npm):

```bash
npm install spdx-license-ids
```

## [Node.js](https://nodejs.org/) API

### require('spdx-license-ids')

Type: `Array<string>`

All license IDs except for the currently deprecated ones.

```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'Abstyles', 'Adobe-2006', 'Adobe-Glyph', 'ADSL', 'AFL-1.1', 'AFL-1.2', ...

ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true

ids.includes('GPL-3.0'); //=> false
```

### require('spdx-license-ids/deprecated')

Type: `Array<string>`

Deprecated license IDs.

```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'eCos-2.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', ...

deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false

deprecatedIds.includes('GPL-3.0'); //=> true
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=== src/compat.h src/compat-inl.h ===

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wcwidth.js: JavaScript Portng of Markus Kuhn's wcwidth() Implementation
=======================================================================
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validate-npm-package-license

Give me a string and I'll tell you if it's a valid npm package license string.

```javascript
var valid = require('validate-npm-package-license');
```  

SPDX license identifiers are valid license strings:

```javascript
var assert = require('assert');
var validSPDXExpression = {
  validForNewPackages: true,
  validForOldPackages: true,
  spdx: true
};

assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);
```  

The function will return a warning and suggestion for nearly-correct license identifiers:

```javascript
assert.deepEqual(
  valid('Apache 2.0'),
  {
    validForOldPackages: false,
    validForNewPackages: false,
    warnings: [  
```
SPDX expressions are valid, too ...

```javascript
// Simple SPDX license expression for dual licensing
assert.deepEqual(
  valid('(GPL-3.0-only OR BSD-2-Clause)'),
  validSPDXExpression
);
```

... except if they contain `LicenseRef`:

```javascript
var warningAboutLicenseRef = {
  validForOldPackages: false,
  validForNewPackages: false,
  spdx: true,
  warnings: [
    'license should be ' +
    'a valid SPDX license expression (without "LicenseRef"), ' +
    '"UNLICENSED", or ' +
    '"SEE LICENSE IN <filename>"',
    'license is similar to the valid expression "Apache-2.0"
  ],
};
assert.deepEqual(
  valid('LicenseRef-Made-Up'),
  warningAboutLicenseRef
);
assert.deepEqual(
  valid('(MIT OR LicenseRef-Made-Up)'),
  warningAboutLicenseRef
);
```

If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:
```javascript
```javascript
assert.deepEqual(
  valid('SEE LICENSE IN LICENSE.txt'),
  {
    validForNewPackages: true,
    validForOldPackages: true,
    inFile: 'LICENSE.txt'
  });

assert.deepEqual(
  valid('SEE LICENSE IN license.md'),
  {
    validForNewPackages: true,
    validForOldPackages: true,
    inFile: 'license.md'
  });
```

If there aren't any licensing terms, use `UNLICENSED`:

```javascript
```javascript
var unlicensed = {
  validForNewPackages: true,
  validForOldPackages: true,
  unlicensed: true
};
assert.deepEqual(valid('UNLICENSED'), unlicensed);
assert.deepEqual(valid('UNLICENCED'), unlicensed);
```

1.1572 spring-messaging 4.3.25.RELEASE

1.1572.1 Available under license:

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  * /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/simp/config/AbstractBrokerRegistration.java
  * /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/tcp/reactor/AbstractPromiseToListenableFutureAdapter.java
  * /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/simp/user/SimpUserRegistry.java
  * /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/simp/stomp/StompCommand.java
  * /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/handler/annotation/support/DefaultMessageHandlerMethodFactory.java
  * /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/tcp/reactor/Reactor2TcpConnection.java
  * /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/simp/stomp/BufferingStompDecoder.java
  * /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/simp/stomp/StompHeaders.java
  * /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/handler/annotation/support/DestinationVariableMethodArgumentResolver.java

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* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3.25-release-sources-1.jar/org/springframework/messaging/handler/annotation/support/MessageHandlerMethodFactory.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3.25-release-sources-1.jar/org/springframework/messaging/core/DestinationResolver.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3.25-release-sources-1.jar/org/springframework/messaging/converter/MessageConversionException.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3.25-release-sources-1.jar/org/springframework/messaging/core/AbstractMessageReceivingTemplate.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3.25-release-sources-1.jar/org/springframework/messaging/support/MessageHandlingRunnable.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3.25-release-sources-1.jar/org/springframework/messaging/support/InterceptableChannel.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3.25-release-sources-1.jar/org/springframework/messaging/support/HeaderMapper.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3.25-release-sources-1.jar/org/springframework/messaging/simp/SimpMessageMappingInfo.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3.25-release-sources-1.jar/org/springframework/messaging/support/AbstractSubscribableChannel.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3.25-release-sources-1.jar/org/springframework/messaging/simp/SimpAttributes.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3.25-release-sources-1.jar/org/springframework/messaging/converter/SimpleMessageConverter.java
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/**
 * Set the max pool size of the ThreadPoolExecutor.
 * <p><strong>NOTE:</strong> When an unbounded
 * [ @link #queueCapacity(int) queueCapacity ] is configured (the default), the
 * max pool size is effectively ignored. See the "Unbounded queues" strategy
 * in [ @link java.util.concurrent.ThreadPoolExecutor ThreadPoolExecutor ] for
 * more details.
 * <p>By default this is set to [ @code Integer.MAX_VALUE ].
 */
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* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/simp/broker/AbstractBrokerMessageHandler.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/simp/broker/DefaultSubscriptionRegistry.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/simp/broker/UserDestinationMessageHandler.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/simp/annotation/support/SimpAnnotationMethodMessageHandler.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/handler/annotation/support/HeaderMapper.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/handler/invocation/AbstractInvocationMessageHandler.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/handler/invocation/AbstractMethodMessageHandler.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4-3-25-release-sources-1-jar/org/springframework/messaging/processor/MappingJackson2MessageConverter.java
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* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3-25-release-sources-1-
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jar/org/springframework/messaging/handler/HanderMethod.java
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* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3-25-release-sources-1-
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* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3-25-release-sources-1-
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* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3-25-release-sources-1-
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jar/org/springframework/messaging/converters/ContentTypeResolver.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3-25-release-sources-1-
jar/org/springframework/messaging/simp/stomp/DefaultHeaderAccessor.java
* /opt/cola/permits/1110759704_1606849473.16/0/spring-messaging-4.3-25-release-sources-1-
jar/org/springframework/messaging/simp/SimpAttributesContextHolder.java
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Additionally, some files within PyCrypto had specified their own licenses that differed from the PyCrypto license itself. For example, the original RIPEMD.c module simply had a copyright statement and

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2. Replacing some modules with clearly-licensed code from other 
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based on Tom St. Denis's public-domain LibTomCrypt library.)

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   RIPEMD and Blowfish modules were re-implemented from their 
   respective algorithm specifications without reference to the old 
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4. Removing some modules altogether without replacing them.

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1.1577 @formatjs/icu-messageformat-parser

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1.1578 icu 64

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#### Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

#### Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -D_REENTRANT

#### Additional flags when building libraries and with threads
THREADESCCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

#### Compiler switch to embed a runtime search path
LD_RPATH="
LD_RPATH_PRE=-Wl,-rpath,

#### Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS = -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$static: $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$($SHELL) -ec '$(GEN_DEPS.c) $<
| sed "s/\(^.*/\1.o $@ : /g" > $@;\n
[ -s $@ ] || rm -f $@’

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$($SHELL) -ec '$(GEN_DEPS.cc) $<
| sed "s/\(^.*/\1.o $@ : /g" > $@;\n
[ -s $@ ] || rm -f $@’

## Versioned libraries rules
%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s $< $@
%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s $< $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

## End BSD-specific setup

### 1.1579 go-toml

63909f0a90ab0f36909e8e044e46ace10cf13ba2

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### 1.1580 ruamel-yaml 0.16.10

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1.1581 bzip2 1.0.6

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Julian Seward, Cambridge, UK.
jseward@acm.org
bzip2/libbzip2 version 1.0.2 of 30 December 2001

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 libbz2.dll test program.
 by Yoshioka Tsuneo (tsuneo@rr.iiij4u.or.jp)
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 usage: minibz2 [-d] [-{1,2,...9}] [[srcfilename] destfilename]
 */
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1.1584 openssh 8.3-p1

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* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>
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** Special exception for listener implementations that want to signal that the current
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* @author Dave Syer
* @author Gary Russell
* */
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  jar/org/springframework/amqp/support/ContentTypeDelegatingMessageConverter.java
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  jar/org/springframework/amqp/event/AmqpEvent.java
* /opt/cola/permits/1110923280_1606873615.02/0/spring-amqp-1-7-12-release-sources-1-
  jar/org/springframework/amqp/core/AmqpManagementOperations.java
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* /opt/cola/permits/1110923280_1606873615.02/0/spring-amqp-1-7-12-release-sources-1-jar/org/springframework/amqp/core/BindingBuilder.java
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Calling this script install-sh is preferred over install.sh, to prevent `make' implicit rules from creating a file called install from it when there is no Makefile.

This script is compatible with the BSD install script, but was written from scratch. It can only install one file at a time, a restriction shared with many OS's install programs.

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-- vile: txtmode file-encoding=utf-8

1.1595 commons-pool 2.6.2

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jar/org/springframework/aop/aspectj/annotation/SingletonMetadataAwareAspectInstanceFactory.java
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* /opt/cola/permits/1141560960_1615013600.05/0/spring-aop-5-1-0-release-sources-1- jar/org/springframework/aop/framework/aop/config/AdvisorEntry.java
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1.1602 pytest 6.2.5
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1.1605 certifi 2021.5.30

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This package contains a modified version of ca-bundle.crt:

ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov  3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php_curl, or with an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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1.1606 groovy 2.4.19

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1.1607 tar 6.1.0

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1.1608 libclass-data-inheritable-perl 0.08-3

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=head1 NAME

Class::Data::Inheritable - Inheritable, overridable class data

=head1 SYNOPSIS

package Stuff;
use base qw(Class::Data::Inheritable);

# Set up DataFile as inheritable class data.
Stuff->mk_classdata('DataFile');</n

# Declare the location of the data file for this class.
Stuff->DataFile('/etc/stuff/data');</n

# Or, all in one shot:
Stuff->mk_classdata(DataFile => '/etc/stuff/data');</n

=head1 DESCRIPTION
Class::Data::Inheritable is for creating accessor/mutators to class data. That is, if you want to store something about your class as a whole (instead of about a single object). This data is then inherited by your subclasses and can be overridden.

For example:

Pere::Ubu->mk_classdata('Suitcase');

will generate the method Suitcase() in the class Pere::Ubu.

This new method can be used to get and set a piece of class data.

Pere::Ubu->Suitcase('Red');
$suitcase = Pere::Ubu->Suitcase;

The interesting part happens when a class inherits from Pere::Ubu:

package Raygun;
use base qw(Pere::Ubu);

# Raygun's suitcase is Red.
$suitcase = Raygun->Suitcase;

Raygun inherits its Suitcase class data from Pere::Ubu.

Inheritance of class data works analogous to method inheritance. As long as Raygun does not "override" its inherited class data (by using Suitcase() to set a new value) it will continue to use whatever is set in Pere::Ubu and inherit further changes:

# Both Raygun's and Pere::Ubu's suitcases are now Blue
Pere::Ubu->Suitcase('Blue');

However, should Raygun decide to set its own Suitcase() it has now "overridden" Pere::Ubu and is on its own, just like if it had overridden a method:

# Raygun has an orange suitcase, Pere::Ubu's is still Blue.
Raygun->Suitcase('Orange');

Now that Raygun has overridden Pere::Ubu further changes by Pere::Ubu no longer effect Raygun.

# Raygun still has an orange suitcase, but Pere::Ubu is using Samsonite.
Pere::Ubu->Suitcase('Samsonite');

=head1 Methods
=head2 mk_classdata

Class->mk_classdata($data_accessor_name);
Class->mk_classdata($data_accessor_name => $value);

This is a class method used to declare new class data accessors.
A new accessor will be created in the Class using the name from
$data_accessor_name, and optionally initially setting it to the given
value.

To facilitate overriding, mk_classdata creates an alias to the
accessor, _field_accessor(). So Suitcase() would have an alias
_Suitcase_accessor() that does the exact same thing as Suitcase().
This is useful if you want to alter the behavior of a single accessor
yet still get the benefits of inheritable class data. For example.

sub Suitcase {
    my($self) = shift;
    warn "Fashion tragedy" if @_ and $_[0] eq 'Plaid';
    $self->_Suitcase_accessor(@_);
}

=head1 AUTHOR

Original code by Damian Conway.


Now maintained by Tony Bowden.

=head1 BUGS and QUERIES

Please direct all correspondence regarding this module to:
   bug-Class-Data-Inheritable@rt.cpan.org

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=head1 SEE ALSO

L<perltooc> has a very elaborate discussion of class data in Perl.
NAME
Class::Data::Inheritable - Inheritable, overridable class data

SYNOPSIS
package Stuff;
use base qw(Class::Data::Inheritable);

# Set up DataFile as inheritable class data.
Stuff->mk_classdata('DataFile');

# Declare the location of the data file for this class.
Stuff->DataFile('/etc/stuff/data');

# Or, all in one shot:
Stuff->mk_classdata(DataFile => '/etc/stuff/data');

DESCRIPTION
Class::Data::Inheritable is for creating accessor/mutators to class
data. That is, if you want to store something about your class as a
whole (instead of about a single object). This data is then inherited by
your subclasses and can be overridden.

For example:

Pere::Ubu->mk_classdata('Suitcase');

will generate the method Suitcase() in the class Pere::Ubu.

This new method can be used to get and set a piece of class data.

Pere::Ubu->Suitcase('Red');
$suitcase = Pere::Ubu->Suitcase;

The interesting part happens when a class inherits from Pere::Ubu:

package Raygun;
use base qw(Pere::Ubu);

# Raygun's suitcase is Red.
$suitcase = Raygun->Suitcase;

Raygun inherits its Suitcase class data from Pere::Ubu.
Inheritance of class data works analogous to method inheritance. As long as Raygun does not "override" its inherited class data (by using Suitcase() to set a new value) it will continue to use whatever is set in Pere::Ubu and inherit further changes:

# Both Raygun's and Pere::Ubu's suitcases are now Blue
Pere::Ubu->Suitcase('Blue');

However, should Raygun decide to set its own Suitcase() it has now "overridden" Pere::Ubu and is on its own, just like if it had overridden a method:

# Raygun has an orange suitcase, Pere::Ubu's is still Blue.
Raygun->Suitcase('Orange');

Now that Raygun has overridden Pere::Ubu further changes by Pere::Ubu no longer effect Raygun.

# Raygun still has an orange suitcase, but Pere::Ubu is using Samsonite.
Pere::Ubu->Suitcase('Samsonite');

Methods

mk_classdata
Class->mk_classdata($data_accessor_name);
Class->mk_classdata($data_accessor_name => $value);

This is a class method used to declare new class data accessors. A new accessor will be created in the Class using the name from $data_accessor_name, and optionally initially setting it to the given value.

To facilitate overriding, mk_classdata creates an alias to the accessor, _field_accessor(). So Suitcase() would have an alias _Suitcase_accessor() that does the exact same thing as Suitcase(). This is useful if you want to alter the behavior of a single accessor yet still get the benefits of inheritable class data. For example.

sub Suitcase {
    my($self) = shift;
    warn "Fashion tragedy" if @_ and @{$_[0]} eq 'Plaid';

    $self->_Suitcase_accessor(@_);
}

AUTHOR

Original code by Damian Conway.

Now maintained by Tony Bowden.

BUGS and QUERIES
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SEE ALSO
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=pod

=head1

Class::Data::Inheritable - ,

=head1

package Stuff;
use base qw(Class::Data::Inheritable);

# DataFile
Stuff->mk_classdata('DataFile');

#
Stuff->DataFile('/etc/stuff/data');
Stuff->mk_classdata(DataFile => '/etc/stuff/data');

=head1

Class::Data::Inheritable /
()

:

Pere::Ubu->mk_classdata('Suitcase');

Suitcase Pere::Ubu

Pere::Ubu->Suitcase('Red');
$suitcase = Pere::Ubu->Suitcase;

Pere::Ubu

package Raygun;
use base qw(Pere::Ubu);

# Raygun Red.
$suitcase = Raygun->Suitcase;

Raygun Pere::Ubu

analogous
Raygun(Suitcase())"
Pere::Ubu

# Raygun Pere::Ubu suitcases Blue
Pere::Ubu->Suitcase('Blue');

Raygun Suitcase()
Suitcase() Pere::Ubu ""Raygun

# Raygun orange Pere::Ubu Blue .
Raygun->Suitcase('Orange');

Raygun Pere::Ubu Pere::Ubu
Raygun

# Raygun orange Pere::Ubu Samsonite
Pere::Ubu->Suitcase('Samsonite');
Class->mk_classdata($data_accessor_name);
Class->mk_classdata($data_accessor_name => $value);

$data_accessor_name

mk_classdata _field_accessor() 
Suitcase() _Suitcase_accessor() 
Suitcase()

sub Suitcase { 
  my($self) = shift;
  warn "Fashion tragedy" if @_ and $_[0] eq 'Plaid';

  $self->_Suitcase_accessor(@_);
}

()  

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()  

Original code by Damian Conway.

Maintained by Michael G Schwern <schwern@pobox.com> until September 2005.

Now maintained by Tony Bowden.

=begin

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=head1 SEE ALSO

L<perltootc> Perl

=head1

(atusi@pure.ne.jp)

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1.1609 elfutils 0.176 1.1

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

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

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

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

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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 GPLv2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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

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Apache

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

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

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

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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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1.1623 zlib 1.2.8
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1.1625 ansistyles 0.1.3

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=pod
NAME

JSON::PP56 - Helper module in using JSON::PP in Perl 5.6

DESCRIPTION

JSON::PP calls internally.

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SYNOPSIS

use JSON; # imports encode_json, decode_json, to_json and from_json.

# simple and fast interfaces (expect/generate UTF-8)

$utf8_encoded_json_text = encode_json $perl_hash_or_arrayref;
$perl_hash_or_arrayref = decode_json $utf8_encoded_json_text;

# OO-interface

$json = JSON->new->allow_nonref;

$json_text = $json->encode( $perl_scalar );
$perl_scalar = $json->decode( $json_text );

$pretty_printed = $json->pretty->encode( $perl_scalar ); # pretty-printing
=head1 VERSION
4.02

=head1 DESCRIPTION

This module is a thin wrapper for L<JSON::XS>-compatible modules with a few additional features. All the backend modules convert a Perl data structure to a JSON text and vice versa. This module uses L<JSON::XS> by default, and when JSON::XS is not available, falls back on L<JSON::PP>, which is in the Perl core since 5.14. If JSON::PP is not available either, this module then falls back on JSON::backportPP (which is actually JSON::PP in a different .pm file) bundled in the same distribution as this module. You can also explicitly specify to use L<Cpanel::JSON::XS>, a fork of JSON::XS by Reini Urban.

All these backend modules have slight incompatibilities between them, including extra features that other modules don't support, but as long as you use only common features (most important ones are described below), migration from backend to backend should be reasonably easy. For details, see each backend module you use.

=head1 CHOOSING BACKEND

This module respects an environmental variable called C<PERL_JSON_BACKEND> when it decides a backend module to use. If this environmental variable is not set, it tries to load JSON::XS, and if JSON::XS is not available, it falls back on JSON::PP, and then JSON::backportPP if JSON::PP is not available either.

If you always don't want it to fall back on pure perl modules, set the variable like this (C<export> may be C<setenv>, C<set> and the likes, depending on your environment):

> export PERL_JSON_BACKEND=JSON::XS

If you prefer Cpanel::JSON::XS to JSON::XS, then:

> export PERL_JSON_BACKEND=Cpanel::JSON::XS,JSON::XS

You may also want to set this variable at the top of your test files, in order not to be bothered with incompatibilities between backends (you need to wrap this in C<BEGIN>, and set before actually C<use>-ing JSON module, as it decides its backend as soon as it's loaded):

BEGIN { $ENV{PERL_JSON_BACKEND}='JSON::backportPP'; }

use JSON;
=head1 USING OPTIONAL FEATURES
There are a few options you can set when you C<use> this module.
These historical options are only kept for backward compatibility,
and should not be used in a new application.
=over
=item -support_by_pp
BEGIN { $ENV{PERL_JSON_BACKEND} = 'JSON::XS' }
use JSON -support_by_pp;
my $json = JSON->new;
# escape_slash is for JSON::PP only.
$json->allow_nonref->escape_slash->encode("/");
With this option, this module loads its pure perl backend along with
its XS backend (if available), and lets the XS backend to watch if you set
a flag only JSON::PP supports. When you do, the internal JSON::XS object
is replaced with a newly created JSON::PP object with the setting copied
from the XS object, so that you can use JSON::PP flags (and its slower
C<decode>/C<encode> methods) from then on. In other words, this is not
something that allows you to hook JSON::XS to change its behavior while
keeping its speed. JSON::XS and JSON::PP objects are quite different
(JSON::XS object is a blessed scalar reference, while JSON::PP object is
a blessed hash reference), and can't share their internals.
To avoid needless overhead (by copying settings), you are advised not
to use this option and just to use JSON::PP explicitly when you need
JSON::PP features.
=item -convert_blessed_universally
use JSON -convert_blessed_universally;
my $json = JSON->new->allow_nonref->convert_blessed;
my $object = bless {foo => 'bar'}, 'Foo';
$json->encode($object); # => {"foo":"bar"}
JSON::XS-compatible backend modules don't encode blessed objects by
default (except for their boolean values, which are typically blessed
JSON::PP::Boolean objects). If you need to encode a data structure
that may contain objects, you usually need to look into the structure
and replace objects with alternative non-blessed values, or enable
C<convert_blessed> and provide a C<TO_JSON> method for each object's

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(base) class that may be found in the structure, in order to let the methods replace the objects with whatever scalar values the methods return.

If you need to serialise data structures that may contain arbitrary objects, it's probably better to use other serialisers (such as L<Sereal> or L<Storable> for example), but if you do want to use this module for that purpose, C:convert_blessed_universally> option may help, which tweaks C<encode> method of the backend to install C<UNIVERSAL::TO_JSON> method (locally) before encoding, so that all the objects that don't have their own C<TO_JSON> method can fall back on the method in the C<UNIVERSAL> namespace. Note that you still need to enable C<convert_blessed> flag to actually encode objects in a data structure, and C<UNIVERSAL::TO_JSON> method installed by this option only converts blessed hash/array references into their unblessed clone (including private keys/values that are not supposed to be exposed). Other blessed references will be converted into null.

This feature is experimental and may be removed in the future.

=item -no_export

When you don't want to import functional interfaces from a module, you usually supply C<()> to its C<use> statement.

    use JSON (); # no functional interfaces

If you don't want to import functional interfaces, but you also want to use any of the above options, add C<-no_export> to the option list.

    # no functional interfaces, while JSON::PP support is enabled.
    use JSON -support_by_pp, -no_export;

=back

=head1 FUNCTIONAL INTERFACE

This section is taken from JSON::XS. C<encode_json> and C<decode_json> are exported by default.

This module also exports C<to_json> and C<from_json> for backward compatibility. These are slower, and may expect/generate different stuff from what C<encode_json> and C<decode_json> do, depending on their options. It's better just to use Object-Oriented interfaces than using these two functions.

=head2 encode_json
$json_text = encode_json $perl_scalar

Converts the given Perl data structure to a UTF-8 encoded, binary string (that is, the string contains octets only). Croaks on error.

This function call is functionally identical to:

$json_text = JSON->new->utf8->encode($perl_scalar)

Except being faster.

=head2 decode_json

$perl_scalar = decode_json $json_text

The opposite of C<encode_json>: expects an UTF-8 (binary) string and tries to parse that as an UTF-8 encoded JSON text, returning the resulting reference. Croaks on error.

This function call is functionally identical to:

$perl_scalar = JSON->new->utf8->decode($json_text)

Except being faster.

=head2 to_json

$json_text = to_json($perl_scalar[, $optional_hashref])

Converts the given Perl data structure to a Unicode string by default. Croaks on error.

Basically, this function call is functionally identical to:

$json_text = JSON->new->encode($perl_scalar)

Except being slower.

You can pass an optional hash reference to modify its behavior, but that may change what C<to_json> expects/generates (see C<ENCODING/CODESET FLAG NOTES> for details).

$json_text = to_json($perl_scalar, {utf8 => 1, pretty => 1})
# => JSON->new->utf8(1)->pretty(1)->encode($perl_scalar)

=head2 from_json
$perl_scalar = from_json($json_text[, $optional_hashref])

The opposite of C<to_json>: expects a Unicode string and tries to parse it, returning the resulting reference. Croaks on error.

Basically, this function call is functionally identical to:

$perl_scalar = JSON->new->decode($json_text)

You can pass an optional hash reference to modify its behavior, but that may change what C<from_json> expects/generates (see C<ENCODING/CODESET FLAG NOTES> for details).

$perl_scalar = from_json($json_text, {utf8 => 1})
  # => JSON->new->utf8(1)->decode($json_text)

=head2 JSON::is_bool

$boolean = JSON::is_bool($scalar)

Returns true if the passed scalar represents either JSON::true or JSON::false, two constants that act like C<1> and C<0> respectively and are also used to represent JSON C<true> and C<false> in Perl strings.

See L<MAPPING>, below, for more information on how JSON values are mapped to Perl.

=head1 COMMON OBJECT-ORIENTED INTERFACE

This section is also taken from JSON::XS.

The object oriented interface lets you configure your own encoding or decoding style, within the limits of supported formats.

=head2 new

$json = JSON->new

Creates a new JSON::XS-compatible backend object that can be used to de/encode JSON strings. All boolean flags described below are by default I<disabled> (with the exception of C<allow_nonref>, which defaults to I<enabled> since version C<4.0>).

The mutators for flags all return the backend object again and thus calls can be chained:

my $json = JSON->new->utf8->space_after->encode([a => [1,2]])
  => {"a": [1, 2]}
If $enable$ is true (or missing), then the `encode` method will not generate characters outside the code range C<0..127> (which is ASCII). Any Unicode characters outside that range will be escaped using either a single \uXXXX (BMP characters) or a double \uHHHH\uLLLLL escape sequence, as per RFC4627. The resulting encoded JSON text can be treated as a native Unicode string, an ascii-encoded, latin1-encoded or UTF-8 encoded string, or any other superset of ASCII.

If $enable$ is false, then the `encode` method will not escape Unicode characters unless required by the JSON syntax or other flags. This results in a faster and more compact format.

See also the section I<ENCODING/CODESET FLAG NOTES> later in this document.

The main use for this flag is to produce JSON texts that can be transmitted over a 7-bit channel, as the encoded JSON texts will not contain any 8 bit characters.

```perl
JSON->new->ascii(1)->encode([chr 0x10401])
=> ["\ud801\udc01"]
```

If $enable$ is true (or missing), then the `encode` method will encode the resulting JSON text as latin1 (or iso-8859-1), escaping any characters outside the code range C<0..255>. The resulting string can be treated as a latin1-encoded JSON text or a native Unicode string. The `decode` method will not be affected in any way by this flag, as `decode` by default expects Unicode, which is a strict superset of latin1.

If $enable$ is false, then the `encode` method will not escape Unicode characters unless required by the JSON syntax or other flags.

See also the section I<ENCODING/CODESET FLAG NOTES> later in this document.

The main use for this flag is efficiently encoding binary data as JSON text, as most octets will not be escaped, resulting in a smaller encoded
size. The disadvantage is that the resulting JSON text is encoded in latin1 (and must correctly be treated as such when storing and transferring), a rare encoding for JSON. It is therefore most useful when you want to store data structures known to contain binary data efficiently in files or databases, not when talking to other JSON encoders/decoders.

```
JSON->new->latin1->encode ("\x{89}\x{abc}")
=> ["\x{89}\u0abc"]  # (perl syntax, U+abc escaped, U+89 not)
```

=head2 utf8

```
$json = $json->utf8([$enable])

$enabled = $json->get_utf8
```

If C<$enable> is true (or missing), then the C<encode> method will encode the JSON result into UTF-8, as required by many protocols, while the C<decode> method expects to be handled an UTF-8-encoded string. Please note that UTF-8-encoded strings do not contain any characters outside the range C<0..255>, they are thus useful for bytewise/binary I/O. In future versions, enabling this option might enable autodetection of the UTF-16 and UTF-32 encoding families, as described in RFC4627.

If C<$enable> is false, then the C<encode> method will return the JSON string as a (non-encoded) Unicode string, while C<decode> expects thus a Unicode string. Any decoding or encoding (e.g. to UTF-8 or UTF-16) needs to be done yourself, e.g. using the Encode module.

See also the section I<ENCODING/CODESET FLAG NOTES> later in this document.

Example, output UTF-16BE-encoded JSON:

```
use Encode;
$jsontext = encode "UTF-16BE", JSON->new->encode ($object);
```

Example, decode UTF-32LE-encoded JSON:

```
use Encode;
$object = JSON->new->decode (decode "UTF-32LE", $jsontext);
```

=head2 pretty

```
$json = $json->pretty([$enable])
```

This enables (or disables) all of the C<indent>, C<space_before> and C<space_after> (and in the future possibly more) flags in one call to generate the most readable (or most compact) form possible.
If C<$enable> is true (or missing), then the C<encode> method will use a multiline format as output, putting every array member or object/hash key-value pair into its own line, indenting them properly.

If C<$enable> is false, no newlines or indenting will be produced, and the resulting JSON text is guaranteed not to contain any C<newlines>.

This setting has no effect when decoding JSON texts.

If C<$enable> is true (or missing), then the C<encode> method will add an extra optional space before the C:<:> separating keys from values in JSON objects.

If C<$enable> is false, then the C<encode> method will not add any extra space at those places.

This setting has no effect when decoding JSON texts. You will also most likely combine this setting with C<space_after>.

Example, space_before enabled, space_after and indent disabled:

{ "key" :"value" }

If C<$enable> is true (or missing), then the C<encode> method will add an extra optional space after the C:<:> separating keys from values in JSON objects and extra whitespace after the C:<,> separating key-value pairs and array members.

If C<$enable> is false, then the C<encode> method will not add any extra space at those places.
This setting has no effect when decoding JSON texts.

Example, space_before and indent disabled, space_after enabled:

```json
{ "key": "value" }
```

=head2 relaxed

```perl
$json = $json->relaxed([$enable])

$enabled = $json->get_relaxed
```

If C<$enable> is true (or missing), then C<decode> will accept some extensions to normal JSON syntax (see below). C<encode> will not be affected in any way. I<Be aware that this option makes you accept invalid JSON texts as if they were valid!>. I suggest only to use this option to parse application-specific files written by humans (configuration files, resource files etc.)

If C<$enable> is false (the default), then C<decode> will only accept valid JSON texts.

Currently accepted extensions are:

=over 4

=item * list items can have an end-comma

JSON I<separates> array elements and key-value pairs with commas. This can be annoying if you write JSON texts manually and want to be able to quickly append elements, so this extension accepts comma at the end of such items not just between them:

```perl
[
  1,
  2, <- this comma not normally allowed
]

{
  "k1": "v1",
  "k2": "v2", <- this comma not normally allowed
}
```

=item * shell-style '#'-comments

Whenever JSON allows whitespace, shell-style comments are additionally allowed. They are terminated by the first carriage-return or line-feed character, after which more white-space and comments are allowed.
If C<$enable> is true (or missing), then the C<encode> method will output JSON objects by sorting their keys. This is adding a comparatively high overhead.

If C<$enable> is false, then the C<encode> method will output key-value pairs in the order Perl stores them (which will likely change between runs of the same script, and can change even within the same run from 5.18 onwards).

This option is useful if you want the same data structure to be encoded as the same JSON text (given the same overall settings). If it is disabled, the same hash might be encoded differently even if contains the same data, as key-value pairs have no inherent ordering in Perl.

This setting has no effect when decoding JSON texts.

This setting has currently no effect on tied hashes.

Unlike other boolean options, this option is enabled by default beginning with version C<4.0>.

If C<$enable> is true (or missing), then the C<encode> method can convert a non-reference into its corresponding string, number or null JSON value, which is an extension to RFC4627. Likewise, C<decode> will accept those JSON values instead of croaking.

If C<$enable> is false, then the C<encode> method will croak if it isn’t passed an arrayref or hashref, as JSON texts must either be an object or array. Likewise, C<decode> will croak if given something that is not a JSON object or array.
Example, encode a Perl scalar as JSON value with enabled `allow_nonref`, resulting in an invalid JSON text:

```perl
JSON->new->allow_nonref->encode("Hello, World!")
=> "Hello, World!"
```

=head2 allow_unknown

```perl
$json = $json->allow_unknown([$enable])
$enabled = $json->get_allow_unknown
```

If `$_enable` is true (or missing), then `encode` will not throw an exception when it encounters values it cannot represent in JSON (for example, filehandles) but instead will encode a JSON `null` value. Note that blessed objects are not included here and are handled separately by `allow_blessed`.

If `$_enable` is false (the default), then `encode` will throw an exception when it encounters anything it cannot encode as JSON.

This option does not affect `decode` in any way, and it is recommended to leave it off unless you know your communications partner.

=head2 allow_blessed

```perl
$json = $json->allow_blessed([$enable])
$enabled = $json->get_allow_blessed
```

See L<Object Serialisation> for details.

If `$_enable` is true (or missing), then the `encode` method will not barf when it encounters a blessed reference that it cannot convert otherwise. Instead, a JSON `null` value is encoded instead of the object.

If `$_enable` is false (the default), then `encode` will throw an exception when it encounters a blessed object that it cannot convert otherwise.

This setting has no effect on `decode`.

=head2 convert_blessed

```perl
$json = $json->convert_blessed([$enable])
$enabled = $json->get_convert_blessed
```

See L<OBJECT SERIALISATION> for details.

If C<$enable> is true (or missing), then C<encode>, upon encountering a blessed object, will check for the availability of the C<TO_JSON> method on the object's class. If found, it will be called in scalar context and the resulting scalar will be encoded instead of the object.

The C<TO_JSON> method may safely call die if it wants. If C<TO_JSON> returns other blessed objects, those will be handled in the same way. C<TO_JSON> must take care of not causing an endless recursion cycle (== crash) in this case. The name of C<TO_JSON> was chosen because other methods called by the Perl core (== not by the user of the object) are usually in upper case letters and to avoid collisions with any C<to_json> function or method.

If C<$enable> is false (the default), then C<encode> will not consider this type of conversion.

This setting has no effect on C<decode>.

=head2 allow_tags (since version 3.0)

    $json = $json->allow_tags([$enable])

    $enabled = $json->get_allow_tags

See L<OBJECT SERIALISATION> for details.

If C<$enable> is true (or missing), then C<encode>, upon encountering a blessed object, will check for the availability of the C<FREEZE> method on the object's class. If found, it will be used to serialise the object into a nonstandard tagged JSON value (that JSON decoders cannot decode).

It also causes C<decode> to parse such tagged JSON values and deserialise them via a call to the C<THAW> method.

If C<$enable> is false (the default), then C<encode> will not consider this type of conversion, and tagged JSON values will cause a parse error in C<decode>, as if tags were not part of the grammar.

=head2 boolean_values (since version 4.0)

    $json->boolean_values([$false, $true])

    ($false, $true) = $json->get_boolean_values

By default, JSON booleans will be decoded as overloaded
C<$JSON::false> and C<$JSON::true> objects.
With this method you can specify your own boolean values for decoding on decode, JSON C<false> will be decoded as a copy of C<$false>, and JSON
C<true> will be decoded as C<$true> ("copy" here is the same thing as
assigning a value to another variable, i.e. C<$copy = $false>).
This is useful when you want to pass a decoded data structure directly
to other serialisers like YAML, Data::MessagePack and so on.
Note that this works only when you C<decode>. You can set incompatible
boolean objects (like L<boolean>), but when you C<encode> a data structure
with such boolean objects, you still need to enable C<convert_blessed>
(and add a C<TO_JSON> method if necessary).
Calling this method without any arguments will reset the booleans
to their default values.
C<get_boolean_values> will return both C<$false> and C<$true> values, or
the empty list when they are set to the default.
=head2 filter_json_object
$json = $json->filter_json_object([$coderef])
When C<$coderef> is specified, it will be called from C<decode> each
time it decodes a JSON object. The only argument is a reference to
the newly-created hash. If the code references returns a single scalar
(which need not be a reference), this value (or rather a copy of it) is
inserted into the deserialised data structure. If it returns an empty
list (NOTE: I<not> C<undef>, which is a valid scalar), the original
deserialised hash will be inserted. This setting can slow down decoding
considerably.
When C<$coderef> is omitted or undefined, any existing callback will
be removed and C<decode> will not change the deserialised hash in any
way.
Example, convert all JSON objects into the integer 5:
my $js = JSON->new->filter_json_object(sub { 5 });
# returns [5]
$js->decode('[{}]');
# returns 5
$js->decode('{"a":1, "b":2}');
=head2 filter_json_single_key_object

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$json = $json->filter_json_single_key_object($key => $coderef)

Works remotely similar to C<filter_json_object>, but is only called for
JSON objects having a single key named C<$key>.

This C<$coderef> is called before the one specified via
C<filter_json_object>, if any. It gets passed the single value in the JSON
object. If it returns a single value, it will be inserted into the data
structure. If it returns nothing (not even C<undef> but the empty list),
the callback from C<filter_json_object> will be called next, as if no
single-key callback were specified.

If C<$coderef> is omitted or undefined, the corresponding callback will be
disabled. There can only ever be one callback for a given key.

As this callback gets called less often then the C<filter_json_object>
one, decoding speed will not usually suffer as much. Therefore, single-key
objects make excellent targets to serialise Perl objects into, especially
as single-key JSON objects are as close to the type-tagged value concept
as JSON gets (it's basically an ID/VALUE tuple). Of course, JSON does not
support this in any way, so you need to make sure your data never looks
like a serialised Perl hash.

Typical names for the single object key are C<__class_whatever__>, or
C<$__dollars_are_rarely_used__$> or C<}ugly_brace_placement>, or even
things like C<__class_md5sum(classname)__>, to reduce the risk of clashing
with real hashes.

Example, decode JSON objects of the form C<<( "__widget__" => <id> ) >>
into the corresponding C<< $WIDGET{<id>} >> object:

# return whatever is in $WIDGET{5}:
JSON
  ->new
  ->filter_json_single_key_object (__widget__ => sub {
     $WIDGET{ $_[0] }
  })
  ->decode ('{"__widget__": 5'}

# this can be used with a TO_JSON method in some "widget" class
# for serialisation to json:
sub WidgetBase::TO_JSON { my ($self) = @_;
  unless ($self->{id}) {
    $self->{id} = ..get..some..id.;
    $WIDGET{$self->{id}} = $self;
  }
}
=head2 max_depth

$json = $json->max_depth([$maximum_nesting_depth])

$max_depth = $json->get_max_depth

Sets the maximum nesting level (default C<512>) accepted while encoding or decoding. If a higher nesting level is detected in JSON text or a Perl data structure, then the encoder and decoder will stop and croak at that point.

Nesting level is defined by number of hash- or arrayrefs that the encoder needs to traverse to reach a given point or the number of C>{$} or C<[> characters without their matching closing parenthesis crossed to reach a given character in a string.

Setting the maximum depth to one disallows any nesting, so that ensures that the object is only a single hash/object or array.

If no argument is given, the highest possible setting will be used, which is rarely useful.

See L<JSON::XS/SECURITY CONSIDERATIONS> for more info on why this is useful.

=head2 max_size

$json = $json->max_size([$maximum_string_size])

$max_size = $json->get_max_size

Set the maximum length a JSON text may have (in bytes) where decoding is being attempted. The default is C<0>, meaning no limit. When C<decode> is called on a string that is longer than this many bytes, it will not attempt to decode the string but throw an exception. This setting has no effect on C<encode> (yet).

If no argument is given, the limit check will be deactivated (same as when C<0> is specified).

See L<JSON::XS/SECURITY CONSIDERATIONS> for more info on why this is useful.

=head2 encode

$json_text = $json->encode($perl_scalar)
Converts the given Perl value or data structure to its JSON representation. Croaks on error.

=head2 decode

 perl_scalar = json->decode(json_text)

The opposite of C<encode>: expects a JSON text and tries to parse it, returning the resulting simple scalar or reference. Croaks on error.

=head2 decode_prefix

 (perl_scalar, characters) = json->decode_prefix(json_text)

This works like the C<decode> method, but instead of raising an exception when there is trailing garbage after the first JSON object, it will silently stop parsing there and return the number of characters consumed so far.

This is useful if your JSON texts are not delimited by an outer protocol and you need to know where the JSON text ends.

JSON->new->decode_prefix("[1] the tail")
=> ([1], 3)

=head1 ADDITIONAL METHODS

The following methods are for this module only.

=head2 backend

 backend = json->backend

Since 2.92, C<backend> method returns an abstract backend module used currently, which should be JSON::Backend::XS (which inherits JSON::XS or Cpanel::JSON::XS), or JSON::Backend::PP (which inherits JSON::PP), not to monkey-patch the actual backend module globally.

If you need to know what is used actually, use C<isa>, instead of string comparison.

=head2 is_xs

 boolean = json->is_xs

Returns true if the backend inherits JSON::XS or Cpanel::JSON::XS.
$boolean = $json->is_pp

Returns true if the backend inherits JSON::PP.

=head2 property

$settings = $json->property()

Returns a reference to a hash that holds all the common flag settings.

$json = $json->property('utf8' => 1)
$value = $json->property('utf8') # 1

You can use this to get/set a value of a particular flag.

=head2 boolean

$boolean_object = JSON->boolean($scalar)

Returns $JSON::true if $scalar contains a true value, $JSON::false otherwise. You can use this as a full-qualified function (C<JSON::boolean($scalar)>).

=head1 INCREMENTAL PARSING

This section is also taken from JSON::XS.

In some cases, there is the need for incremental parsing of JSON texts. While this module always has to keep both JSON text and resulting Perl data structure in memory at one time, it does allow you to parse a JSON stream incrementally. It does so by accumulating text until it has a full JSON object, which it then can decode. This process is similar to using C<decode_prefix> to see if a full JSON object is available, but is much more efficient (and can be implemented with a minimum of method calls).

This module will only attempt to parse the JSON text once it is sure it has enough text to get a decisive result, using a very simple but truly incremental parser. This means that it sometimes won't stop as early as the full parser, for example, it doesn't detect mismatched parentheses. The only thing it guarantees is that it starts decoding as soon as a syntactically valid JSON text has been seen. This means you need to set resource limits (e.g. C<max_size>) to ensure the parser will stop parsing in the presence if syntax errors.

The following methods implement this incremental parser.

=head2 incr_parse
$json->incr_parse( [string] ) # void context

$obj_or_undef = $json->incr_parse( [string] ) # scalar context

@obj_or_empty = $json->incr_parse( [string] ) # list context

This is the central parsing function. It can both append new text and extract objects from the stream accumulated so far (both of these functions are optional).

If C$string> is given, then this string is appended to the already existing JSON fragment stored in the C$json> object.

After that, if the function is called in void context, it will simply return without doing anything further. This can be used to add more text in as many chunks as you want.

If the method is called in scalar context, then it will try to extract exactly I<one> JSON object. If that is successful, it will return this object, otherwise it will return C<undef>. If there is a parse error, this method will croak just as C<decode> would do (one can then use C<incr_skip> to skip the erroneous part). This is the most common way of using the method.

And finally, in list context, it will try to extract as many objects from the stream as it can find and return them, or the empty list otherwise. For this to work, there must be no separators (other than whitespace) between the JSON objects or arrays, instead they must be concatenated back-to-back. If an error occurs, an exception will be raised as in the scalar context case. Note that in this case, any previously-parsed JSON texts will be lost.

Example: Parse some JSON arrays/objects in a given string and return them.

    my @objs = JSON->new->incr_parse ("[5][7][1,2]");

=head2 incr_text

$lvalue_string = $json->incr_text

This method returns the currently stored JSON fragment as an lvalue, that is, you can manipulate it. This I<only> works when a preceding call to C<incr_parse> in I<scalar context> successfully returned an object. Under all other circumstances you must not call this function (I mean it. although in simple tests it might actually work, it I<will> fail under real world conditions). As a special exception, you can also call this
method before having parsed anything.

That means you can only use this function to look at or manipulate text before or after complete JSON objects, not while the parser is in the middle of parsing a JSON object.

This function is useful in two cases: a) finding the trailing text after a JSON object or b) parsing multiple JSON objects separated by non-JSON text (such as commas).

=head2 incr_skip

$json->incr_skip

This will reset the state of the incremental parser and will remove the parsed text from the input buffer so far. This is useful after C<incr_parse> died, in which case the input buffer and incremental parser state is left unchanged, to skip the text parsed so far and to reset the parse state.

The difference to C<incr_reset> is that only text until the parse error occurred is removed.

=head2 incr_reset

$json->incr_reset

This completely resets the incremental parser, that is, after this call, it will be as if the parser had never parsed anything.

This is useful if you want to repeatedly parse JSON objects and want to ignore any trailing data, which means you have to reset the parser after each successful decode.

=head1 MAPPING

Most of this section is also taken from JSON::XS.

This section describes how the backend modules map Perl values to JSON values and vice versa. These mappings are designed to "do the right thing" in most circumstances automatically, preserving round-tripping characteristics (what you put in comes out as something equivalent).

For the more enlightened: note that in the following descriptions, lowercase I<perl> refers to the Perl interpreter, while uppercase I<Perl> refers to the abstract Perl language itself.
A JSON object becomes a reference to a hash in Perl. No ordering of object keys is preserved (JSON does not preserve object key ordering itself).

A JSON array becomes a reference to an array in Perl.

A JSON string becomes a string scalar in Perl - Unicode codepoints in JSON are represented by the same codepoints in the Perl string, so no manual decoding is necessary.

A JSON number becomes either an integer, numeric (floating point) or string scalar in Perl, depending on its range and any fractional parts. On the Perl level, there is no difference between those as Perl handles all the conversion details, but an integer may take slightly less memory and might represent more values exactly than floating point numbers.

If the number consists of digits only, this module will try to represent it as an integer value. If that fails, it will try to represent it as a numeric (floating point) value if that is possible without loss of precision. Otherwise it will preserve the number as a string value (in which case you lose roundtripping ability, as the JSON number will be re-encoded to a JSON string).

Numbers containing a fractional or exponential part will always be represented as numeric (floating point) values, possibly at a loss of precision (in which case you might lose perfect roundtripping ability, but the JSON number will still be re-encoded as a JSON number).

Note that precision is not accuracy - binary floating point values cannot represent most decimal fractions exactly, and when converting from and to floating point, this module only guarantees precision up to but not including the least significant bit.

These JSON atoms become \texttt{JSON::true} and \texttt{JSON::false}, respectively. They are overloaded to act almost exactly like the numbers \texttt{1} and \texttt{0}. You can check whether a scalar is a JSON boolean by using

\texttt{perl -e 'print JSON::true ? 1 : 0'}
the C<JSON::is_bool> function.

=item null

A JSON null atom becomes C<undef> in Perl.

=item shell-style comments (C<< # I<text> >>)

As a nonstandard extension to the JSON syntax that is enabled by the C<relaxed> setting, shell-style comments are allowed. They can start anywhere outside strings and go till the end of the line.

=item tagged values (C<< (I<tag>)I<value> >>).

Another nonstandard extension to the JSON syntax, enabled with the C<allow_tags> setting, are tagged values. In this implementation, the I<tag> must be a perl package/class name encoded as a JSON string, and the I<value> must be a JSON array encoding optional constructor arguments.

See L<Object Serialisation>, below, for details.

=back

=head2 PERL -> JSON

The mapping from Perl to JSON is slightly more difficult, as Perl is a truly typeless language, so we can only guess which JSON type is meant by a Perl value.

=over 4

=item hash references

Perl hash references become JSON objects. As there is no inherent ordering in hash keys (or JSON objects), they will usually be encoded in a pseudo-random order. This module can optionally sort the hash keys (determined by the I<canonical> flag), so the same data structure will serialise to the same JSON text (given same settings and version of the same backend), but this incurs a runtime overhead and is only rarely useful, e.g. when you want to compare some JSON text against another for equality.

=item array references

Perl array references become JSON arrays.

=item other references
Other unblessed references are generally not allowed and will cause an exception to be thrown, except for references to the integers C<0> and C<1>, which get turned into C<false> and C<true> atoms in JSON. You can also use C<JSON::false> and C<JSON::true> to improve readability.

```perl
encode_json [0,JSON::true]      # yields [false,true]
```

These special values become JSON true and JSON false values, respectively. You can also use C<\1> and C<\0> directly if you want.

```perl
=item JSON::true, JSON::false, JSON::null
```

Blessed objects are not directly representable in JSON, but C<JSON::XS> allows various ways of handling objects. See L<Object Serialisation>, below, for details.

```perl
=item blessed objects
Blessed objects are not directly representable in JSON, but C<JSON::XS> allows various ways of handling objects. See L<Object Serialisation>, below, for details.
```

```perl
=item simple scalars
Simple Perl scalars (any scalar that is not a reference) are the most difficult objects to encode: this module will encode undefined scalars as JSON C<null> values, scalars that have last been used in a string context before encoding as JSON strings, and anything else as number value:

```perl
# dump as number
encode_json [-3.0e17]                # yields [-3e+17]
my $value = 5; encode_json [$value]  # yields [5]

# used as string, so dump as string
print $value;
encode_json [$value]                 # yields ["5"]

# undef becomes null
encode_json [undef]                   # yields [null]
```

You can force the type to be a string by stringifying it:

```perl
my $x = 3.1; # some variable containing a number
"$x";      # stringified
$x .= "";  # another, more awkward way to stringify
print $x;  # perl does it for you, too, quite often
```

You can force the type to be a number by numifying it:

```perl
my $x = "3"; # some variable containing a string
$x += 0;    # numify it, ensuring it will be dumped as a number
```
$x *= 1;  # same thing, the choice is yours.

You can not currently force the type in other, less obscure, ways. Tell me if you need this capability (but don't forget to explain why it's needed :).

Since version 2.91_01, JSON::PP uses a different number detection logic that converts a scalar that is possible to turn into a number safely. The new logic is slightly faster, and tends to help people who use older perl or who want to encode complicated data structure. However, this may results in a different JSON text from the one JSON::XS encodes (and thus may break tests that compare entire JSON texts). If you do need the previous behavior for better compatibility or for finer control, set PERL_JSON_PP_USE_B environmental variable to true before you C<use> JSON.

Note that numerical precision has the same meaning as under Perl (so binary to decimal conversion follows the same rules as in Perl, which can differ to other languages). Also, your perl interpreter might expose extensions to the floating point numbers of your platform, such as infinities or NaN's - these cannot be represented in JSON, and it is an error to pass those in.

JSON.pm backend modules trust what you pass to C<encode> method (or C<encode_json> function) is a clean, validated data structure with values that can be represented as valid JSON values only, because it's not from an external data source (as opposed to JSON texts you pass to C<decode> or C<decode_json>, which JSON backends consider tainted and don't trust). As JSON backends don't know exactly what you and consumers of your JSON texts want the unexpected values to be (you may want to convert them into null, or to stringify them with or without normalisation (string representation of infinities.NaN may vary depending on platforms), or to croak without conversion), you're advised to do what you and your consumers need before you encode, and also not to numify values that may start with values that look like a number (including infinities.NaN), without validating.

=back

=head2 OBJECT SERIALISATION

As JSON cannot directly represent Perl objects, you have to choose between a pure JSON representation (without the ability to deserialise the object automatically again), and a nonstandard extension to the JSON syntax, tagged values.

=head3 SERIALISATION
What happens when this module encounters a Perl object depends on the `allow_blessed`, `convert_blessed` and `allow_tags` settings, which are used in this order:

=item 1. `allow_tags` is enabled and the object has a `FREEZE` method.

In this case, `JSON` creates a tagged JSON value, using a nonstandard extension to the JSON syntax.

This works by invoking the `FREEZE` method on the object, with the first argument being the object to serialise, and the second argument being the constant string `JSON` to distinguish it from other serialisers.

The `FREEZE` method can return any number of values (i.e. zero or more). These values and the package/classname of the object will then be encoded as a tagged JSON value in the following format:

`("classname")[FREEZE return values...]`

e.g.:

`("URI")["http://www.google.com/"]`
`("MyDate")[2013,10,29]`
`("ImageData::JPEG")["Z3...V1Cg=="]`

For example, the hypothetical `My::Object` `FREEZE` method might use the objects `type` and `id` members to encode the object:

```perl
sub My::Object::FREEZE {
    my ($self, $serialiser) = @_;
    ($self->{type}, $self->{id})
}
```

=item 2. `convert_blessed` is enabled and the object has a `TO_JSON` method.

In this case, the `TO_JSON` method of the object is invoked in scalar context. It must return a single scalar that can be directly encoded into JSON. This scalar replaces the object in the JSON text.

For example, the following `TO_JSON` method will convert all `URI` objects to JSON strings when serialised. The fact that these values originally were `URI` objects is lost.

```perl
sub URI::TO_JSON {
    my ($uri) = @_;
    ...
```
$uri->as_string
}

=item 3. C<allow_blessed> is enabled.

The object will be serialised as a JSON null value.

=item 4. none of the above

If none of the settings are enabled or the respective methods are missing, this module throws an exception.

=back

=head3 DESERIALISATION

For deserialisation there are only two cases to consider: either nonstandard tagging was used, in which case C<allow_tags> decides, or objects cannot be automatically be deserialised, in which case you can use postprocessing or the C<filter_json_object> or C<filter_json_single_key_object> callbacks to get some real objects our of your JSON.

This section only considers the tagged value case: a tagged JSON object is encountered during decoding and C<allow_tags> is disabled, a parse error will result (as if tagged values were not part of the grammar).

If C<allow_tags> is enabled, this module will look up the C<THAW> method of the package/classname used during serialisation (it will not attempt to load the package as a Perl module). If there is no such method, the decoding will fail with an error.

Otherwise, the C<THAW> method is invoked with the classname as first argument, the constant string C<JSON> as second argument, and all the values from the JSON array (the values originally returned by the C<FREEZE> method) as remaining arguments.

The method must then return the object. While technically you can return any Perl scalar, you might have to enable the C<allow_nonref> setting to make that work in all cases, so better return an actual blessed reference.

As an example, let's implement a C<THAW> function that regenerates the C<My::Object> from the C<FREEZE> example earlier:

    sub My::Object::THAW {
        my ($class, $serialiser, $type, $id) = @_;

        $class->new (type => $type, id => $id)
This section is taken from JSON::XS.

The interested reader might have seen a number of flags that signify encodings or codesets - C<utf8>, C<latin1> and C<ascii>. There seems to be some confusion on what these do, so here is a short comparison:

C<utf8> controls whether the JSON text created by C<encode> (and expected by C<decode>) is UTF-8 encoded or not, while C<latin1> and C<ascii> only control whether C<encode> escapes character values outside their respective codeset range. Neither of these flags conflict with each other, although some combinations make less sense than others.

Care has been taken to make all flags symmetrical with respect to C<encode> and C<decode>, that is, texts encoded with any combination of these flag values will be correctly decoded when the same flags are used - in general, if you use different flag settings while encoding vs. when decoding you likely have a bug somewhere.

Below comes a verbose discussion of these flags. Note that a "codeset" is simply an abstract set of character-codepoint pairs, while an encoding takes those codepoint numbers and I<encodes> them, in our case into octets. Unicode is (among other things) a codeset, UTF-8 is an encoding, and ISO-8859-1 (= latin 1) and ASCII are both codesets I<and> encodings at the same time, which can be confusing.

=item C<utf8> flag disabled

When C<utf8> is disabled (the default), then C<encode>/C<decode> generate and expect Unicode strings, that is, characters with high ordinal Unicode values (> 255) will be encoded as such characters, and likewise such characters are decoded as-is, no changes to them will be done, except "(re-)interpreting" them as Unicode codepoints or Unicode characters, respectively (to Perl, these are the same thing in strings unless you do funny/weird/dumb stuff).

This is useful when you want to do the encoding yourself (e.g. when you want to have UTF-16 encoded JSON texts) or when some other layer does the encoding for you (for example, when printing to a terminal using a filehandle that transparently encodes to UTF-8 you certainly do NOT want to UTF-8 encode your data first and have Perl encode it another time).
=item C<utf8> flag enabled

If the C<utf8>-flag is enabled, C<encode>/C<decode> will encode all characters using the corresponding UTF-8 multi-byte sequence, and will expect your input strings to be encoded as UTF-8, that is, no "character" of the input string must have any value > 255, as UTF-8 does not allow that.

The C<utf8> flag therefore switches between two modes: disabled means you will get a Unicode string in Perl, enabled means you get an UTF-8 encoded octet/binary string in Perl.

=item C<latin1> or C<ascii> flags enabled

With C<latin1> (or C<ascii>) enabled, C<encode> will escape characters with ordinal values > 255 (> 127 with C<ascii>) and encode the remaining characters as specified by the C<utf8> flag.

If C<utf8> is disabled, then the result is also correctly encoded in those character sets (as both are proper subsets of Unicode, meaning that a Unicode string with all character values < 256 is the same thing as a ISO-8859-1 string, and a Unicode string with all character values < 128 is the same thing as an ASCII string in Perl).

If C<utf8> is enabled, you still get a correct UTF-8-encoded string, regardless of these flags, just some more characters will be escaped using C<uXXXX> then before.

Note that ISO-8859-1-I<encoded> strings are not compatible with UTF-8 encoding, while ASCII-encoded strings are. That is because the ISO-8859-1 encoding is NOT a subset of UTF-8 (despite the ISO-8859-1 I<codeset> being a subset of Unicode), while ASCII is.

Surprisingly, C<decode> will ignore these flags and so treat all input values as governed by the C<utf8> flag. If it is disabled, this allows you to decode ISO-8859-1- and ASCII-encoded strings, as both strict subsets of Unicode. If it is enabled, you can correctly decode UTF-8 encoded strings.

So neither C<latin1> nor C<ascii> are incompatible with the C<utf8> flag - they only govern when the JSON output engine escapes a character or not.

The main use for C<latin1> is to relatively efficiently store binary data as JSON, at the expense of breaking compatibility with most JSON decoders.

The main use for C<ascii> is to force the output to not contain characters with values > 127, which means you can interpret the resulting string as UTF-8, ISO-8859-1, ASCII, KOI8-R or most about any character set and 8-bit-encoding, and still get the same data structure back. This is useful
when your channel for JSON transfer is not 8-bit clean or the encoding might be mangled in between (e.g. in mail), and works because ASCII is a proper subset of most 8-bit and multibyte encodings in use in the world.

=head1 BACKWARD INCOMPATIBILITY

Since version 2.90, stringification (and string comparison) for \C<JSON::true> and \C<JSON::false> has not been overloaded. It shouldn't matter as long as you treat them as boolean values, but a code that expects they are stringified as "true" or "false" doesn't work as you have expected any more.

    if (JSON::true eq 'true') {  # now fails
        print "The result is $JSON::true now.";  # => The result is 1 now.
    }

And now these boolean values don't inherit JSON::Boolean, either. When you need to test a value is a JSON boolean value or not, use \C<JSON:::is_bool> function, instead of testing the value inherits a particular boolean class or not.

=head1 BUGS

Please report bugs on backend selection and additional features this module provides to RT or GitHub issues for this module:

  \L<https://rt.cpan.org/Public/Dist/Display.html?Queue=JSON>
  \L<https://github.com/makamaka/JSON/issues>

As for bugs on a specific behavior, please report to the author of the backend module you are using.

As for new features and requests to change common behaviors, please ask the author of JSON::XS (Marc Lehmann, \E<lt>schmorp[at]schmorp.deE<gt>) first, by email (important!), to keep compatibility among JSON.pm backends.

=head1 SEE ALSO

\L<JSON::XS>, \L<Cpanel::JSON::XS>, \L<JSON::PP> for backends.

\L<JSON::MaybeXS>, an alternative that prefers Cpanel::JSON::XS.

\C<RFC4627>(\L<http://www.ietf.org/rfc/rfc4627.txt>)
RFC7159 (L<http://www.ietf.org/rfc/rfc7159.txt>)

RFC8259 (L<http://www.ietf.org/rfc/rfc8259.txt>)

=head1 AUTHOR

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JSON::XS was written by Marc Lehmann E<lt>schmorp[at]schmorp.deE<gt>

The release of this new version owes to the courtesy of Marc Lehmann.

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=head1 COPYRIGHT AND LICENSE

Copyright 2005-2013 by Makamaka Hannyaharamitu

Most of the documentation is taken from JSON::XS by Marc Lehmann

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it under the same terms as Perl itself.

=cut

Found in path(s):
* /opt/cola/permits/1141297322_1614968490.78/0/libjson-perl-4-02000-orig-1-tar-gz/JSON-4.02/lib/JSON.pm
No license file was found, but licenses were detected in source scan.

use strict;
use warnings;
use Benchmark qw( cmpthese timethese );

our $VERSION = '1.00';

my $wanttime = $ARGV[1] || 5;

use JSON qw( -support_by_pp -no_export ); # for JSON::PP::Boolean inheritance
use JSON::PP ();
use JSON::XS ();
use utf8;

my $pp   = JSON::PP->new->utf8;
my $xs   = JSON::XS->new->utf8;

local $/;
my $json = <>;
my $perl = JSON::XS::decode_json $json;
my $result;

printf( "JSON::PP %s\n", JSON::PP->VERSION );
printf( "JSON::XS %s\n", JSON::XS->VERSION );

print "-----------------------------------\n";
print "->decode()\n";
print "-----------------------------------\n";

$result = timethese( -$wanttime,
   {
      'JSON::PP' => sub { $pp->decode( $json ) },
      'JSON::XS' => sub { $xs->decode( $json ) },
   },
   'none'
);
cmpthese( $result );

print "-----------------------------------\n";

__END__

=head1 SYNOPSIS

bench_decode.pl json-file
# or
bench_decode.pl json-file minimum-time

=head1 DESCRIPTION

L<JSON::PP> and L<JSON::XS> decoding benchmark.

=head1 AUTHOR

makamaka

=head1 LICENSE

This library is free software; you can redistribute it and/or modify it under the same terms as Perl itself.
NAME

JSON::PP::Boolean - dummy module providing JSON::PP::Boolean

SYNOPSIS

# do not "use" yourself

DESCRIPTION

This module exists only to provide overload resolution for Storable and similar modules. See L<JSON::PP> for more info about this class.

AUTHOR

This idea is from L<JSON::XS::Boolean> written by Marc Lehmann <schmorp[at]schmorp.de>

LICENSE

This library is free software; you can redistribute it and/or modify it under the same terms as Perl itself.
# and expect/generate UTF-8

$utf8_encoded_json_text = encode_json $perl_hash_or_arrayref;
$perl_hash_or_arrayref  = decode_json $utf8_encoded_json_text;

# OO-interface

$json = JSON::PP->new->ascii->pretty->allow_nonref;

$pretty_printed_json_text = $json->encode( $perl_scalar );
$perl_scalar = $json->decode( $json_text );

# Note that JSON version 2.0 and above will automatically use
# JSON::XS or JSON::PP, so you should be able to just:

use JSON;

=head1 VERSION

4.02

=head1 DESCRIPTION

JSON::PP is a pure perl JSON decoder/encoder, and (almost) compatible to much
faster L<JSON::XS> written by Marc Lehmann in C. JSON::PP works as
a fallback module when you use L<JSON> module without having
installed JSON::XS.

Because of this fallback feature of JSON.pm, JSON::PP tries not to
be more JavaScript-friendly than JSON::XS (i.e. not to escape extra
characters such as U+2028 and U+2029, etc),
in order for you not to lose such JavaScript-friendliness silently
when you use JSON.pm and install JSON::XS for speed or by accident.
If you need JavaScript-friendly RFC7159-compliant pure perl module,
try L<JSON::Tiny>, which is derived from L<Mojolicious> web
framework and is also smaller and faster than JSON::PP.

JSON::PP has been in the Perl core since Perl 5.14, mainly for
CPAN toolchain modules to parse META.json.

=head1 FUNCTIONAL INTERFACE

This section is taken from JSON::XS almost verbatim. C<encode_json>
and C<decode_json> are exported by default.
$json_text = encode_json $perl_scalar

Converts the given Perl data structure to a UTF-8 encoded, binary string (that is, the string contains octets only). Croaks on error.

This function call is functionally identical to:

$json_text = JSON::PP->new->utf8->encode($perl_scalar)

Except being faster.

=head2 decode_json

$perl_scalar = decode_json $json_text

The opposite of C<encode_json>: expects an UTF-8 (binary) string and tries to parse that as an UTF-8 encoded JSON text, returning the resulting reference. Croaks on error.

This function call is functionally identical to:

$perl_scalar = JSON::PP->new->utf8->decode($json_text)

Except being faster.

=head2 JSON::PP::is_bool

$is_boolean = JSON::PP::is_bool($scalar)

Returns true if the passed scalar represents either JSON::PP::true or JSON::PP::false, two constants that act like C<1> and C<0> respectively and are also used to represent JSON C<true> and C>false in Perl strings.

See L<MAPPING>, below, for more information on how JSON values are mapped to Perl.

=head1 OBJECT-ORIENTED INTERFACE

This section is also taken from JSON::XS.

The object oriented interface lets you configure your own encoding or decoding style, within the limits of supported formats.

=head2 new

$json = JSON::PP->new

Creates a new JSON::PP object that can be used to de/encode JSON
strings. All boolean flags described below are by default `disabled` (with the exception of `allow_nonref`, which defaults to `enabled` since version C<4.0>).

The mutators for flags all return the JSON::PP object again and thus calls can be chained:

```perl
my $json = JSON::PP->new->utf8->space_after->encode({a => [1,2]})
  => {
    "a": [1, 2]
  }
```

=head2 ascii

```perl
$json = $json->ascii([<enable>])
$enabled = $json->get_ascii
```

If C<$enable> is true (or missing), then the C<encode> method will not generate characters outside the code range C<0..127> (which is ASCII). Any Unicode characters outside that range will be escaped using either a single \uXXXX (BMP characters) or a double \uuHHHH\uLLLLL escape sequence, as per RFC4627. The resulting encoded JSON text can be treated as a native Unicode string, an ascii-encoded, latin1-encoded or UTF-8 encoded string, or any other superset of ASCII.

If C<$enable> is false, then the C<encode> method will not escape Unicode characters unless required by the JSON syntax or other flags. This results in a faster and more compact format.

See also the section I<ENCODING/CODESET FLAG NOTES> later in this document.

The main use for this flag is to produce JSON texts that can be transmitted over a 7-bit channel, as the encoded JSON texts will not contain any 8 bit characters.

```perl
JSON::PP->new->ascii(1)->encode([chr 0x10401])
  => [\ud801\udc01]
```

=head2 latin1

```perl
$json = $json->latin1([<enable>])
$enabled = $json->get_latin1
```

If C<$enable> is true (or missing), then the C<encode> method will encode the resulting JSON text as latin1 (or iso-8859-1), escaping any characters outside the code range C<0..255>. The resulting string can be treated as a latin1-encoded JSON text or a native Unicode string. The C<decode> method will not be affected in any way by this flag, as C<decode> by default
expects Unicode, which is a strict superset of latin1.

If C<$enable> is false, then the C<encode> method will not escape Unicode characters unless required by the JSON syntax or other flags.

See also the section I<ENCODING/CODESET FLAG NOTES> later in this document.

The main use for this flag is efficiently encoding binary data as JSON text, as most octets will not be escaped, resulting in a smaller encoded size. The disadvantage is that the resulting JSON text is encoded in latin1 (and must correctly be treated as such when storing and transferring), a rare encoding for JSON. It is therefore most useful when you want to store data structures known to contain binary data efficiently in files or databases, not when talking to other JSON encoders/decoders.

```perl
JSON::PP->new->latin1->encode ("\x{89}\x{abc}")
=> ["\x{89}\u0abc"]    # (perl syntax, U+abc escaped, U+89 not)
```

If C<$enable> is true (or missing), then the C<encode> method will encode the JSON result into UTF-8, as required by many protocols, while the C<decode> method expects to be handled an UTF-8-encoded string. Please note that UTF-8-encoded strings do not contain any characters outside the range C<0..255>, they are thus useful for bytewise/binary I/O. In future versions, enabling this option might enable autodetection of the UTF-16 and UTF-32 encoding families, as described in RFC4627.

If C<$enable> is false, then the C<encode> method will return the JSON string as a (non-encoded) Unicode string, while C<decode> expects thus a Unicode string. Any decoding or encoding (e.g. to UTF-8 or UTF-16) needs to be done yourself, e.g. using the Encode module.

See also the section I<ENCODING/CODESET FLAG NOTES> later in this document.

Example, output UTF-16BE-encoded JSON:

```perl
use Encode;
$jsoncontext = encode "UTF-16BE", JSON::PP->new->encode ($object);
```

Example, decode UTF-32LE-encoded JSON:

```perl
use Encode;
$object = JSON::PP->new->decode (decode "UTF-32LE", $jsoncontext);
```
$json = $json->pretty([$enable])

This enables (or disables) all of the C<indent>, C<space_before> and C<space_after> (and in the future possibly more) flags in one call to generate the most readable (or most compact) form possible.

$json = $json->indent([$enable])

$enabled = $json->get_indent

If C<$enable> is true (or missing), then the C<encode> method will use a multiline format as output, putting every array member or object/hash key-value pair into its own line, indenting them properly.

If C<$enable> is false, no newlines or indenting will be produced, and the resulting JSON text is guaranteed not to contain any C<newlines>.

This setting has no effect when decoding JSON texts.

The default indent space length is three.
You can use C<indent_length> to change the length.

$json = $json->space_before([$enable])

$enabled = $json->get_space_before

If C<$enable> is true (or missing), then the C<encode> method will add an extra optional space before the C<:> separating keys from values in JSON objects.

If C<$enable> is false, then the C<encode> method will not add any extra space at those places.

This setting has no effect when decoding JSON texts. You will also most likely combine this setting with C<space_after>.

Example, space_before enabled, space_after and indent disabled:

{ "key": "value" }

$json = $json->space_after
$json = $json->space_after([$enable])

$enabled = $json->get_space_after

If C<$enable> is true (or missing), then the C<encode> method will add an extra optional space after the C:<> separating keys from values in JSON objects and extra whitespace after the C:<,> separating key-value pairs and array members.

If C<$enable> is false, then the C<encode> method will not add any extra space at those places.

This setting has no effect when decoding JSON texts.

Example, space_before and indent disabled, space_after enabled:

{"key": "value"}

=head2 relaxed

$json = $json->relaxed([$enable])

$enabled = $json->get_relaxed

If C<$enable> is true (or missing), then C<decode> will accept some extensions to normal JSON syntax (see below). C<encode> will not be affected in anyway. I<Be aware that this option makes you accept invalid JSON texts as if they were valid!>. I suggest only to use this option to parse application-specific files written by humans (configuration files, resource files etc.)

If C<$enable> is false (the default), then C<decode> will only accept valid JSON texts.

Currently accepted extensions are:

=over 4

=item * list items can have an end-comma

JSON I<separates> array elements and key-value pairs with commas. This can be annoying if you write JSON texts manually and want to be able to quickly append elements, so this extension accepts comma at the end of such items not just between them:

[ 1, 2, <- this comma not normally allowed
Whenever JSON allows whitespace, shell-style comments are additionally allowed. They are terminated by the first carriage-return or line-feed character, after which more white-space and comments are allowed.

```
[
  1, # this comment not allowed in JSON
      # neither this one...
]
```

=item * C-style multiple-line '/* */'-comments (JSON::PP only)

Whenever JSON allows whitespace, C-style multiple-line comments are additionally allowed. Everything between C</*> and C<*/> is a comment, after which more white-space and comments are allowed.

```
[
  1, /* this comment not allowed in JSON */
      /* neither this one... */
]
```

=item * C++-style one-line '//'-comments (JSON::PP only)

Whenever JSON allows whitespace, C++-style one-line comments are additionally allowed. They are terminated by the first carriage-return or line-feed character, after which more white-space and comments are allowed.

```
[
  1, // this comment not allowed in JSON
      // neither this one...
]
```

=item * literal ASCII TAB characters in strings

Literal ASCII TAB characters are now allowed in strings (and treated as C<\t>).

```
[
  "Hello\tWorld",
  "Hello<TAB>World", # literal <TAB> would not normally be allowed
]```
$json = $json->canonical([$enable])

$enabled = $json->get_canonical

If C<$enable> is true (or missing), then the C<encode> method will output JSON objects by sorting their keys. This is adding a comparatively high overhead.

If C<$enable> is false, then the C<encode> method will output key-value pairs in the order Perl stores them (which will likely change between runs of the same script, and can change even within the same run from 5.18 onwards).

This option is useful if you want the same data structure to be encoded as the same JSON text (given the same overall settings). If it is disabled, the same hash might be encoded differently even if contains the same data, as key-value pairs have no inherent ordering in Perl.

This setting has no effect when decoding JSON texts.

This setting has currently no effect on tied hashes.

$json = $json->allow_nonref([$enable])

$enabled = $json->get_allow_nonref

Unlike other boolean options, this option is enabled by default beginning with version C<4.0>.

If C<$enable> is true (or missing), then the C<encode> method can convert a non-reference into its corresponding string, number or null JSON value, which is an extension to RFC4627. Likewise, C<decode> will accept those JSON values instead of croaking.

If C<$enable> is false, then the C<encode> method will croak if it isn't passed an arrayref or hashref, as JSON texts must either be an object or array. Likewise, C<decode> will croak if given something that is not a JSON object or array.

Example, encode a Perl scalar as JSON value without enabled C<allow_nonref>, resulting in an error:
Hello, World!

If $enable$ is true (or missing), then `encode` will not throw an exception when it encounters values it cannot represent in JSON (for example, filehandles) but instead will encode a JSON `null` value. Note that blessed objects are not included here and are handled separately by `allow_blessed`.

If $enable$ is false (the default), then `encode` will throw an exception when it encounters anything it cannot encode as JSON.

This option does not affect `decode` in any way, and it is recommended to leave it off unless you know your communications partner.

If $enable$ is true (or missing), then `encode`, upon encountering a blessed reference that it cannot convert otherwise. Instead, a JSON `null` value is encoded instead of the object.

If $enable$ is false (the default), then `encode` will throw an exception when it encounters a blessed object that it cannot convert otherwise.

This setting has no effect on `decode`.

See [OBJECT SERIALISATION](#) for details.

JSON::PP->new->allow_nonref(0)->encode ("Hello, World!")

=head2 allow_unknown

$json = $json->allow_unknown($enable)

$enabled = $json->get_allow_unknown

If $enable$ is true (or missing), then `encode` will not throw an exception when it encounters values it cannot represent in JSON (for example, filehandles) but instead will encode a JSON `null` value. Note that blessed objects are not included here and are handled separately by `allow_blessed`.

If $enable$ is false (the default), then `encode` will throw an exception when it encounters anything it cannot encode as JSON.

This option does not affect `decode` in any way, and it is recommended to leave it off unless you know your communications partner.

=head2 allow_blessed

$json = $json->allow_blessed($enable)

$enabled = $json->get_allow_blessed

See [OBJECT SERIALISATION](#) for details.

If $enable$ is true (or missing), then `encode` will not barf when it encounters a blessed reference that it cannot convert otherwise. Instead, a JSON `null` value is encoded instead of the object.

If $enable$ is false (the default), then `encode` will throw an exception when it encounters a blessed object that it cannot convert otherwise.

This setting has no effect on `decode`.

=head2 convert_blessed

$json = $json->convert_blessed($enable)

$enabled = $json->get_convert_blessed

See [OBJECT SERIALISATION](#) for details.

If $enable$ is true (or missing), then `encode`, upon encountering a
blessed object, will check for the availability of the \texttt{C<TO\_JSON>} method on the object's class. If found, it will be called in scalar context and the resulting scalar will be encoded instead of the object.

The \texttt{C<TO\_JSON>} method may safely call \texttt{die} if it wants. If \texttt{C<TO\_JSON>} returns other blessed objects, those will be handled in the same way. \texttt{C<TO\_JSON>} must take care of not causing an endless recursion cycle (== crash) in this case. The name of \texttt{C<TO\_JSON>} was chosen because other methods called by the Perl core (== not by the user of the object) are usually in upper case letters and to avoid collisions with any \texttt{C<to\_json>} function or method.

If \texttt{C<\$enable>} is false (the default), then \texttt{C<encode>} will not consider this type of conversion.

This setting has no effect on \texttt{C<decode>}.

=begin

=head2 allow\_tags

\$json = $json->allow\_tags([\$enable])

\$enabled = $json->get\_allow\_tags

See \texttt{L<OBJECT SERIALISATION>} for details.

If \texttt{C<\$enable>} is true (or missing), then \texttt{C<encode>}, upon encountering a blessed object, will check for the availability of the \texttt{C<FREEZE>} method on the object's class. If found, it will be used to serialise the object into a nonstandard tagged JSON value (that JSON decoders cannot decode).

It also causes \texttt{C<decode>} to parse such tagged JSON values and deserialise them via a call to the \texttt{C<THAW>} method.

If \texttt{C<\$enable>} is false (the default), then \texttt{C<encode>} will not consider this type of conversion, and tagged JSON values will cause a parse error in \texttt{C<decode>}, as if tags were not part of the grammar.

=head2 boolean\_values

\$json->boolean\_values([\$false, \$true])

(\$false, \$true) = $json->get\_boolean\_values

By default, JSON booleans will be decoded as overloaded \texttt{C<$JSON::PP::false>} and \texttt{C<$JSON::PP::true>} objects.

With this method you can specify your own boolean values for decoding - on decode, JSON \texttt{C<$false>} will be decoded as a copy of \texttt{C<$false>}, and JSON
C<true> will be decoded as C<$true> ("copy" here is the same thing as assigning a value to another variable, i.e. C<$copy = $false>).

This is useful when you want to pass a decoded data structure directly to other serialisers like YAML, Data::MessagePack and so on.

Note that this works only when you C<decode>. You can set incompatible boolean objects (like L<boolean>), but when you C<encode> a data structure with such boolean objects, you still need to enable C<convert_blessed> (and add a C<TO_JSON> method if necessary).

Calling this method without any arguments will reset the booleans to their default values.

C<get_boolean_values> will return both C<$false> and C<$true> values, or the empty list when they are set to the default.

=head2 filter_json_object

$json = $json->filter_json_object([$coderef])

When C<$coderef> is specified, it will be called from C<decode> each time it decodes a JSON object. The only argument is a reference to the newly-created hash. If the code references returns a single scalar (which need not be a reference), this value (or rather a copy of it) is inserted into the deserialised data structure. If it returns an empty list (NOTE: I<not> C<undef>, which is a valid scalar), the original deserialised hash will be inserted. This setting can slow down decoding considerably.

When C<$coderef> is omitted or undefined, any existing callback will be removed and C<decode> will not change the deserialised hash in any way.

Example, convert all JSON objects into the integer 5:

my $js = JSON::PP->new->filter_json_object(sub { 5 });
# returns [5]
$js->decode('[]');
# returns 5
$js->decode('{"a":1, "b":2}');

=head2 filter_json_single_key_object

$json = $json->filter_json_single_key_object($key => $coderef)

Works remotely similar to C<filter_json_object>, but is only called for JSON objects having a single key named C<$key>. 
This \c{Scoderef} is called before the one specified via
\c{filter_json_object}, if any. It gets passed the single value in the JSON
object. If it returns a single value, it will be inserted into the data
structure. If it returns nothing (not even \c{undef} but the empty list),
the callback from \c{filter_json_object} will be called next, as if no
single-key callback were specified.

If \c{Scoderef} is omitted or undefined, the corresponding callback will be
disabled. There can only ever be one callback for a given key.

As this callback gets called less often then the \c{filter_json_object}
one, decoding speed will not usually suffer as much. Therefore, single-key
objects make excellent targets to serialise Perl objects into, especially
as single-key JSON objects are as close to the type-tagged value concept
as JSON gets (it's basically an ID/VALUE tuple). Of course, JSON does not
support this in any way, so you need to make sure your data never looks
like a serialised Perl hash.

Typical names for the single object key are \c{__class_whatever__}, or
\c{$_dollars_are_rarely_used$_} or \c{ugly_brace_placement}, or even
things like \c{__class_md5sum(classname)__}, to reduce the risk of clashing
with real hashes.

Example, decode JSON objects of the form \c{"__widget__" => <id> }
into the corresponding \c{ $WIDGET{<id>} } object:

```
# return whatever is in $WIDGET{5}:
JSON::PP
  ->new
  ->filter_json_single_key_object (__widget__ => sub {
    $WIDGET{$_[0]}
  })
  ->decode ('{"__widget__": 5
# this can be used with a TO_JSON method in some "widget" class # for serialisation to json:
sub WidgetBase::TO_JSON {
  my ($self) = @_;

  unless ($self->{id}) {
    $self->{id} = ..get..some..id..;
    $WIDGET{$self->{id}} = $self;
  }

  { __widget__ => $self->{id} }
}
=head2 shrink

$json = $json->shrink([$enable])

$enabled = $json->get_shrink

If C<$enable> is true (or missing), the string returned by C<encode> will be shrunk (i.e. downgraded if possible).

The actual definition of what shrink does might change in future versions, but it will always try to save space at the expense of time.

If C<$enable> is false, then JSON::PP does nothing.

=head2 max_depth

$json = $json->max_depth([$maximum_nesting_depth])

$max_depth = $json->get_max_depth

Sets the maximum nesting level (default C<512>) accepted while encoding or decoding. If a higher nesting level is detected in JSON text or a Perl data structure, then the encoder and decoder will stop and croak at that point.

Nesting level is defined by number of hash- or arrayrefs that the encoder needs to traverse to reach a given point or the number of C<{} or C[] characters without their matching closing parenthesis crossed to reach a given character in a string.

Setting the maximum depth to one disallows any nesting, so that ensures that the object is only a single hash/object or array.

If no argument is given, the highest possible setting will be used, which is rarely useful.

See L<JSON::XS/SECURITY CONSIDERATIONS> for more info on why this is useful.

=head2 max_size

$json = $json->max_size([$maximum_string_size])

$max_size = $json->get_max_size

Set the maximum length a JSON text may have (in bytes) where decoding is being attempted. The default is C<0>, meaning no limit. When C<decode> is called on a string that is longer then this many bytes, it will not attempt to decode the string but throw an exception. This setting has no
effect on C<encode> (yet).

If no argument is given, the limit check will be deactivated (same as when C<0> is specified).

See L<JSON::XS/SECURITY CONSIDERATIONS> for more info on why this is useful.

=head2 encode

$json_text = $json->encode($perl_scalar)

Converts the given Perl value or data structure to its JSON representation. Croaks on error.

=head2 decode

$perl_scalar = $json->decode($json_text)

The opposite of C<encode>: expects a JSON text and tries to parse it, returning the resulting simple scalar or reference. Croaks on error.

=head2 decode_prefix

($perl_scalar, $characters) = $json->decode_prefix($json_text)

This works like the C<decode> method, but instead of raising an exception when there is trailing garbage after the first JSON object, it will silently stop parsing there and return the number of characters consumed so far.

This is useful if your JSON texts are not delimited by an outer protocol and you need to know where the JSON text ends.

JSON::PP->new->decode_prefix ("[1] the tail")
=> ([1], 3)

=head1 FLAGS FOR JSON::PP ONLY

The following flags and properties are for JSON::PP only. If you use any of these, you can't make your application run faster by replacing JSON::PP with JSON::XS. If you need these and also speed boost, you might want to try L<Cpanel::JSON::XS>, a fork of JSON::XS by Reini Urban, which supports some of these (with a different set of incompatibilities). Most of these historical flags are only kept for backward compatibility, and should not be used in a new application.

=head2 allow_singlequote
$json = $json-&gt;allow_singlequote([$enable])
$enabled = $json-&gt;get_allow_singlequote

If C<$enable> is true (or missing), then C<decode> will accept invalid JSON texts that contain strings that begin and end with single quotation marks. C<encode> will not be affected in any way. I&lt;Be aware that this option makes you accept invalid JSON texts as if they were valid!&gt;. I suggest only to use this option to parse application-specific files written by humans (configuration files, resource files etc.)

If C<$enable> is false (the default), then C<decode> will only accept valid JSON texts.

(jsonPath-&gt;allow_singlequote-&gt;decode(qq|"foo":'bar'|));
(jsonPath-&gt;allow_singlequote-&gt;decode(qq|"foo":"bar"|));
(jsonPath-&gt;allow_singlequote-&gt;decode(qq|"foo":'bar'|));

=head2 allow_barekey

(jsonPath = $json-&gt;allow_barekey([$enable]))
$enabled = $json-&gt;get_allow_barekey

If C<$enable> is true (or missing), then C<decode> will accept invalid JSON texts that contain JSON objects whose names don't begin and end with quotation marks. C<encode> will not be affected in any way. I&lt;Be aware that this option makes you accept invalid JSON texts as if they were valid!&gt;. I suggest only to use this option to parse application-specific files written by humans (configuration files, resource files etc.)

If C<$enable> is false (the default), then C<decode> will only accept valid JSON texts.

(jsonPath-&gt;allow_barekey-&gt;decode(qq|foo:"bar"|));

=head2 allow_bignum

(jsonPath = $json-&gt;allow_bignum([$enable]))
$enabled = $json-&gt;get_allow_bignum

If C<$enable> is true (or missing), then C<decode> will convert big integers Perl cannot handle as integer into L&lt;Math::BigInt&gt; objects and convert floating numbers into L&lt;Math::BigFloat&gt; objects. C<encode> will convert C&lt;Math::BigInt> and C&lt;Math::BigFloat> objects into JSON numbers.

(jsonPath-&gt;allow_nonref-&gt;allow_bignum;
```perl
$bigfloat = $json->decode('2.000000000000000000000000001');
print $json->encode($bigfloat);
# => 2.000000000000000000000000001

See also L<MAPPING>.

=head2 loose

$json = $json->loose([$enable])
$enabled = $json->get_loose

If C<$enable> is true (or missing), then C<decode> will accept invalid JSON texts that contain unescaped [\x00-\x1f\x22\x5c] characters. C<encode> will not be affected in any way.
I<Be aware that this option makes you accept invalid JSON texts as if they were valid!>. I suggest only to use this option to parse application-specific files written by humans (configuration files, resource files etc.)

If C<$enable> is false (the default), then C<decode> will only accept valid JSON texts.

$json->loose->decode(qq|"abc
def"|);

=head2 escape_slash

$json = $json->escape_slash([$enable])
$enabled = $json->get_escape_slash

If C<$enable> is true (or missing), then C<encode> will explicitly escape I<slash> (solidus; C<U+002F>) characters to reduce the risk of XSS (cross site scripting) that may be caused by C<< <script> >> in a JSON text, with the cost of bloating the size of JSON texts.

This option may be useful when you embed JSON in HTML, but embedding arbitrary JSON in HTML (by some HTML template toolkit or by string interpolation) is risky in general. You must escape necessary characters in correct order, depending on the context.

C<decode> will not be affected in any way.

=head2 indent_length

$json = $json->indent_length($number_of_spaces)
$length = $json->get_indent_length

This option is only useful when you also enable C<indent> or C<prettify>.
```
JSON::XS indents with three spaces when you C<encode> (if requested by C<indent> or C<prettify>), and the number cannot be changed. JSON::PP allows you to change/get the number of indent spaces with these mutator/accessor. The default number of spaces is three (the same as JSON::XS), and the acceptable range is from C<0> (no indentation; it'd be better to disable indentation by C<indent(0)>) to C<15>.

=head2 sort_by

$json = $json->sort_by($code_ref)
$json = $json->sort_by($subroutine_name)

If you just want to sort keys (names) in JSON objects when you C<encode>, enable C<canonical> option (see above) that allows you to sort object keys alphabetically.

If you do need to sort non-alphabetically for whatever reasons, you can give a code reference (or a subroutine name) to C<sort_by>, then the argument will be passed to Perl's C<sort> built-in function.

As the sorting is done in the JSON::PP scope, you usually need to prepend C<JSON::PP::> to the subroutine name, and the special variables C<$a> and C<$b> used in the subroutine used by C<sort> function.

Example:

my %ORDER = (id => 1, class => 2, name => 3);
$json->sort_by(sub {
    ($ORDER{$JSON::PP::a} // 999) <=> ($ORDER{$JSON::PP::b} // 999)
    or $JSON::PP::a cmp $JSON::PP::b
});
print $json->encode(
    {name => 'CPAN', id => 1, href => 'http://cpan.org'}
);
# [{"id":1,"name":"CPAN","href":"http://cpan.org"}]

Note that C<sort_by> affects all the plain hashes in the data structure. If you need finer control, C<tie> necessary hashes with a module that implements ordered hash (such as L<Hash::Ordered> and L<Tie::IxHash>). C<canonical> and C<sort_by> don't affect the key order in C<tie>ed hashes.

use Hash::Ordered;
tie my %hash, 'Hash::Ordered',
    (name => 'CPAN', id => 1, href => 'http://cpan.org');
print $json->encode(%hash);
# [{"name":"CPAN","id":1,"href":"http://cpan.org"}] # order is kept
INCREMENTAL PARSING

This section is also taken from JSON::XS.

In some cases, there is the need for incremental parsing of JSON texts. While this module always has to keep both JSON text and resulting Perl data structure in memory at one time, it does allow you to parse a JSON stream incrementally. It does so by accumulating text until it has a full JSON object, which it then can decode. This process is similar to using C<decode_prefix> to see if a full JSON object is available, but is much more efficient (and can be implemented with a minimum of method calls).

JSON::PP will only attempt to parse the JSON text once it is sure it has enough text to get a decisive result, using a very simple but truly incremental parser. This means that it sometimes won't stop as early as the full parser, for example, it doesn't detect mismatched parentheses. The only thing it guarantees is that it starts decoding as soon as a syntactically valid JSON text has been seen. This means you need to set resource limits (e.g. C<max_size>) to ensure the parser will stop parsing in the presence if syntax errors.

The following methods implement this incremental parser.

incr_parse

$json->incr_parse( [String] ) # void context

$obj_or_undef = $json->incr_parse( [String] ) # scalar context

@obj_or_empty = $json->incr_parse( [String] ) # list context

This is the central parsing function. It can both append new text and extract objects from the stream accumulated so far (both of these functions are optional).

If C<String> is given, then this string is appended to the already existing JSON fragment stored in the C<$json> object.

After that, if the function is called in void context, it will simply return without doing anything further. This can be used to add more text in as many chunks as you want.

If the method is called in scalar context, then it will try to extract exactly I<one> JSON object. If that is successful, it will return this object, otherwise it will return C<undef>. If there is a parse error, this method will croak just as C<decode> would do (one can then use
C<incr_skip> to skip the erroneous part). This is the most common way of
using the method.

And finally, in list context, it will try to extract as many objects
from the stream as it can find and return them, or the empty list
otherwise. For this to work, there must be no separators (other than
whitespace) between the JSON objects or arrays, instead they must be
concatenated back-to-back. If an error occurs, an exception will be
raised as in the scalar context case. Note that in this case, any
previously-parsed JSON texts will be lost.

Example: Parse some JSON arrays(objects) in a given string and return
them.

    my @objs = JSON::PP->new->incr_parse ("[5][7][1,2]");

=head2 incr_text

    $lvalue_string = $json->incr_text

This method returns the currently stored JSON fragment as an lvalue, that
is, you can manipulate it. This I<only> works when a preceding call to
C<incr_parse> in I<scalar context> successfully returned an object. Under
all other circumstances you must not call this function (I mean it.
although in simple tests it might actually work, it I<will> fail under
real world conditions). As a special exception, you can also call this
method before having parsed anything.

That means you can only use this function to look at or manipulate text
before or after complete JSON objects, not while the parser is in the
middle of parsing a JSON object.

This function is useful in two cases: a) finding the trailing text after a
JSON object or b) parsing multiple JSON objects separated by non-JSON text
(such as commas).

=head2 incr_skip

    $json->incr_skip

This will reset the state of the incremental parser and will remove
the parsed text from the input buffer so far. This is useful after
C<incr_parse> died, in which case the input buffer and incremental parser
state is left unchanged, to skip the text parsed so far and to reset the
parse state.

The difference to C<incr_reset> is that only text until the parse error
occurred is removed.
$json->incr_reset

This completely resets the incremental parser, that is, after this call, it will be as if the parser had never parsed anything.

This is useful if you want to repeatedly parse JSON objects and want to ignore any trailing data, which means you have to reset the parser after each successful decode.

Most of this section is also taken from JSON::XS.

This section describes how JSON::PP maps Perl values to JSON values and vice versa. These mappings are designed to "do the right thing" in most circumstances automatically, preserving round-tripping characteristics (what you put in comes out as something equivalent).

For the more enlightened: note that in the following descriptions, lowercase I<perl> refers to the Perl interpreter, while uppercase I<Perl> refers to the abstract Perl language itself.

A JSON object becomes a reference to a hash in Perl. No ordering of object keys is preserved (JSON does not preserve object key ordering itself).

A JSON array becomes a reference to an array in Perl.

A JSON string becomes a string scalar in Perl - Unicode codepoints in JSON are represented by the same codepoints in the Perl string, so no manual decoding is necessary.

A JSON number becomes either an integer, numeric (floating point) or string scalar in perl, depending on its range and any fractional parts. On
the Perl level, there is no difference between those as Perl handles all the conversion details, but an integer may take slightly less memory and might represent more values exactly than floating point numbers.

If the number consists of digits only, JSON::PP will try to represent it as an integer value. If that fails, it will try to represent it as a numeric (floating point) value if that is possible without loss of precision. Otherwise it will preserve the number as a string value (in which case you lose roundtripping ability, as the JSON number will be re-encoded to a JSON string).

Numbers containing a fractional or exponential part will always be represented as numeric (floating point) values, possibly at a loss of precision (in which case you might lose perfect roundtripping ability, but the JSON number will still be re-encoded as a JSON number).

Note that precision is not accuracy - binary floating point values cannot represent most decimal fractions exactly, and when converting from and to floating point, JSON::PP only guarantees precision up to but not including the least significant bit.

When C<allow_bignum> is enabled, big integer values and any numeric values will be converted into L<Math::BigInt> and L<Math::BigFloat> objects respectively, without becoming string scalars or losing precision.

=item true, false

These JSON atoms become C<JSON::PP::true> and C<JSON::PP::false>, respectively. They are overloaded to act almost exactly like the numbers C<1> and C<0>. You can check whether a scalar is a JSON boolean by using the C<JSON::PP::is_bool> function.

=item null

A JSON null atom becomes C<undef> in Perl.

=item shell-style comments (C<< # I<text> >>)

As a nonstandard extension to the JSON syntax that is enabled by the C<relaxed> setting, shell-style comments are allowed. They can start anywhere outside strings and go till the end of the line.

=item tagged values (C<< (I<tag>)I<value> >>).

Another nonstandard extension to the JSON syntax, enabled with the C<allow_tags> setting, are tagged values. In this implementation, the I<tag> must be a perl package/class name encoded as a JSON string, and the
I<value> must be a JSON array encoding optional constructor arguments.

See L<OBJECT SERIALISATION>, below, for details.

=back

=head2 PERL -> JSON

The mapping from Perl to JSON is slightly more difficult, as Perl is a truly typeless language, so we can only guess which JSON type is meant by a Perl value.

=over 4

=item hash references

Perl hash references become JSON objects. As there is no inherent ordering in hash keys (or JSON objects), they will usually be encoded in a pseudo-random order. JSON::PP can optionally sort the hash keys (determined by the I<canonical> flag and/or I<sort_by> property), so the same data structure will serialise to the same JSON text (given same settings and version of JSON::PP), but this incurs a runtime overhead and is only rarely useful, e.g. when you want to compare some JSON text against another for equality.

=item array references

Perl array references become JSON arrays.

=item other references

Other unblessed references are generally not allowed and will cause an exception to be thrown, except for references to the integers C<0> and C<1>, which get turned into C<false> and C<true> atoms in JSON. You can also use C<JSON::PP::false> and C<JSON::PP::true> to improve readability.

    to_json [0, JSON::PP::true]      # yields [false,true]

=item JSON::PP::true, JSON::PP::false

These special values become JSON true and JSON false values, respectively. You can also use C<\1> and C<\0> directly if you want.

=item JSON::PP::null

This special value becomes JSON null.
=item blessed objects

Blessed objects are not directly representable in JSON, but C<JSON::PP> allows various ways of handling objects. See L.GetObject SERIALISATION>, below, for details.

=item simple scalars

Simple Perl scalars (any scalar that is not a reference) are the most difficult objects to encode: JSON::PP will encode undefined scalars as JSON C<null> values, scalars that have last been used in a string context before encoding as JSON strings, and anything else as number value:

# dump as number
encode_json [-3.0e17]                # yields [-3e+17]
my $value = 5; encode_json [$value]  # yields [5]

# used as string, so dump as string
print $value;
encode_json [$value]                 # yields ["5"]

# undef becomes null
encode_json [undef]                  # yields [null]

You can force the type to be a JSON string by stringifying it:

my $x = 3.1; # some variable containing a number
"$x";       # stringified
$x = "";    # another, more awkward way to stringify
print $x;   # perl does it for you, too, quite often
            # (but for older perls)

You can force the type to be a JSON number by numifying it:

my $x = "3"; # some variable containing a string
$x += 0;     # numify it, ensuring it will be dumped as a number
$x *= 1;     # same thing, the choice is yours.

You can not currently force the type in other, less obscure, ways.

Since version 2.91_01, JSON::PP uses a different number detection logic that converts a scalar that is possible to turn into a number safely. The new logic is slightly faster, and tends to help people who use older perl or who want to encode complicated data structure. However, this may results in a different JSON text from the one JSON::XS encodes (and thus may break tests that compare entire JSON texts). If you do
need the previous behavior for compatibility or for finer control, set PERL_JSON_PP_USE_B environmental variable to true before you use JSON::PP (or JSON.pm).

Note that numerical precision has the same meaning as under Perl (so binary to decimal conversion follows the same rules as in Perl, which can differ to other languages). Also, your perl interpreter might expose extensions to the floating point numbers of your platform, such as infinities or NaN's - these cannot be represented in JSON, and it is an error to pass those in.

JSON::PP (and JSON::XS) trusts what you pass to `encode` method (or `encode_json` function) is a clean, validated data structure with values that can be represented as valid JSON values only, because it's not from an external data source (as opposed to JSON texts you pass to `decode` or `decode_json`, which JSON::PP considers tainted and doesn't trust). As JSON::PP doesn't know exactly what you and consumers of your JSON texts want the unexpected values to be (you may want to convert them into null, or to stringify them with or without normalisation (string representation of infinities/NaN may vary depending on platforms), or to croak without conversion), you're advised to do what you and your consumers need before you encode, and also not to numify values that may start with values that look like a number (including infinities/NaN), without validating.

=head2 OBJECT SERIALISATION

As JSON cannot directly represent Perl objects, you have to choose between a pure JSON representation (without the ability to deserialise the object automatically again), and a nonstandard extension to the JSON syntax, tagged values.

=head3 SERIALISATION

What happens when `JSON::PP` encounters a Perl object depends on the `allow_blessed`, `convert_blessed`, `allow_tags` and `allow_bignum` settings, which are used in this order:

=over 4

=item 1. `C<allow_tags>` is enabled and the object has a `C<FREEZE>` method.

In this case, `C<JSON::PP>` creates a tagged JSON value, using a nonstandard extension to the JSON syntax.

This works by invoking the `C<FREEZE>` method on the object, with the first
The C<FREEZE> method can return any number of values (i.e. zero or more). These values and the package/classname of the object will then be encoded as a tagged JSON value in the following format:

("classname")[FREEZE return values...]

e.g.:

("URI")["http://www.google.com/"]
("MyDate")[2013,10,29]
("ImageData::JPEG")["Z3...V1Cg=="]

For example, the hypothetical C<My::Object> C<FREEZE> method might use the objects C<type> and C<id> members to encode the object:

sub My::Object::FREEZE {
    my ($self, $serialiser) = @_;

    ($self->{type}, $self->{id})
}

=item 2. C<convert_blessed> is enabled and the object has a C<TO_JSON> method.

In this case, the C<TO_JSON> method of the object is invoked in scalar context. It must return a single scalar that can be directly encoded into JSON. This scalar replaces the object in the JSON text.

For example, the following C<TO_JSON> method will convert all L<URI> objects to JSON strings when serialised. The fact that these values originally were L<URI> objects is lost.

sub URI::TO_JSON {
    my ($uri) = @_;
    $uri->as_string
}

=item 3. C<allow_bignum> is enabled and the object is a C<Math::BigInt> or C<Math::BigFloat>.

The object will be serialised as a JSON number value.

=item 4. C<allow_blessed> is enabled.

The object will be serialised as a JSON null value.

=item 5. none of the above
If none of the settings are enabled or the respective methods are missing, C<JSON::PP> throws an exception.

=head3 DESERIALISATION

For deserialisation there are only two cases to consider: either nonstandard tagging was used, in which case C<allow_tags> decides, or objects cannot be automatically be deserialised, in which case you can use postprocessing or the C<filter_json_object> or C<filter_json_single_key_object> callbacks to get some real objects our of your JSON.

This section only considers the tagged value case: a tagged JSON object is encountered during decoding and C<allow_tags> is disabled, a parse error will result (as if tagged values were not part of the grammar).

If C<allow_tags> is enabled, C<JSON::PP> will look up the C<THAW> method of the package/classname used during serialisation (it will not attempt to load the package as a Perl module). If there is no such method, the decoding will fail with an error.

Otherwise, the C<THAW> method is invoked with the classname as first argument, the constant string C<JSON> as second argument, and all the values from the JSON array (the values originally returned by the C<FREEZE> method) as remaining arguments.

The method must then return the object. While technically you can return any Perl scalar, you might have to enable the C<allow_nonref> setting to make that work in all cases, so better return an actual blessed reference.

As an example, let’s implement a C<THAW> function that regenerates the C<My::Object> from the C<FREEZE> example earlier:

```perl
sub My::Object::THAW {
    my ($class, $serialiser, $type, $id) = @_;

    $class->new (type => $type, id => $id)
}
```

=head1 ENCODING/CODESET FLAG NOTES

This section is taken from JSON::XS.

The interested reader might have seen a number of flags that signify
encodings or codesets - `utf8`, `latin1` and `ascii`. There seems to be
some confusion on what these do, so here is a short comparison:

`utf8` controls whether the JSON text created by `encode` (and expected
by `decode`) is UTF-8 encoded or not, while `latin1` and `ascii` only
control whether `encode` escapes character values outside their respective
codeset range. Neither of these flags conflict with each other, although
some combinations make less sense than others.

Care has been taken to make all flags symmetrical with respect to
`encode` and `decode`, that is, texts encoded with any combination of
these flag values will be correctly decoded when the same flags are used
- in general, if you use different flag settings while encoding vs. when
decoding you likely have a bug somewhere.

Below comes a verbose discussion of these flags. Note that a "codeset" is
simply an abstract set of character-codepoint pairs, while an encoding
takes those codepoint numbers and `encodes` them, in our case into
octets. Unicode is (among other things) a codeset, UTF-8 is an encoding,
and ISO-8859-1 (= latin 1) and ASCII are both codesets `and` encodings at
the same time, which can be confusing.

=over 4

=item C<utf8> flag disabled

When `utf8` is disabled (the default), then `encode`/`decode` generate
and expect Unicode strings, that is, characters with high ordinal Unicode
values (> 255) will be encoded as such characters, and likewise such
characters are decoded as-is, no changes to them will be done, except
"(re-)interpreting" them as Unicode codepoints or Unicode characters,
respectively (to Perl, these are the same thing in strings unless you do
funny/weird/dumb stuff).

This is useful when you want to do the encoding yourself (e.g. when you
want to have UTF-16 encoded JSON texts) or when some other layer does
the encoding for you (for example, when printing to a terminal using a
filehandle that transparently encodes to UTF-8 you certainly do NOT want
to UTF-8 encode your data first and have Perl encode it another time).

=item C<utf8> flag enabled

If the `utf8`-flag is enabled, `encode`/`decode` will encode all
characters using the corresponding UTF-8 multi-byte sequence, and will
expect your input strings to be encoded as UTF-8, that is, no "character"
of the input string must have any value > 255, as UTF-8 does not allow
that.
The `utf8` flag therefore switches between two modes: disabled means you will get a Unicode string in Perl, enabled means you get an UTF-8 encoded octet/binary string in Perl.

=item C<latin1> or C<ascii> flags enabled

With `latin1` (or `ascii`) enabled, `encode` will escape characters with ordinal values > 255 (> 127 with `ascii`) and encode the remaining characters as specified by the `utf8` flag.

If `utf8` is disabled, then the result is also correctly encoded in those character sets (as both are proper subsets of Unicode, meaning that a Unicode string with all character values < 256 is the same thing as an ISO-8859-1 string, and a Unicode string with all character values < 128 is the same thing as an ASCII string in Perl).

If `utf8` is enabled, you still get a correct UTF-8-encoded string, regardless of these flags, just some more characters will be escaped using `\uXXXX` then before.

Note that ISO-8859-1-encoded strings are not compatible with UTF-8 encoding, while ASCII-encoded strings are. That is because the ISO-8859-1 encoding is NOT a subset of UTF-8 (despite the ISO-8859-1 codeset being a subset of Unicode), while ASCII is.

Surprisingly, `decode` will ignore these flags and so treat all input values as governed by the `utf8` flag. If it is disabled, this allows you to decode ISO-8859-1- and ASCII-encoded strings, as both strict subsets of Unicode. If it is enabled, you can correctly decode UTF-8 encoded strings.

So neither `latin1` nor `ascii` are incompatible with the `utf8` flag - they only govern when the JSON output engine escapes a character or not.

The main use for `latin1` is to relatively efficiently store binary data as JSON, at the expense of breaking compatibility with most JSON decoders.

The main use for `ascii` is to force the output to not contain characters with values > 127, which means you can interpret the resulting string as UTF-8, ISO-8859-1, ASCII, KOI8-R or most about any character set and 8-bit-encoding, and still get the same data structure back. This is useful when your channel for JSON transfer is not 8-bit clean or the encoding might be mangled in between (e.g. in mail), and works because ASCII is a proper subset of most 8-bit and multibyte encodings in use in the world.

=back

=head1 BUGS
Please report bugs on a specific behavior of this module to RT or GitHub issues (preferred):

L<https://github.com/makamaka/JSON-PP/issues>


As for new features and requests to change common behaviors, please ask the author of JSON::XS (Marc Lehmann, E<lt>schmorpschmorp.deE<gt>) first, by email (important!), to keep compatibility among JSON.pm backends.

Generally speaking, if you need something special for you, you are advised to create a new module, maybe based on L<JSON::Tiny>, which is smaller and written in a much cleaner way than this module.

=head1 SEE ALSO

The F<json_pp> command line utility for quick experiments.

L<JSON::XS>, L<Cpanel::JSON::XS>, and L<JSON::Tiny> for faster alternatives.
L<JSON> and L<JSON::MaybeXS> for easy migration.

L<JSON::backportPP::Compat5005> and L<JSON::backportPP::Compat5006> for older perl users.

RFC4627 (L<http://www.ietf.org/rfc/rfc4627.txt>)

RFC7159 (L<http://www.ietf.org/rfc/rfc7159.txt>)

RFC8259 (L<http://www.ietf.org/rfc/rfc8259.txt>)

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=head1 COPYRIGHT AND LICENSE

Copyright 2007-2016 by Makamaka Hannyaharamitu

Most of the documentation is taken from JSON::XS by Marc Lehmann

This library is free software; you can redistribute it and/or modify it under the same terms as Perl itself.
use strict;
use warnings;
use Benchmark qw( cmpthese timethese );

our $VERSION = '1.00';

my $wanttime = $ARGV[1] || 5;

use JSON qw( -support_by_pp -no_export ); # for JSON::PP::Boolean inheritance
use JSON::PP ();
use JSON::XS ();
use utf8;

my $pp   = JSON::PP->new->utf8;
my $xs   = JSON::XS->new->utf8;

local $/;

my $json = <>;
my $perl = JSON::XS::decode_json $json;
my $result;

printf( "JSON::PP %s\n", JSON::PP->VERSION );
printf( "JSON::XS %s\n", JSON::XS->VERSION );

print "--------------------\n";
print ":-encode()\n";
print "--------------------\n";

$result = timethese( -$wanttime,
  {
    'JSON::PP' => sub { $pp->encode( $perl ) },
    'JSON::XS' => sub { $xs->encode( $perl ) },
  },
  'none'
);
cmpthese( $result );

print "--------------------\n";
print ":pretty->canonical->encode()\n";
print "-----------------------------------\n";

$pp->pretty->canonical;
$xs->pretty->canonical;

$result = timethese( -$wanttime,
    { 'JSON::PP' => sub { $pp->encode( $perl ) }, 'JSON::XS' => sub { $xs->encode( $perl ) }, 'none' },
    cmpthese( $result );

print "-----------------------------------\n";

__END__

=head1 SYNOPSIS

bench_encode.pl json-file
# or
bench_encode.pl json-file minimum-time

=head1 DESCRIPTION

L<JSON::PP> and L<JSON::XS> encoding benchmark.

=head1 AUTHOR

makamaka

=head1 LICENSE

This library is free software; you can redistribute it and/or modify it under the same terms as Perl itself.

=cut

Found in path(s):
* /opt/cola/permits/1141297322_1614968490.78/0/libjson-perl-4.02000-orig-1-tar-gz/JSON-4.02/eg/bench_encode.pl

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

NAME
SYNOPSIS
use JSON; # imports encode_json, decode_json, to_json and from_json.

# simple and fast interfaces (expect/generate UTF-8)

$utf8_encoded_json_text = encode_json $perl_hash_or_arrayref;
$perl_hash_or_arrayref = decode_json $utf8_encoded_json_text;

# OO-interface

$json = JSON->new->allow_nonref;

$json_text   = $json->encode( $perl_scalar );
$perl_scalar = $json->decode( $json_text );

$pretty_printed = $json->pretty->encode( $perl_scalar ); # pretty-printing

VERSION
   2.93

DESCRIPTION
This module is a thin wrapper for JSON::XS-compatible modules with
a few additional features. All the backend modules convert a Perl
data structure to a JSON text as of RFC4627 (which we know is
obsolete but we still stick to; see below for an option to support
part of RFC7159) and vice versa. This module uses JSON::XS by
default, and when JSON::XS is not available, this module falls
back on JSON::PP, which is in the Perl core since 5.14. If
JSON::PP is not available either, this module then falls back on
JSON::backportPP (which is actually JSON::PP in a different .pm
file) bundled in the same distribution as this module. You can
also explicitly specify to use Cpanel::JSON::XS, a fork of
JSON::XS by Reini Urban.

All these backend modules have slight incompatibilities between
them, including extra features that other modules don't support,
but as long as you use only common features (most important ones
are described below), migration from backend to backend should be
reasonably easy. For details, see each backend module you use.

CHOOSING BACKEND
This module respects an environmental variable called
"PERL_JSON_BACKEND" when it decides a backend module to use. If
this environmental variable is not set, it tries to load JSON::XS,
and if JSON::XS is not available, it falls back on JSON::PP, and
then JSON::backportPP if JSON::PP is not available either.
If you always don’t want it to fall back on pure perl modules, set the variable like this ("export" may be "setenv", "set" and the likes, depending on your environment):

> export PERL_JSON_BACKEND=JSON::XS

If you prefer Cpanel::JSON::XS to JSON::XS, then:

> export PERL_JSON_BACKEND=Cpanel::JSON::XS,JSON::XS,JSON::PP

You may also want to set this variable at the top of your test files, in order not to be bothered with incompatibilities between backends (you need to wrap this in "BEGIN", and set before actually "use"-ing JSON module, as it decides its backend as soon as it's loaded):

BEGIN { $ENV{PERL_JSON_BACKEND}='JSON::backportPP'; }
use JSON;

USING OPTIONAL FEATURES
There are a few options you can set when you "use" this module:

-sUPPORT_BY_PP
BEGIN { $ENV{PERL_JSON_BACKEND} = 'JSON::XS' }

use JSON -support_by_pp;

my $json = JSON->new;
# escape_slash is for JSON::PP only.
$json->allow_nonref->escape_slash->encode('/');

With this option, this module loads its pure perl backend along with its XS backend (if available), and lets the XS backend to watch if you set a flag only JSON::PP supports. When you do, the internal JSON::XS object is replaced with a newly created JSON::PP object with the setting copied from the XS object, so that you can use JSON::PP flags (and its slower "decode"/"encode" methods) from then on. In other words, this is not something that allows you to hook JSON::XS to change its behavior while keeping its speed. JSON::XS and JSON::PP objects are quite different (JSON::XS object is a blessed scalar reference, while JSON::PP object is a blessed hash reference), and can't share their internals.

To avoid needless overhead (by copying settings), you are advised not to use this option and just to use JSON::PP explicitly when you need JSON::PP features.
-convert_blessed_universally

use JSON -convert_blessed_universally;

my $json = JSON->new->allow_nonref->convert_blessed;
my $object = bless {foo => 'bar'}, 'Foo';
$json->encode($object); # => {"foo":"bar"}

JSON::XS-compatible backend modules don't encode blessed objects by default (except for their boolean values, which are typically blessed JSON::PP::Boolean objects). If you need to encode a data structure that may contain objects, you usually need to look into the structure and replace objects with alternative non-blessed values, or enable "convert_blessed" and provide a "TO_JSON" method for each object's (base) class that may be found in the structure, in order to let the methods replace the objects with whatever scalar values the methods return.

If you need to serialise data structures that may contain arbitrary objects, it's probably better to use other serialisers (such as Sereal or Storable for example), but if you do want to use this module for that purpose, "-convert_blessed_universally" option may help, which tweaks "encode" method of the backend to install "UNIVERSAL::TO_JSON" method (locally) before encoding, so that all the objects that don't have their own "TO_JSON" method can fall back on the method in the "UNIVERSAL" namespace. Note that you still need to enable "convert_blessed" flag to actually encode objects in a data structure, and "UNIVERSAL::TO_JSON" method installed by this option only converts blessed hash/array references into their unblessed clone (including private keys/values that are not supposed to be exposed). Other blessed references will be converted into null.

This feature is experimental and may be removed in the future.

-no_export
When you don't want to import functional interfaces from a module, you usually supply "()" to its "use" statement.

use JSON (); # no functional interfaces

If you don't want to import functional interfaces, but you also want to use any of the above options, add "--no_export" to the option list.

# no functional interfaces, while JSON::PP support is enabled.
use JSON -support_by_pp, -no_export;

FUNCTIONAL INTERFACE
This section is taken from JSON::XS. "encode_json" and "decode_json" are exported by default.

This module also exports "to_json" and "from_json" for backward compatibility. These are slower, and may expect/generate different stuff from what "encode_json" and "decode_json" do, depending on their options. It's better just to use Object-Oriented interfaces than using these two functions.

encode_json
$JSON_text = encode_json $Perl_scalar

Converts the given Perl data structure to a UTF-8 encoded, binary string (that is, the string contains octets only). Croaks on error.

This function call is functionally identical to:

$JSON_text = JSON->new->utf8->encode($Perl_scalar)

Except being faster.

decode_json
$Perl_scalar = decode_json $JSON_text

The opposite of "encode_json": expects an UTF-8 (binary) string and tries to parse that as an UTF-8 encoded JSON text, returning the resulting reference. Croaks on error.

This function call is functionally identical to:

$Perl_scalar = JSON->new->utf8->decode($JSON_text)

Except being faster.

to_json
$JSON_text = to_json($Perl_scalar[, $optional_hashref])

Converts the given Perl data structure to a Unicode string by default. Croaks on error.

Basically, this function call is functionally identical to:

$JSON_text = JSON->new->encode($Perl_scalar)
Except being slower.

You can pass an optional hash reference to modify its behavior, but that may change what "to_json" expects/generates (see "ENCODING/CODESET FLAG NOTES" for details).

\[
\text{text} = \text{to\_json}($\text{perl\_scalar}, \{\text{utf8} => 1, \text{pretty} => 1\})
\]

# => JSON->new->utf8(1)->pretty(1)->encode($perl\_scalar)

**from\_json**

\[
\text{perl\_scalar} = \text{from\_json}($\text{text}[, \text{optional\_hashref}])
\]

The opposite of "to\_json": expects a Unicode string and tries to parse it, returning the resulting reference. Croaks on error.

Basically, this function call is functionally identical to:

\[
\text{perl\_scalar} = \text{JSON->new->decode}($\text{text})
\]

You can pass an optional hash reference to modify its behavior, but that may change what "from\_json" expects/generates (see "ENCODING/CODESET FLAG NOTES" for details).

\[
\text{perl\_scalar} = \text{from\_json}($\text{text}[, \{\text{utf8} => 1\}])
\]

# => JSON->new->utf8(1)->decode($\text{text})

**JSON::is\_bool**

\[
\text{is\_boolean} = \text{JSON::is\_bool}($\text{scalar})
\]

Returns true if the passed scalar represents either JSON::true or JSON::false, two constants that act like 1 and 0 respectively and are also used to represent JSON "true" and "false" in Perl strings.

See MAPPING, below, for more information on how JSON values are mapped to Perl.

**COMMON OBJECT-ORIENTED INTERFACE**

This section is also taken from JSON::XS.

The object oriented interface lets you configure your own encoding or decoding style, within the limits of supported formats.

**new**

\[
\text{json} = \text{JSON->new}
\]

Creates a new JSON::XS-compatible backend object that can be used to de/encode JSON strings. All boolean flags described below are
by default *disabled*.

The mutators for flags all return the backend object again and thus calls can be chained:

```perl
my $json = JSON->new->utf8->space_after->encode({a => [1,2]})
=> \{"a": [1, 2]\}

ascii
$json = $json->ascii($enable)

$enabled = $json->get_ascii
```

If $enable is true (or missing), then the "encode" method will not generate characters outside the code range 0..127 (which is ASCII). Any Unicode characters outside that range will be escaped using either a single \uXXXX (BMP characters) or a double \uHHHH\uLLLLL escape sequence, as per RFC4627. The resulting encoded JSON text can be treated as a native Unicode string, an ascii-encoded, latin1-encoded or UTF-8 encoded string, or any other superset of ASCII.

If $enable is false, then the "encode" method will not escape Unicode characters unless required by the JSON syntax or other flags. This results in a faster and more compact format.

See also the section *ENCODING/CODESET FLAG NOTES* later in this document.

The main use for this flag is to produce JSON texts that can be transmitted over a 7-bit channel, as the encoded JSON texts will not contain any 8 bit characters.

```perl
JSON->new->ascii(1)->encode([chr 0x10401])
=> [\"\ud801\udc01"]

latin1
$json = $json->latin1($enable)

$enabled = $json->get_latin1
```

If $enable is true (or missing), then the "encode" method will encode the resulting JSON text as latin1 (or iso-8859-1), escaping any characters outside the code range 0..255. The resulting string can be treated as a latin1-encoded JSON text or a native Unicode string. The "decode" method will not be affected in any way by this flag, as "decode" by default expects Unicode, which is a strict superset of latin1.
If $enable is false, then the "encode" method will not escape Unicode characters unless required by the JSON syntax or other flags.

See also the section *ENCODING/CODESET FLAG NOTES* later in this document.

The main use for this flag is efficiently encoding binary data as JSON text, as most octets will not be escaped, resulting in a smaller encoded size. The disadvantage is that the resulting JSON text is encoded in latin1 (and must correctly be treated as such when storing and transferring), a rare encoding for JSON. It is therefore most useful when you want to store data structures known to contain binary data efficiently in files or databases, not when talking to other JSON encoders/decoders.

```
JSON->new->latin1->encode ("\x{89}\x{abc}")
=> ["\x{89}\u0abc"]  # (perl syntax, U+abc escaped, U+89 not)
```

```
utf8
$json = $json->utf8([$enable])

$enabled = $json->get_utf8
```

If $enable is true (or missing), then the "encode" method will encode the JSON result into UTF-8, as required by many protocols, while the "decode" method expects to be handled an UTF-8-encoded string. Please note that UTF-8-encoded strings do not contain any characters outside the range 0..255, they are thus useful for bytewise/binary I/O. In future versions, enabling this option might enable autodetection of the UTF-16 and UTF-32 encoding families, as described in RFC4627.

If $enable is false, then the "encode" method will return the JSON string as a (non-encoded) Unicode string, while "decode" expects thus a Unicode string. Any decoding or encoding (e.g. to UTF-8 or UTF-16) needs to be done yourself, e.g. using the Encode module.

See also the section *ENCODING/CODESET FLAG NOTES* later in this document.

Example, output UTF-16BE-encoded JSON:

```
use Encode;
$jsontext = encode "UTF-16BE", JSON->new->encode ($object);
```

Example, decode UTF-32LE-encoded JSON:
use Encode;
$object = JSON->new->decode (decode "UTF-32LE", $jsoncontext);

pretty
$json = $json->pretty([$enable])

This enables (or disables) all of the "indent", "space_before" and "space_after" (and in the future possibly more) flags in one call to generate the most readable (or most compact) form possible.

indent
$json = $json->indent([$enable])

$enabled = $json->get_indent

If $enable is true (or missing), then the "encode" method will use a multiline format as output, putting every array member or object/hash key-value pair into its own line, indenting them properly.

If $enable is false, no newlines or indenting will be produced, and the resulting JSON text is guaranteed not to contain any "newlines".

This setting has no effect when decoding JSON texts.

space_before
$json = $json->space_before([$enable])

$enabled = $json->get_space_before

If $enable is true (or missing), then the "encode" method will add an extra optional space before the ":" separating keys from values in JSON objects.

If $enable is false, then the "encode" method will not add any extra space at those places.

This setting has no effect when decoding JSON texts. You will also most likely combine this setting with "space_after".

Example, space_before enabled, space_after and indent disabled:

    "key": "value"

space_after
$json = $json->space_after([$enable])
enabled = $json->get_space_after

If $enable is true (or missing), then the "encode" method will add an extra optional space after the ":" separating keys from values in JSON objects and extra whitespace after the "," separating key-value pairs and array members.

If $enable is false, then the "encode" method will not add any extra space at those places.

This setting has no effect when decoding JSON texts.

Example, space_before and indent disabled, space_after enabled:

   {"key": "value"}

relaxed
   $json = $json->relaxed([$enable])
   enabled = $json->get_relaxed

If $enable is true (or missing), then "decode" will accept some extensions to normal JSON syntax (see below). "encode" will not be affected in anyway. *Be aware that this option makes you accept invalid JSON texts as if they were valid!* I suggest only to use this option to parse application-specific files written by humans (configuration files, resource files etc.)

If $enable is false (the default), then "decode" will only accept valid JSON texts.

Currently accepted extensions are:

* list items can have an end-comma

    JSON *separates* array elements and key-value pairs with commas. This can be annoying if you write JSON texts manually and want to be able to quickly append elements, so this extension accepts comma at the end of such items not just between them:

    [
      1,
      2, <- this comma not normally allowed
    ]

    {
      "k1": "v1",


---

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 Whenever JSON allows whitespace, shell-style comments are additionally allowed. They are terminated by the first carriage-return or line-feed character, after which more white-space and comments are allowed.

[ 1, # this comment not allowed in JSON
  # neither this one...
]

canonical
$json = $json->canonical([$enable])

$enabled = $json->get_canonical

If $enable is true (or missing), then the "encode" method will output JSON objects by sorting their keys. This is adding a comparatively high overhead.

If $enable is false, then the "encode" method will output key-value pairs in the order Perl stores them (which will likely change between runs of the same script, and can change even within the same run from 5.18 onwards).

This option is useful if you want the same data structure to be encoded as the same JSON text (given the same overall settings). If it is disabled, the same hash might be encoded differently even if contains the same data, as key-value pairs have no inherent ordering in Perl.

This setting has no effect when decoding JSON texts.

This setting has currently no effect on tied hashes.

allow_nonref
$json = $json->allow_nonref([$enable])

$enabled = $json->get_allow_nonref

If $enable is true (or missing), then the "encode" method can convert a non-reference into its corresponding string, number or null JSON value, which is an extension to RFC4627. Likewise, "decode" will accept those JSON values instead of croaking.
If $enable is false, then the "encode" method will croak if it isn't passed an arrayref or hashref, as JSON texts must either be an object or array. Likewise, "decode" will croak if given something that is not a JSON object or array.

Example, encode a Perl scalar as JSON value with enabled "allow_nonref", resulting in an invalid JSON text:

```perl
JSON->new->allow_nonref->encode("Hello, World!")
=> "Hello, World!"
```

allow_unknown

```perl
$json = $json->allow_unknown ([{$enable}])
$enabled = $json->get_allow_unknown
```

If $enable is true (or missing), then "encode" will *not* throw an exception when it encounters values it cannot represent in JSON (for example, filehandles) but instead will encode a JSON "null" value. Note that blessed objects are not included here and are handled separately by c<allow_nonref>.

If $enable is false (the default), then "encode" will throw an exception when it encounters anything it cannot encode as JSON.

This option does not affect "decode" in any way, and it is recommended to leave it off unless you know your communications partner.

allow_blessed

```perl
$json = $json->allow_blessed([{$enable}])
$enabled = $json->get_allow_blessed
```

See "OBJECT SERIALISATION" for details.

If $enable is true (or missing), then the "encode" method will not barf when it encounters a blessed reference that it cannot convert otherwise. Instead, a JSON "null" value is encoded instead of the object.

If $enable is false (the default), then "encode" will throw an exception when it encounters a blessed object that it cannot convert otherwise.

This setting has no effect on "decode".
convert_blessed

$json = $json->convert_blessed([$enable])

$enabled = $json->get_convert_blessed

See "OBJECT SERIALISATION" for details.

If $enable is true (or missing), then "encode", upon encountering a blessed object, will check for the availability of the "TO_JSON" method on the object's class. If found, it will be called in scalar context and the resulting scalar will be encoded instead of the object.

The "TO_JSON" method may safely call die if it wants. If "TO_JSON" returns other blessed objects, those will be handled in the same way. "TO_JSON" must take care of not causing an endless recursion cycle (== crash) in this case. The name of "TO_JSON" was chosen because other methods called by the Perl core (== not by the user of the object) are usually in upper case letters and to avoid collisions with any "to_json" function or method.

If $enable is false (the default), then "encode" will not consider this type of conversion.

This setting has no effect on "decode".

filter_json_object

$json = $json->filter_json_object([$coderef])

When $coderef is specified, it will be called from "decode" each time it decodes a JSON object. The only argument is a reference to the newly-created hash. If the code references returns a single scalar (which need not be a reference), this value (i.e. a copy of that scalar to avoid aliasing) is inserted into the deserialised data structure. If it returns an empty list (NOTE: *not* "undef", which is a valid scalar), the original deserialised hash will be inserted. This setting can slow down decoding considerably.

When $coderef is omitted or undefined, any existing callback will be removed and "decode" will not change the deserialised hash in any way.

Example, convert all JSON objects into the integer 5:

my $js = JSON->new->filter_json_object (sub { 5 });
# returns [5]

$js->decode ('[{}]'); # the given subroutine takes a hash reference.
# throw an exception because allow_nonref is not enabled
# so a lone 5 is not allowed.
$js->decode ('{"a":1, "b":2}');
filter_json_single_key_object
$json = $json->filter_json_single_key_object($key [=> $coderef])
Works remotely similar to "filter_json_object", but is only called
for JSON objects having a single key named $key.
This $coderef is called before the one specified via
"filter_json_object", if any. It gets passed the single value in
the JSON object. If it returns a single value, it will be inserted
into the data structure. If it returns nothing (not even "undef"
but the empty list), the callback from "filter_json_object" will
be called next, as if no single-key callback were specified.
If $coderef is omitted or undefined, the corresponding callback
will be disabled. There can only ever be one callback for a given
key.
As this callback gets called less often then the
"filter_json_object" one, decoding speed will not usually suffer
as much. Therefore, single-key objects make excellent targets to
serialise Perl objects into, especially as single-key JSON objects
are as close to the type-tagged value concept as JSON gets (it's
basically an ID/VALUE tuple). Of course, JSON does not support
this in any way, so you need to make sure your data never looks
like a serialised Perl hash.
Typical names for the single object key are "__class_whatever__",
or "$__dollars_are_rarely_used__$" or "}ugly_brace_placement", or
even things like "__class_md5sum(classname)__", to reduce the risk
of clashing with real hashes.
Example, decode JSON objects of the form "{ "__widget__" => <id>
}" into the corresponding $WIDGET{<id>} object:
# return whatever is in $WIDGET{5}:
JSON
->new
->filter_json_single_key_object (__widget__ => sub {
$WIDGET{ $_[0] }
})
->decode ('{"__widget__": 5')
# this can be used with a TO_JSON method in some "widget" class
# for serialisation to json:
sub WidgetBase::TO_JSON {

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my ($self) = @_;

unless ($self->{id}) {
    $self->{id} = ..get..some..id..;
    $WIDGET{$self->{id}} = $self;
}

{ __widget__ => $self->{id} } }

max_depth
$json = $json->max_depth([$maximum_nesting_depth])

$max_depth = $json->get_max_depth

Sets the maximum nesting level (default 512) accepted while encoding or decoding. If a higher nesting level is detected in JSON text or a Perl data structure, then the encoder and decoder will stop and croak at that point.

Nesting level is defined by number of hash- or arrayrefs that the encoder needs to traverse to reach a given point or the number of "" or "" characters without their matching closing parenthesis crossed to reach a given character in a string.

Setting the maximum depth to one disallows any nesting, so that ensures that the object is only a single hash/object or array.

If no argument is given, the highest possible setting will be used, which is rarely useful.

max_size
$json = $json->max_size([$maximum_string_size])

$max_size = $json->get_max_size

Set the maximum length a JSON text may have (in bytes) where decoding is being attempted. The default is 0, meaning no limit. When "decode" is called on a string that is longer than this many bytes, it will not attempt to decode the string but throw an exception. This setting has no effect on "encode" (yet).

If no argument is given, the limit check will be deactivated (same as when 0 is specified).

encode
$json_text = $json->encode($perl_scalar)
Converts the given Perl value or data structure to its JSON representation. Croaks on error.

decode
    $perl_scalar = $json->decode($json_text)

The opposite of "encode": expects a JSON text and tries to parse it, returning the resulting simple scalar or reference. Croaks on error.

decode_prefix
    ($perl_scalar, $characters) = $json->decode_prefix($json_text)

This works like the "decode" method, but instead of raising an exception when there is trailing garbage after the first JSON object, it will silently stop parsing there and return the number of characters consumed so far.

This is useful if your JSON texts are not delimited by an outer protocol and you need to know where the JSON text ends.

    JSON->new->decode_prefix ('[1] the tail')
    #=> ([1], 3)

ADDITIONAL METHODS
The following methods are for this module only.

backend
    $backend = $json->backend

Since 2.92, "backend" method returns an abstract backend module used currently, which should be JSON::Backend::XS (which inherits JSON::XS or Cpanel::JSON::XS), or JSON::Backend::PP (which inherits JSON::PP), not to monkey-patch the actual backend module globally.

If you need to know what is used actually, use "isa", instead of string comparison.

is_xs
    $boolean = $json->is_xs

Returns true if the backend inherits JSON::XS or Cpanel::JSON::XS.

is_pp
    $boolean = $json->is_pp

Returns true if the backend inherits JSON::PP.
property

$settings = $json->property()

Returns a reference to a hash that holds all the common flag settings.

$json = $json->property('utf8' => 1)
$value = $json->property('utf8') # 1

You can use this to get/set a value of a particular flag.

INCREMENTAL PARSING
This section is also taken from JSON::XS.

In some cases, there is the need for incremental parsing of JSON texts. While this module always has to keep both JSON text and resulting Perl data structure in memory at one time, it does allow you to parse a JSON stream incrementally. It does so by accumulating text until it has a full JSON object, which it then can decode. This process is similar to using "decode_prefix" to see if a full JSON object is available, but is much more efficient (and can be implemented with a minimum of method calls).

This module will only attempt to parse the JSON text once it is sure it has enough text to get a decisive result, using a very simple but truly incremental parser. This means that it sometimes won't stop as early as the full parser, for example, it doesn't detect mismatched parentheses. The only thing it guarantees is that it starts decoding as soon as a syntactically valid JSON text has been seen. This means you need to set resource limits (e.g. "max_size") to ensure the parser will stop parsing in the presence if syntax errors.

The following methods implement this incremental parser.

incr_parse

$json->incr_parse( [$string] ) # void context

$obj_or_undef = $json->incr_parse( [$string] ) # scalar context

@obj_or_empty = $json->incr_parse( [$string] ) # list context

This is the central parsing function. It can both append new text and extract objects from the stream accumulated so far (both of these functions are optional).

If $string is given, then this string is appended to the already
existing JSON fragment stored in the $json object.

After that, if the function is called in void context, it will simply return without doing anything further. This can be used to add more text in as many chunks as you want.

If the method is called in scalar context, then it will try to extract exactly *one* JSON object. If that is successful, it will return this object, otherwise it will return "undef". If there is a parse error, this method will croak just as "decode" would do (one can then use "incr_skip" to skip the erroneous part). This is the most common way of using the method.

And finally, in list context, it will try to extract as many objects from the stream as it can find and return them, or the empty list otherwise. For this to work, there must be no separators (other than whitespace) between the JSON objects or arrays, instead they must be concatenated back-to-back. If an error occurs, an exception will be raised as in the scalar context case. Note that in this case, any previously-parsed JSON texts will be lost.

Example: Parse some JSON arrays/objects in a given string and return them.

```perl
my @objs = JSON->new->incr_parse ("[5][7][1,2]");
```

This method returns the currently stored JSON fragment as an lvalue, that is, you can manipulate it. This *only* works when a preceding call to "incr_parse" in *scalar context* successfully returned an object. Under all other circumstances you must not call this function (I mean it. although in simple tests it might actually work, it *will* fail under real world conditions). As a special exception, you can also call this method before having parsed anything.

That means you can only use this function to look at or manipulate text before or after complete JSON objects, not while the parser is in the middle of parsing a JSON object.

This function is useful in two cases: a) finding the trailing text after a JSON object or b) parsing multiple JSON objects separated by non-JSON text (such as commas).

```perl
incr_skip
```
$json->incr_skip

This will reset the state of the incremental parser and will remove the parsed text from the input buffer so far. This is useful after "incr_parse" died, in which case the input buffer and incremental parser state is left unchanged, to skip the text parsed so far and to reset the parse state.

The difference to "incr_reset" is that only text until the parse error occurred is removed.

incr_reset
  $json->incr_reset

This completely resets the incremental parser, that is, after this call, it will be as if the parser had never parsed anything.

This is useful if you want to repeatedly parse JSON objects and want to ignore any trailing data, which means you have to reset the parser after each successful decode.

MAPPING
Most of this section is also taken from JSON::XS.

This section describes how the backend modules map Perl values to JSON values and vice versa. These mappings are designed to "do the right thing" in most circumstances automatically, preserving round-tripping characteristics (what you put in comes out as something equivalent).

For the more enlightened: note that in the following descriptions, lowercase *perl* refers to the Perl interpreter, while uppercase *Perl* refers to the abstract Perl language itself.

JSON -> PERL
object
  A JSON object becomes a reference to a hash in Perl. No ordering of object keys is preserved (JSON does not preserve object key ordering itself).

array
  A JSON array becomes a reference to an array in Perl.

string
  A JSON string becomes a string scalar in Perl - Unicode codepoints in JSON are represented by the same codepoints in the Perl string, so no manual decoding is necessary.
number
A JSON number becomes either an integer, numeric (floating point) or string scalar in perl, depending on its range and any fractional parts. On the Perl level, there is no difference between those as Perl handles all the conversion details, but an integer may take slightly less memory and might represent more values exactly than floating point numbers.

If the number consists of digits only, this module will try to represent it as an integer value. If that fails, it will try to represent it as a numeric (floating point) value if that is possible without loss of precision. Otherwise it will preserve the number as a string value (in which case you lose roundtripping ability, as the JSON number will be re-encoded to a JSON string).

Numbers containing a fractional or exponential part will always be represented as numeric (floating point) values, possibly at a loss of precision (in which case you might lose perfect roundtripping ability, but the JSON number will still be re-encoded as a JSON number).

Note that precision is not accuracy - binary floating point values cannot represent most decimal fractions exactly, and when converting from and to floating point, this module only guarantees precision up to but not including the least significant bit.

true, false
These JSON atoms become "JSON::true" and "JSON::false", respectively. They are overloaded to act almost exactly like the numbers 1 and 0. You can check whether a scalar is a JSON boolean by using the "JSON::is_bool" function.

null
A JSON null atom becomes "undef" in Perl.

shell-style comments ("# *text*")
As a nonstandard extension to the JSON syntax that is enabled by the "relaxed" setting, shell-style comments are allowed. They can start anywhere outside strings and go till the end of the line.

PERL -> JSON
The mapping from Perl to JSON is slightly more difficult, as Perl is a truly typeless language, so we can only guess which JSON type is meant by a Perl value.
hash references
Perl hash references become JSON objects. As there is no inherent ordering in hash keys (or JSON objects), they will usually be encoded in a pseudo-random order. This module can optionally sort the hash keys (determined by the *canonical* flag), so the same data structure will serialise to the same JSON text (given same settings and version of the same backend), but this incurs a runtime overhead and is only rarely useful, e.g. when you want to compare some JSON text against another for equality.

array references
Perl array references become JSON arrays.

other references
Other unblessed references are generally not allowed and will cause an exception to be thrown, except for references to the integers 0 and 1, which get turned into "false" and "true" atoms in JSON. You can also use "JSON::false" and "JSON::true" to improve readability.

```
encode_json [0,JSON::true]      # yields [false,true]
```

JSON::true, JSON::false, JSON::null
These special values become JSON true and JSON false values, respectively. You can also use "\1" and "\0" directly if you want.

blessed objects
Blessed objects are not directly representable in JSON, but "JSON::XS" allows various ways of handling objects. See "OBJECT SERIALISATION", below, for details.

simple scalars
Simple Perl scalars (any scalar that is not a reference) are the most difficult objects to encode: this module will encode undefined scalars as JSON "null" values, scalars that have last been used in a string context before encoding as JSON strings, and anything else as number value:

```
# dump as number
encode_json [-3.0e17]                # yields [-3e+17]
my $value = 5; encode_json [$value]  # yields [5]

# used as string, so dump as string
print $value;
```
encode_json [$value] # yields "5"

# undef becomes null
encode_json [undef] # yields [null]

You can force the type to be a string by stringifying it:

my $x = 3.1; # some variable containing a number
"$x";       # stringified
$x .= '';    # another, more awkward way to stringify
print $x;   # perl does it for you, too, quite often

You can force the type to be a number by numifying it:

my $x = "3"; # some variable containing a string
$x += 0; # numify it, ensuring it will be dumped as a number
$x *= 1; # same thing, the choice is yours.

You can not currently force the type in other, less obscure, ways. Tell me if you need this capability (but don't forget to explain why it's needed :).

Note that numerical precision has the same meaning as under Perl (so binary to decimal conversion follows the same rules as in Perl, which can differ to other languages). Also, your perl interpreter might expose extensions to the floating point numbers of your platform, such as infinities or NaN's - these cannot be represented in JSON, and it is an error to pass those in.

OBJECT SERIALISATION
As for Perl objects, this module only supports a pure JSON representation (without the ability to deserialise the object automatically again).

SERIALISATION
What happens when this module encounters a Perl object depends on the "allow_blessed" and "convert_blessed" settings, which are used in this order:

1. "convert_blessed" is enabled and the object has a "TO_JSON" method.
   In this case, the "TO_JSON" method of the object is invoked in scalar context. It must return a single scalar that can be directly encoded into JSON. This scalar replaces the object in the JSON text.

   For example, the following "TO_JSON" method will convert all
URI objects to JSON strings when serialised. The fact that these values originally were URI objects is lost.

```perl
sub URI::TO_JSON {
    my ($uri) = @_;
    $uri->as_string
}
```

2. "allow_blessed" is enabled.
   The object will be serialised as a JSON null value.

3. none of the above
   If none of the settings are enabled or the respective methods are missing, this module throws an exception.

ENCODING/CODESET FLAG NOTES
This section is taken from JSON::XS.

The interested reader might have seen a number of flags that signify encodings or codesets - "utf8", "latin1" and "ascii". There seems to be some confusion on what these do, so here is a short comparison:

"utf8" controls whether the JSON text created by "encode" (and expected by "decode") is UTF-8 encoded or not, while "latin1" and "ascii" only control whether "encode" escapes character values outside their respective codeset range. Neither of these flags conflict with each other, although some combinations make less sense than others.

Care has been taken to make all flags symmetrical with respect to "encode" and "decode", that is, texts encoded with any combination of these flag values will be correctly decoded when the same flags are used - in general, if you use different flag settings while encoding vs. when decoding you likely have a bug somewhere.

Below comes a verbose discussion of these flags. Note that a "codeset" is simply an abstract set of character-codepoint pairs, while an encoding takes those codepoint numbers and *encodes* them, in our case into octets. Unicode is (among other things) a codeset, UTF-8 is an encoding, and ISO-8859-1 (= latin 1) and ASCII are both codesets *and* encodings at the same time, which can be confusing.

"utf8" flag disabled
   When "utf8" is disabled (the default), then "encode"/"decode" generate and expect Unicode strings, that is, characters with high ordinal Unicode values (> 255) will be encoded as such
characters, and likewise such characters are decoded as-is, no changes to them will be done, except "(re-)interpreting" them as Unicode codepoints or Unicode characters, respectively (to Perl, these are the same thing in strings unless you do funny/weird/dumb stuff).

This is useful when you want to do the encoding yourself (e.g. when you want to have UTF-16 encoded JSON texts) or when some other layer does the encoding for you (for example, when printing to a terminal using a filehandle that transparently encodes to UTF-8 you certainly do NOT want to UTF-8 encode your data first and have Perl encode it another time).

"utf8" flag enabled
If the "utf8"-flag is enabled, "encode"/"decode" will encode all characters using the corresponding UTF-8 multi-byte sequence, and will expect your input strings to be encoded as UTF-8, that is, no "character" of the input string must have any value > 255, as UTF-8 does not allow that.

The "utf8" flag therefore switches between two modes: disabled means you will get a Unicode string in Perl, enabled means you get an UTF-8 encoded octet/binary string in Perl.

"latin1" or "ascii" flags enabled
With "latin1" (or "ascii") enabled, "encode" will escape characters with ordinal values > 255 (> 127 with "ascii") and encode the remaining characters as specified by the "utf8" flag.

If "utf8" is disabled, then the result is also correctly encoded in those character sets (as both are proper subsets of Unicode, meaning that a Unicode string with all character values < 256 is the same thing as a ISO-8859-1 string, and a Unicode string with all character values < 128 is the same thing as an ASCII string in Perl).

If "utf8" is enabled, you still get a correct UTF-8-encoded string, regardless of these flags, just some more characters will be escaped using "\uXXXX" then before.

Note that ISO-8859-1-encoded strings are not compatible with UTF-8 encoding, while ASCII-encoded strings are. That is because the ISO-8859-1 encoding is NOT a subset of UTF-8 (despite the ISO-8859-1 *codeset* being a subset of Unicode), while ASCII is.

Surprisingly, "decode" will ignore these flags and so treat
all input values as governed by the "utf8" flag. If it is disabled, this allows you to decode ISO-8859-1- and ASCII-encoded strings, as both strict subsets of Unicode. If it is enabled, you can correctly decode UTF-8 encoded strings.

So neither "latin1" nor "ascii" are incompatible with the "utf8" flag - they only govern when the JSON output engine escapes a character or not.

The main use for "latin1" is to relatively efficiently store binary data as JSON, at the expense of breaking compatibility with most JSON decoders.

The main use for "ascii" is to force the output to not contain characters with values > 127, which means you can interpret the resulting string as UTF-8, ISO-8859-1, ASCII, KOI8-R or most about any character set and 8-bit-encoding, and still get the same data structure back. This is useful when your channel for JSON transfer is not 8-bit clean or the encoding might be mangled in between (e.g. in mail), and works because ASCII is a proper subset of most 8-bit and multibyte encodings in use in the world.

BACKWARD INCOMPATIBILITY
Since version 2.90, stringification (and string comparison) for "JSON::true" and "JSON::false" has not been overloaded. It shouldn't matter as long as you treat them as boolean values, but a code that expects they are stringified as "true" or "false" doesn't work as you have expected any more.

if (JSON::true eq 'true') {  # now fails
  print "The result is $JSON::true now.;"; # => The result is 1 now.

And now these boolean values don't inherit JSON::Boolean, either. When you need to test a value is a JSON boolean value or not, use "JSON::is_bool" function, instead of testing the value inherits a particular boolean class or not.

BUGS
Please report bugs on backend selection and additional features this module provides to RT or GitHub issues for this module:

https://rt.cpan.org/Public/Dist/Display.html?Queue=JSON
https://github.com/makamaka/JSON/issues

Please report bugs and feature requests on decoding/encoding and boolean behaviors to the author of the backend module you are
SEE ALSO
JSON::XS, Cpanel::JSON::XS, JSON::PP for backends.

JSON::MaybeXS, an alternative that prefers Cpanel::JSON::XS.

"RFC4627"(<http://www.ietf.org/rfc/rfc4627.txt>)

AUTHOR
Makamaka Hannyaharamitu, <makamaka[at]cpan.org>

JSON::XS was written by Marc Lehmann <schmorp[at]schmorp.de>

The release of this new version owes to the courtesy of Marc Lehmann.

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Found in path(s):
* /opt/cola/permits/1141297322_1614968490.78/0/libjson-perl-4-02000-orig-1-tar-gz/JSON-4.02/README
No license file was found, but licenses were detected in source scan.

---
abstract: 'JSON (JavaScript Object Notation) encoder/decoder'
author:
  - 'Makamaka Hannyaharamitu, E<lt>makamaka[at]cpan.orgE<gt>'
built_requires:
  ExtUtils::MakeMaker: '0'
configure_requires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: "ExtUtils::MakeMaker version 7.24, CPAN::Meta::Converter version 2.150010'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
name: JSON
no_index:
directory:
  - t
  - inc
recommends:
  JSON::XS: '2.34'
requires:
  Test::More: '0'
resources:
  bugtracker: https://github.com/makamaka/JSON/issues
  repository: https://github.com/makamaka/JSON
  version: '4.02'
x_serialization_backend: 'CPAN::Meta::YAML version 0.012'

Found in path(s):
* /opt/cola/permits/1141297322_1614968490.78/0/libjson-perl-4-02000-orig-1-tar-gz/JSON-4.02/META.yml
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=pod

=head1 NAME

JSON::PP5005 - Helper module in using JSON::PP in Perl 5.005

=head1 DESCRIPTION

JSON::PP calls internally.

=head1 AUTHOR

Makamaka Hannyaharamitu, E<lt>makamaka[at]cpan.orgE<gt>

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=cut

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* /opt/cola/permits/1141297322_1614968490.78/0/libjson-perl-4-02000-orig-1-tar-gz/JSON-4.02/lib/JSON/backportPP/Compat5005.pm

1.1627 django-taggit-serializer 0.1.7
1.1627.1 Available under license :

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1.1628 @alloc/types 1.3.0

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1.1629 edac-utils 0.18-1+b1

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It was downloaded from http://sourceforge.net/projects/edac-utils

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---

**1.1630 isomorphic-fetch 2.2.1**

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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](https://github.com/matthew-andrews/isomorphic-fetch/issues/31#issuecomment-149668361), 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);
});
```

## License

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Found in path(s):

1.1631 @babel/parser 7.13.13

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* configure.ac, Makefile.am: The original versions were derived from the
  ones in the XML Catalog Manager project, version 2.2.

  Author: Julio Merino <jmmv@users.sourceforge.net>

* atf-c/ui.c: The format_paragraph and format_text functions were
derived from the ones in the Monotone project, revision
3a0982da308228d796df35f98d787c5c6f2bb5b6.

  Author: Julio Merino <jmmv@NetBSD.org>

* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp:
  These files were derived from the file_handle, systembuf, pipe and pistream
classes and tests found in the Boost.Process library.

  Author: Julio Merino <jmmv84@gmail.com>
* admin/check-style.sh, admin/check-style-common.awk,  
  admin/check-style-cpp.awk, admin/check-style-shell.awk: These files,  
  except the first one, were first implemented in the Buildtool project.  
  They were later adapted to be part of Boost.Process and, during that  
  process, the shell script was created.

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

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

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* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api
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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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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1.1639 jmespath 0.9.3
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1.1640 caffeine 2.7.0

1.1641 util-linux 2.29.2-1+deb9u1
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/**
 * Special exception for listener implementations that want to signal that the current
 * batch of messages should be acknowledged immediately (i.e. as soon as possible) without
 * rollback, and without consuming any more messages within the current transaction.
 *
 * @author Dave Syer
 * @author Gary Russell
 *
*/

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1.1649 batik-util 1.8

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1.1651 spring-security-web 4.2.15.RELEASE

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1.1652 msrestazure 0.6.1

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Metadata-Version: 1.1
Name: msrestazure
Version: 0.6.1
Summary: AutoRest swagger generator Python client runtime. Azure-specific module.
Home-page: https://github.com/Azure/msrestazure-for-python
Installation
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To install:

.. code-block:: bash

    $ pip install msrestazure

Release History
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2019-06-10 Version 0.6.1
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**Features**

- Add User Assigned identity support for WebApp/Functions #124
- Add timeout parameter for MSI token, is used from a VM #131

Thanks to @noelbundick for his contribution

2018-12-17 Version 0.6.0
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**Features**

- Implementation of LRO async, based on msrest 0.6.x series (*experimental*)

**Disclaimer**

- This version contains no direct breaking changes, but is bumped to 0.6.x since it requires a breaking change version of msrest.

Thanks to @gison93 for his documentation contribution
**Bugfixes**

- Fix CloudError if response and error message are provided at the same time #114
- Fix LRO polling if last call is an empty Location (Autorest.Python 3.x only) #120

**Features**

- Altered resource id parsing logic to allow for resource group IDs #117

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2018-08-02 Version 0.5.0

**Features**

- Implementation is now using ADAL and not request-oauthlib. This allows more AD scenarios (like federated) #94
- Add additionalInfo parsing for CloudError #102

**Breaking changes**

These breaking changes applies to ServicePrincipalCredentials, UserPassCredentials, AADTokenCredentials

- Remove "auth_uri" attribute and parameter. This was unused.
- Remove "state" attribute. This was unused.
- Remove "client" attribute. This was exposed by mistake and should have been internal. No replacement is possible.
- Remove "token_uri" attribute and parameter. Use "cloud_environment" and "tenant" to impact the login url now.
- Remove token caching based on "keyring". Token caching should be implemented using ADAL now. This implies:
  - Remove the "keyring" parameter
  - Remove the "clear_cached_token" method
  - Remove the "retrieve_session" method

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2018-07-03 Version 0.4.35

**Bugfixes**

- MSIAuthentication regression for KeyVault since IMDS support #109

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2018-07-02 Version 0.4.34
**Bugfixes**

- MSIAuthentication should initialize the token attribute on creation #106

2018-06-21 Version 0.4.33
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**Bugfixes**

- Fixes refreshToken in UserPassCredentials and AADTokenCredentials #103
- Fix US government cloud definition #104

Thanks to mjcaley for his contribution

2018-06-13 Version 0.4.32
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**Features**

- Implement new LRO options of Autorest #101

**Bug fixes**

- Reduce max MSI polling time for VM #100

2018-05-17 Version 0.4.31
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**Features**

- Improve MSI for VM token polling algorithm

2018-05-16 Version 0.4.30
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**Features**

- Allow ADAL 0.5.0 to 2.0.0 excluded as valid ADAL dependency

2018-04-30 Version 0.4.29
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**Bugfixes**

- Fix refresh Token on `AADTokenCredentials` (was broken in 0.4.27)
- Now `UserPasswordCredentials` correctly use the refreshToken, and not user/password to refresh the session
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  10402

( was broken in 0.4.27)
- Bring back `keyring`, with minimal dependency 12.0.2 that fixes the installation problem on old Python

**Disclaimer**

Do to some stability issues with "keyring" dependency that highly change from one system to another, this package is no longer a dependency of "msrestazure".
If you were using the secured token cache of `ServicePrincipalCredentials` and `UserPassCredentials`, the feature is still available, but you need to install manually "keyring". The functionnality will activate automatically.

Update msrest dependency to 0.4.28

2018-04-23 Version 0.4.28

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**Features**

- Implements new features of msrest 0.4.28 on session improvement. See msrest ChangeLog for details.

2018-04-18 Version 0.4.27

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**Bugfixes**

- IMDS/MSI: Retry on more error codes (#87)
- IMDS/MSI: fix a boundary case on timeout (#86)

2018-03-29 Version 0.4.25

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**Features**

- MSIAuthentication now uses IMDS endpoint if available
- MSIAuthentication can be used in any environment that defines MSI_ENDPOINT env variable

2018-03-26 Version 0.4.24

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**Bugfix**

- Fix parse_resource_id() tool to be case-insensitive to keywords when matching #81
- Add missing baseclass init call for AdalAuthentication #82

2018-03-19 Version 0.4.23
**Bugfix**
- Fix LRO result if POST uses AsyncOperation header (Autorest.Python 3.0 only) #79

2018-02-27 Version 0.4.22

**Bugfix**
- Remove a possible infinite loop with MSIAuthentication #77

**Disclaimer**
From this version, MSIAuthentication will fail instantly if you try to get MSI token from a VM where the extension is not installed, or not yet ready.
You need to do your own retry mechanism if you think the extension is provisioning and the call might succeed later.
This behavior is consistent with other Azure SDK implementation of MSI scenarios.

2018-01-26 Version 0.4.21

**Features**
- CloudError now includes the "innererror" attribute to match OData v4 #73
- Introduces ARMPolling implementation of Azure Resource Management LRO. Requires msrest 0.4.25 (new dependency).
  This is used by code generated with Autorest.Python 3.0, and is not used by code generated by previous Autorest version.
- Change msrest dependency to ">=0.4.25,<2.0.0" to allow (future) msrest 1.0.0 as compatible dependency.

Thank you to demyanenko for his contribution.

2017-12-14 Version 0.4.19
* Fix session obj for cloudmetadata endpoint #67
* Fix authentication resource node for AzureSatck #65
* Better detection of AppService with MSIAuthentication #70

2017-12-01 Version 0.4.18
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**Bugfixes**

- get_cloud_from_metadata_endpoint incorrect on AzureStack #62
- get_cloud_from_metadata_endpoint certificate issue #61

2017-11-22 Version 0.4.17
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**Bugfixes**

- Fix AttributeError if error JSON from ARM does not follow ODatav4 (as it should)

2017-10-31 Version 0.4.16
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**Bugfixes**

- Fix AttributeError if input JSON is not a dict (#54)

2017-10-13 Version 0.4.15
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**Features**

- Add support for WebApp/Functions in MSIAuthentication classes
- Add parse_resource_id(), resource_id(), validate_resource_id() to parse ARM ids
- Retry strategy now reach 24 seconds (instead of 12 seconds)

2017-09-11 Version 0.4.14
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**Features**

- Add Managed Service Integrated (MSI) authentication

**Bug fix**

- Fix AdalError handling in some scenarios (#44)

Thank you to Hexadite-Omer for his contribution
2017-08-24 Version 0.4.13
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**Features**

- "keyring" is now completely optional

2017-08-23 Version 0.4.12
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**Features**

- add "timeout" to ServicePrincipalCredentials and UserPasswordCredentials
- Threads created by AzureOperationPoller have now a name prefixed by "AzureOperationPoller" to help identify them

**Bugfixes**

- Do not fail if keyring is badly installed
- Update Azure Gov login endpoint
- Update metadata ARM endpoint parser

**Breaking changes**

- Remove InteractiveCredentials. This class was deprecated and unusable. Use ADAL device code instead.

2017-06-29 Version 0.4.11
+++++++++++++++++++++++++

**Features**

- Add cloud definitions for public Azure, German Azure, China Azure and Azure Gov
- Add get_cloud_from_metadata_endpoint to automatically create a Cloud object from an ARM endpoint
- Add `cloud_environment` to all Credentials objects (except AdalAuthentication)

**Note**

- This deprecates "china=True", to be replaced by "cloud_environment=AZURE_CHINA_CLOUD"

Example:

.. code:: python

    from msrestazure.azure_cloud import AZURE_CHINA_CLOUD
    from msrestazure.azure_active_directory import UserPassCredentials

    credentials = UserPassCredentials(  

`base_url` of SDK client can be pointed to "cloud_environment.endpoints.resource_manager" for basic scenario:

Example:

.. code:: python

    from msrestazure.azure_cloud import AZURE_CHINA_CLOUD
    from msrestazure.azure_active_directory import UserPassCredentials
    from azure.mgmt.resource import ResourceManagementClient

    credentials = UserPassCredentials(
        login,
        password,
        cloud_environment=AZURE_CHINA_CLOUD
    )
    client = ResourceManagementClient(
        credentials,
        subscription_id,
        base_url=AZURE_CHINA_CLOUD.endpoints.resource_manager
    )

Azure Stack connection can be done:

.. code:: python

    from msrestazure.azure_cloud import get_cloud_from_metadata_endpoint
    from msrestazure.azure_active_directory import UserPassCredentials
    from azure.mgmt.resource import ResourceManagementClient

    mystack_cloud = get_cloud_from_metadata_endpoint("https://myazurestack-arm-endpoint.com")
    credentials = UserPassCredentials(
        login,
        password,
        cloud_environment=mystack_cloud
    )
    client = ResourceManagementClient(
        credentials,
        subscription_id,
        base_url=mystack_cloud.endpoints.resource_manager
    )
2017-06-27 Version 0.4.10
+++++++++++++++++++++++++

**Bugfixes**

- Accept PATCH/201 as LRO valid state
- Close token session on exit (ServicePrincipal and UserPassword credentials)

2017-06-19 Version 0.4.9
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**Features**

- Add proxies parameters to ServicePrincipal and UserPassword credentials class #29
- Add automatic Azure provider registration if needed (requires msrest 0.4.10) #28

Thank you to likel for his contribution

2017-05-31 Version 0.4.8
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**Bugfixes**

- Fix LRO if first call never returns 200, but ends on 201 (#26)
- Fix LRO AttributeError if timeout is short (#21)

**Features**

- Expose a "status()" method in AzureOperationPoller (#18)

2017-01-23 Version 0.4.7
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**Bugfixes**

- Adding 'accept_language' and 'generate_client_request_id' default values

2016-12-12 Version 0.4.6
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**Bugfixes**

Refactor Long Running Operation algorithm.

- There is no breaking changes, however you might need to record again your offline HTTP records if you use unittests with VCRpy.
- Fix a couple of latent bugs
2016-11-30 Version 0.4.5
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**New features**

- Add AdalAuthentication class to wrap ADAL library (https://github.com/Azure/msrestazure-for-python/pull/8)

2016-10-17 Version 0.4.4
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**Bugfixes**

- More informative and well-formed CloudError exceptions (https://github.com/Azure/autorest/issues/1460)
- Raise CustomException is defined in Swagger (https://github.com/Azure/autorest/issues/1404)

2016-09-14 Version 0.4.3
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**Bugfixes**

- Make AzureOperationPoller thread as daemon (do not block anymore a Ctrl+C) (https://github.com/Azure/autorest/pull/1379)

2016-09-01 Version 0.4.2
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**Bugfixes**

- Better exception message (https://github.com/Azure/autorest/pull/1300)

This version needs msrest >= 0.4.3

2016-06-08 Version 0.4.1
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**Bugfixes**

- Fix for LRO PUT operation https://github.com/Azure/autorest/issues/1133

2016-05-25 Version 0.4.0
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Update msrest dependency to 0.4.0

**Bugfixes**

- Fix for several AAD issues https://github.com/Azure/autorest/issues/1055
- Fix for LRO PATCH bug and refactor https://github.com/Azure/autorest/issues/993

**Behaviour changes**

- Needs Autorest > 0.17.0 Nightly 20160525

2016-04-26 Version 0.3.0

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Update msrest dependency to 0.3.0

**Bugfixes**

- Read only values are no longer in __init__ or sent to the server (https://github.com/Azure/autorest/pull/959)
- Useless kwarg removed

**Behaviour changes**

- Needs Autorest > 0.16.0 Nightly 20160426

2016-03-31 Version 0.2.1

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**Bugfixes**

- Fix AzurePollerOperation if Swagger defines provisioning status as enum type (https://github.com/Azure/autorest/pull/892)

2016-03-25 Version 0.2.0

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Update msrest dependency to 0.2.0

**Behaviour change**

- async methods called with raw=True don't return anymore AzureOperationPoller but ClientRawResponse
- Needs Autorest > 0.16.0 Nightly 20160324

2016-03-21 Version 0.1.2

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Update msrest dependency to 0.1.3

**Bugfixes**
- AzureOperationPoller.wait() failed to raise exception if query error  
  (https://github.com/Azure/autorest/pull/856)

2016-03-04 Version 0.1.1
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**Bugfixes**

- Source package corrupted in Pypi (https://github.com/Azure/autorest/issues/799)

2016-03-04 Version 0.1.0
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**Behaviour change**

- Replaced _required attribute in CloudErrorData class with _validation dict.

2016-02-29 Version 0.0.2
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**Bugfixes**

- Fixed AAD bug to include connection verification in UserPassCredentials.  
  (https://github.com/Azure/autorest/pull/725)
- Source package corrupted in Pypi (https://github.com/Azure/autorest/issues/718)

2016-02-19 Version 0.0.1
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- Initial release.

Platform: UNKNOWN  
Classifier: Development Status :: 4 - Beta  
Classifier: Programming Language :: Python  
Classifier: Programming Language :: Python :: 2  
Classifier: Programming Language :: Python :: 2.7  
Classifier: Programming Language :: Python :: 3  
Classifier: Programming Language :: Python :: 3.4  
Classifier: Programming Language :: Python :: 3.5  
Classifier: Programming Language :: Python :: 3.6  
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Found in path(s):
* /opt/cola/permits/1112456636_1607090162.39/0/msrestazure-0-6-1-tar-gz/msrestazure-0.6.1/PKG-INFO
1.1653 protobuf 3.14.0

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  * Added generation of field number constants.
Wink Saville <wink@google.com>
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Will Pierce <willp@nuclei.com>
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* Fixes for Solaris 10 32/64-bit confusion.
Evan Jones <evanj@mit.edu>
* Optimize Java serialization code when writing a small message to a stream.
* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
* Clean up some Java warnings.
* Fix bug with permanent callbacks that delete themselves when run.
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Kacper Kowalik <xarthisius.kk@gmail.com>
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William Orr <will@worrbase.com>
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* Added atomicops for Solaris
Andrew Paprocki <andrew@ishiboo.com>
* Fixed minor IBM xIC compiler build issues
* Added atomicops for AIX (POWER)

1.1654 mina 2.1.3

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

-----
Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

-----
Apache

The following artifacts are ASL2 licensed.

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

-----
MortBay

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

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

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

-----
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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.1660 joda-time 2.3
1.1660.1 Available under license

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1.1661 jersey-server 1.19.4

1.1662 python-certifi 2018.8.24-1~sw0

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This package contains a modified version of ca-bundle.crt:

cia-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov  3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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@(#) SRCsfile: certdata.txt,v $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

1.1663 groovy-xml 2.4.21

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Found in path(s):
* /opt/cola/permits/1156891366_1619446727.81/0/groovy-xml-2-4-21-sources-jar/groovy/xml/package.html
* /opt/cola/permits/1156891366_1619446727.81/0/groovy-xml-2-4-21-sources-jar/groovy/xml/streamingmarkupsupport/package.html
* /opt/cola/permits/1156891366_1619446727.81/0/groovy-xml-2-4-21-sources-jar/groovy/xml/dom/package.html
* /opt/cola/permits/1156891366_1619446727.81/0/groovy-xml-2-4-21-sources-jar/groovy/util/slurpersupport/package.html

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Found in path(s):
* /opt/cola/permits/1156891366_1619446727.81/0/groovy-xml-2-4-21-sources-jar/groovy/util/slurpersupport/FilteredAttributes.java
* /opt/cola/permits/1156891366_1619446727.81/0/groovy-xml-2-4-21-sources-jar/groovy/xml/NamespaceBuilder.java
* /opt/cola/permits/1156891366_1619446727.81/0/groovy-xml-2-4-21-sources-jar/groovy/util/slurpersupport/NodeIterator.java
* /opt/cola/permits/1156891366_1619446727.81/0/groovy-xml-2-4-21-sources-jar/groovy/util/slurpersupport/NoChildren.java
* /opt/cola/permits/1156891366_1619446727.81/0/groovy-xml-2-4-21-sources-jar/groovy/util/XmlSlurper.java
* /opt/cola/permits/1156891366_1619446727.81/0/groovy-xml-2-4-21-sources-jar/streamingmarkupsupport/StreamingMarkupWriter.java
* /opt/cola/permits/1156891366_1619446727.81/0/groovy-xml-2-4-21-sources-jar/xml/DOMBuilder.java
1.1664 httpcore 4.4.4

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1.1676 html5lib 1.0.1
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1.1677 jjwt 0.7.0

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1.1679 jackson-datatype-jdk8 2.11.4

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Manifest-Version: 1.0
Bnd-LastModified: 1607734244150
Build-Jdk-Spec: 1.8
Bundle-Description: Add-on module for Jackson (http://jackson.codehaus .org) to support JDK 8 data types.
Bundle-DocURL: https://github.com/FasterXML/jackson-modules-java8/jack
son-datatype-jdk8
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Jackson datatype: jdk8
Bundle-SymbolicName: com.fasterxml.jackson.datatype.jackson-datatype-j
jdk8
Bundle-Vendor: FasterXML
Bundle-Version: 2.11.4
Created-By: Apache Maven Bundle Plugin
Export-Package: com.fasterxml.jackson.datatype.jdk8;uses:="com.fasternxml.jackson.core,jackson.core.io,com.fasterxml.jackson.datetime
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1.1680 logback-core 1.2.0

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* java.sun.security.ssl

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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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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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1.1683 @babel/parser 7.14.1

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1.1684 postgresql 13.1
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1.1685 websocket-common 9.4.2.v20170220

1.1686 @babel/types 7.12.1
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1.1687 certifi 2019.03.09

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Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
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Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

1.1688 inotify-tools 3.14-7

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1.1696 tagsoup 1.2

1.1697 jsf-api 1.1_02
1.1697.1 Available under license:
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@(#)package.html1.60 98/01/27

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1.1698 tomcat-embed-websocket 8.5.43
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1.1699 @babel/helper-annotate-as-pure 7.0.0

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1.1700 libnet-http-perl 6.18-1

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 * 
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 * 
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 * */

Found in path(s):
* /opt/cola/permits/1136972811_1613985918.90/scala-reflect-2-12-6-sources-1-jar/scala/reflect/runtime/package.scala

1.1704 mixbox 1.0.5

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    ^

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1.1712 gcp-flowlogs-reader 0.7.1

1.1712.1 Available under license:

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

Metadata-Version: 2.1
Name: gcp_flowlogs_reader
Version: 0.7.1
Summary: Reader for Google Cloud VPC Flow Logs
Home-page: https://github.com/obsrvbl/gcp-flowlogs-reader
Author: Cisco Stealthwatch Cloud
Author-email: support@observable.net
License: Apache
Description:
This project provides a convenient interface for accessing VPC Flow Logs stored in Google Cloud's Stackdriver Logging service.
Platform: UNKNOWN
Classifier: Intended Audience :: Developers
Classifier: Intended Audience :: Information Technology
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Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: Programming Language :: Python :: 3.8
Classifier: Programming Language :: Python :: 3.9
Requires-Python: >=3.6
Description-Content-Type: text/x-rst

Found in path(s):
* /opt/cola/permits/1178190988_1632105682.32/0/gcp-flowlogs-reader-0-7-1-tar-gz/gcp_flowlogs_reader-0.7.1/PKG-INFO
No license file was found, but licenses were detected in source scan.

Metadata-Version: 2.1
Name: gcp-flowlogs-reader
Version: 0.7.1
Summary: Reader for Google Cloud VPC Flow Logs
Home-page: https://github.com/obsrvbl/gcp-flowlogs-reader
Author: Cisco Stealthwatch Cloud
Author-email: support@observable.net
License: Apache
Description:
This project provides a convenient interface for accessing VPC Flow Logs stored in Google Cloud's Stackdriver Logging service.
Platform: UNKNOWN
1.1713 types-hoist-non-react-statics 3.3.1

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1.1714 jwalterweatherman

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1.1715 argon2 0~20171227-0.2

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Argon2 reference source code package - reference C implementations

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1.1717 urllib3 1.26.5

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# Contributions to the urllib3 project

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## Contributors
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* erikcederstrand <http://code.google.com/u/erikcederstrand/>
* NTLM-authenticated HTTPSConnectionPool
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* Better unicode support for filepost using StringIO buffers
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  * Corrected multipart behavior for params

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  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravelosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
* Stream method for Response objects.
* Return native strings in header values.
* Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)
* Ian Cordasco <graffatcolmingov@gmail.com>
* PEP8 Compliance and Linting
* Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
* Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
* Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
* Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
* Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
* Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
* Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
* Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
* Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
* Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
* IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
* App Engine environment tests.
* Documentation re-write.

* John Krauss <https://github.com/talos>
* Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
* Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
* Bugfixes relating to cleanup of connections during errors.
* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from `HTTPResponse.stream()`.
  * Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
  * Creation of `HTTPConnectionPool.ResponseCls`.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to `ca_cert` file paths.

* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenbergh <jayvdb@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
  * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jess Shapiro <jesse@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
  * Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>  
  * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in `stream` when `amt=None`.
  * Added `length_remaining` to determine remaining data to be read.
  * Added `enforce_content_length` to raise exception when incorrect content-length received.
* Seth Michael Larson <sethmichaellarson@protonmail.com>
  * Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarks.com>
  * Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package

* Tom White <s6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
  * Bugfix to pyopenssl vendoring

* Wolfgang Richter <wolfgang.richter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix ``utilselectors._fileobj_to_fd`` to accept ```long``.
  * Update appveyor tox setup to use the 64bit python.

* Akamai (through Jess Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance; 2017-2018

* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to ``contrib.securetransport``

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
  * Improve contribution guide
  * Add ``HTTPResponse.geturl`` method to provide ``urllib2.urlopen().geturl()`` behavior
* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
  * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
  * Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
  * Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
  * Remove Authorization header regardless of case when redirecting to cross-site

* James Meickle <https://permadeath.com/>
  * Improve handling of Retry-After header

* Chris Jerdonek <chris.jerdonek@gmail.com>
  * Remove a spurious TypeError from the exception chain inside HTTPConnectionPool._make_request(), also for BaseExceptions.

* Jorge Lopez Silva <https://github.com/jalopezsilva>
  * Added support for forwarding requests through HTTPS proxies.

* Benno Rice <benno@jeamland.net>
  * Allow cadata parameter to be passed to underlying ``SSLContext.load_verify_locations()``.

* Keiichi Kobayashi <abok.1k@gmail.com>
  * Rename VerifiedHTTPSConnection to HTTPSConnection

* Himanshu Garg <garg_himanshu@outlook.com>
  * DOC & LICENSE Update

* Hod Bin Noon <bin.noon.hod@gmail.com>
  * Test improvements

* Chris Olufson <tycarac@gmail.com>
  * Fix for connection not being released on HTTP redirect and response not preloaded

* [Bastiaan Bakker] <https://github.com/bastiaanb>
  * Support for logging session keys via environment variable ``SSLKEYLOGFILE`` (Python 3.8+)

* [Ezzeri Esa] <https://github.com/savarin>
  * Ports and extends on types from typeshed

* [Your name or handle] <[email or website]>*
  * [Brief summary of your changes]
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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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Description: Watchtower: Python CloudWatch Logging

=====================================
Watchtower is a log handler for `Amazon Web Services CloudWatch Logs`_
CloudWatch Logs is a log management service built into AWS. It is conceptually similar to services like Splunk and Loggly, but is more lightweight, cheaper, and tightly integrated with the rest of AWS.

Watchtower, in turn, is a lightweight adapter between the `Python logging system <https://docs.python.org/library/logging.html>`_ and CloudWatch Logs. It uses the `boto3 AWS SDK <https://github.com/boto/boto3>`_, and lets you plug your application logging directly into CloudWatch without the need to install a system-wide log collector like `awscli-cwlogs <https://pypi.python.org/pypi/awscli-cwlogs>`_ and round-trip your logs through the instance's syslog. It aggregates logs into batches to avoid sending an API request per each log message, while guaranteeing a delivery deadline (60 seconds by default).

Installation
~~~~~~~~~~~~

::

    pip install watchtower

Synopsis
~~~~~~~~

Install `awscli <https://pypi.python.org/pypi/awscli>`_ and set your AWS credentials (run `aws configure`).

.. code-block:: python

    import watchtower, logging
    logging.basicConfig(level=logging.INFO)
    logger = logging.getLogger(__name__)
    logger.addHandler(watchtower.CloudWatchLogHandler())
    logger.info("Hi")
    logger.info(dict(foo="bar", details=[]))

After running the example, you can see the log output in your `AWS console <https://console.aws.amazon.com/cloudwatch/home>`_.

Example: Flask logging with Watchtower
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

.. code-block:: python

    import watchtower, flask, logging
    logging.basicConfig(level=logging.INFO)
    app = flask.Flask("loggable")
    handler = watchtower.CloudWatchLogHandler()
app.logger.addHandler(handler)
logging.getLogger("werkzeug").addHandler(handler)

@app.route('/')
def hello_world():
    return 'Hello World!

if __name__ == '__main__':
    app.run()

(See also `http://flask.pocoo.org/docs/errorhandling/ <http://flask.pocoo.org/docs/errorhandling/>`_.)

Example: Django logging with Watchtower
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

This is an example of Watchtower integration with Django. In your Django project, add the following to `settings.py`:

.. code-block:: python

    from boto3.session import Session

    AWS_ACCESS_KEY_ID = 'your access key'
    AWS_SECRET_ACCESS_KEY = 'your secret access key'
    AWS_REGION_NAME = 'your region'

    boto3_session = Session(aws_access_key_id=AWS_ACCESS_KEY_ID,
                              aws_secret_access_key=AWS_SECRET_ACCESS_KEY,
                              region_name=AWS_REGION_NAME)

    LOGGING = {
        'version': 1,
        'disable_existing_loggers': False,
        'root': {
            'level': logging.ERROR,
            'handlers': ['console'],
        },
        'formatters': {
            'simple': {
                'format': u'%(asctime)s [%(levelname)-8s] (%(message)s'',
                'datefmt': "%Y-%m-%d %H:%M:%S"
            },
            'aws': {
                '# you can add specific format for aws here
                'format': u"%(asctime)s [%(levelname)-8s] (%(message)s",
                'datefmt': "%Y-%m-%d %H:%M:%S"
            },
        },
        'handlers': {
            'console': {
                'class': 'logging.StreamHandler',
                'formatter': 'simple'
            },
        },
        'loggers': {
            '': {
                'handlers': ['console'],
                'level': 'ERROR',
            },
        }
    }

    # add additional loggers if needed
    # loggers = {}
    # loggers['your_logger'] = {
    #     'level': 'INFO',
    #     'handlers': ['file'],
    # }
Using this configuration, every log statement from Django will be sent to Cloudwatch in the log group "MyLogGroupName" under the stream name "MyStreamName". Instead of setting credentials via "AWS_ACCESS_KEY_ID" and other variables, you can also assign an IAM role to your instance and omit those parameters, prompting boto3 to ingest credentials from instance metadata.

(See also the [Django logging documentation](https://docs.djangoproject.com/en/dev/topics/logging/)).

Examples: Querying CloudWatch logs
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

This section is not specific to Watchtower. It demonstrates the use of awscli and jq to read and search CloudWatch logs on the command line.

For the Flask example above, you can retrieve your application logs with the following two commands:

```
aws logs get-log-events --log-group-name watchtower --log-stream-name loggable | jq '.events[].message'
aws logs get-log-events --log-group-name watchtower --log-stream-name werkzeug | jq '.events[].message'
```

CloudWatch Logs supports alerting and dashboards based on `metric filters` <http://docs.aws.amazon.com/AmazonCloudWatch/latest/DeveloperGuide/FilterAndPatternSyntax.html>`_, which are pattern rules that extract information from your logs and feed it to alarms and dashboard graphs. The following example shows logging structured JSON data using Watchtower, setting up a metric filter to extract data from the log stream, a dashboard to visualize it, and an alarm that sends an email:
TODO

Examples: Python Logging Config
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Python has the ability to provide a configuration file that can be loaded in order to separate the logging configuration from the code. Historically, Python has used the `logging.config.fileConfig` function to do so, however, that feature lacks the ability to use keyword args. Python 2.7 introduced a new feature to handle logging that is more robust - `logging.config.dictConfig` which provides the ability to do more advanced Filters, but more importantly adds keyword args, thus allowing the `logging.config` functionality to instantiate Watchtower.

The following are two example YAML configuration files that can be loaded using `PyYaml`. The resulting `dict` object can then be loaded into `logging.config.dictConfig`. The first example is a basic example that relies on the default configuration provided by `boto3`:

```yaml
# Default AWS Config
version: 1
formatters:
  json:
    format: "[%(asctime)s] %(process)d %(levelname)s %(name)s:%(funcName)s:%(lineno)s - %(message)s"
  plaintext:
    format: "[%(asctime)s] %(process)d %(levelname)s %(name)s:%(funcName)s:%(lineno)s - %(message)s"
handlers:
  console:
    (): logging.StreamHandler
    level: DEBUG
    formatter: plaintext
    stream: sys.stdout
  watchtower:
    formatter: json
    level: DEBUG
    (): watchtower.CloudWatchLogHandler
    log_group: logger
    stream_name: loggable
    send_interval: 1
    create_log_group: False
loggers:
  root:
    handlers: [console, watchtower, logfile]
  boto:
    handlers: [console]
boto3:
```
handlers: [console]
botocore:
  handlers: [console]
requests:
  handlers: [console]

The above works well if you can use the default configuration, or rely on environmental variables. However, sometimes one may want to use different credentials for logging than used for other functionality; in this case the `boto3_profile_name` option to Watchtower can be used to provide a profile name:

.. code-block:: yaml

    # AWS Config Profile
    version: 1
    formatters:
        json:
            format: "[%asctime] %processd %levelname%s %name%s:%funcName%s:%lineno%s - %message%s"
        plaintext:
            format: "[%asctime] %processd %levelname%s %name%s:%funcName%s:%lineno%s - %message%s"
    handlers:
        console:
            (): logging.StreamHandler
            level: DEBUG
            formatter: plaintext
            stream: sys.stdout
        watchtower:
            formatter: json
            level: DEBUG
            (): watchtower.CloudWatchLogHandler
            log_group: logger
            stream_name: loggable
            boto3_profile_name: watchtowerlogger
            send_interval: 1
            create_log_group: False
    loggers:
        root:
            handlers: [console, watchtower, logfile]
        boto:
            handlers: [console]
        boto3:
            handlers: [console]
        botocore:
            handlers: [console]
        requests:
            handlers: [console]
For the more advanced configuration, the following configuration file will provide the matching credentials to the `watchtowerlogger` profile:

```cfg
[profile watchtowerlogger]
aws_access_key_id=MyAwsAccessKey
aws_secret_access_key=MyAwsSecretAccessKey
region=us-east-1
```

Finally, the following shows how to load the configuration into the working application:

```python
import logging.config
import flask
import yaml

cfg = flask.Flask("loggable")

@app.route('/
    def hello_world():
        return 'Hello World!'

if __name__ == '__main__':
    with open('logging.yml', 'r') as log_config:
        config_yml = log_config.read()
        config_dict = yaml.load(config_yml)
        logging.config.dictConfig(config_dict)
        app.run()
```

Authors
-------
* Andrey Kislyuk

Links
-----
* [Project home page (GitHub)](https://github.com/kislyuk/watchtower)
* [Documentation (Read the Docs)](https://watchtower.readthedocs.io/en/latest/)
* [Package distribution (PyPI)](https://pypi.python.org/pypi/watchtower)
* [AWS CLI CloudWatch Logs plugin](https://pypi.python.org/pypi/awscli-cwlogs)
* [Docker awslogs adapter](https://github.com/docker/docker/blob/master/daemon/logger/awslogs/cloudwatchlogs.go)

Bugs
-----
Please report bugs, issues, feature requests, etc. on `GitHub <https://github.com/kislyuk/watchtower/issues>`_.

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1.1732 scala-collection-compat_2.13 2.0.0

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1.1733 api-ldap-net-mina 2.0.0

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1.1740 natsort 7.0.1

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1.1755 protobufjs-base64 1.1.2

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* /opt/cola/permits/1141560977_1615013367.79/0/spring-expression-5-1-0-release-sources-1-jar/org/springframework/expression/MethodResolver.java
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  jar/org/springframework/expression/spel/ast/OperatorNot.java
* /opt/cola/permits/1141560977_1615013367.79/0/spring-expression-5-1-0-release-sources-1-
  jar/org/springframework/expression/spel/standard/Tokenizer.java
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  jar/org/springframework/expression/Operation.java
* /opt/cola/permits/1141560977_1615013367.79/0/spring-expression-5-1-0-release-sources-1-
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* /opt/cola/permits/1141560977_1615013367.79/0/spring-expression-5-1-0-release-sources-1-
  jar/org/springframework/expression/spel/support/ReflectivePropertyAccessor.java
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  jar/org/springframework/expression/spel/support/StandardOperatorOverloader.java
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  jar/org/springframework/expression/spel/InternalParseException.java
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* /opt/cola/permits/1141560977_1615013367.79/0/spring-expression-5-1-0-release-sources-1-jar/org/springframework/expression/spel/support/ReflectiveConstructorExecutor.java
* /opt/cola/permits/1141560977_1615013367.79/0/spring-expression-5-1-0-release-sources-1-jar/org/springframework/expression/spel/SpelParserConfiguration.java
* /opt/cola/permits/1141560977_1615013367.79/0/spring-expression-5-1-0-release-sources-1-jar/org/springframework/expression/Expression.java
* /opt/cola/permits/1141560977_1615013367.79/0/spring-expression-5-1-0-release-sources-1-jar/org/springframework/expression/spel/support/StandardTypeComparator.java
* /opt/cola/permits/1141560977_1615013367.79/0/spring-expression-5-1-0-release-sources-1-jar/org/springframework/expression/spel/standard/Token.java
* /opt/cola/permits/1141560977_1615013367.79/0/spring-expression-5-1-0-release-sources-1-jar/org/springframework/expression/spel/standard/TokenKind.java
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* /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
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
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 */
/**
* Creates a new JSRInliner. Subclasses must not use this constructor. 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.
*/

Found in path(s):
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/JSRInlinerAdapter.java
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 */
/**
 * Creates a new [GeneratorAdapter]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [GeneratorAdapter(int, MethodVisitor, int, String, Strings)]
 * 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.  
*/  

Found in path(s):  
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/**
* Constructs a new [@link Textifier]. `<i>Subclasses must not use this constructor</i>`. Instead, they must use the [@link #Textifier(int)] version.

* @throws IllegalStateException

    If a subclass calls this constructor.

*/

Found in path(s):
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/****
* Constructs a new [@link ClassNode]. `<i>Subclasses must not use this constructor</i>`. Instead, they must use the [@link #ClassNode(int)] version.

* @throws IllegalStateException

    If a subclass calls this constructor.
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*/

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 */

/**
 * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
 * version.
 *
 * @param typeRef
 * a reference to the annotated type. See {@link TypeReference}.
 *
 * @param typePath
 * the path to the annotated type argument, wildcard bound, array
 * element type, or static inner type within 'typeRef'. May be
 * @tt>null</tt> if the annotation targets 'typeRef' as a whole.
 * @param start
* the first instructions corresponding to the continuous ranges
* that make the scope of this local variable (inclusive).
* @param end
* the last instructions corresponding to the continuous ranges
* that make the scope of this local variable (exclusive). This
* array must have the same size as the 'start' array.
* @param index
* the local variable's index in each range. This array must have
* the same size as the 'start' array.
* @param desc
* the class descriptor of the annotation class.
*/

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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/MethodVisitor.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceFieldVisitor.java
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* /opt/cola/permits/1171047119_1622796353.83/0/spring-aop-5-2-15-release-sources-jar/org/aopalliance/aop/Advice.java
* /opt/cola/permits/1171047119_1622796353.83/0/spring-aop-5-2-15-release-sources-jar/org/springframework/aop/config/AspectJAutoProxyBeanDefinitionParser.java

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  jar/org/springframework/aop/support/annotation/AnnotationMethodMatcher.java
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  jar/org/springframework/aop/support/RootClassFilter.java
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* /opt/cola/permits/1171047119_1622796353.83/0/spring-aop-5-2-15-release-sources-
jar/org/springframework/aop/framework/autoproxy/target/AbstractBeanFactoryBasedTargetSourceCreator.java
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* /opt/cola/permits/1141560794_1615013652.09/0/jxmpp-core-0-6-3-sources-1-jar/org/jxmpp/xml/splitter/Utf8ByteXmppXmlSplitter.java
* /opt/cola/permits/1141560794_1615013652.09/0/jxmpp-core-0-6-3-sources-1-jar/org/jxmpp/xml/splitter/XmppXmlSplitter.java

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jar/org/springframework/scheduling/quartz/JobMethodInvocationFailedException.java
*/opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-
jar/org/springframework/mail/javamail/SmartMimeMessage.java
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jar/org/springframework/mail/MailAuthenticationException.java
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jar/org/springframework/scheduling/commonj/DelegatingTimerListener.java
*/opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-
jar/org/springframework/scheduling/commonj/DelegatingWork.java
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jar/org/springframework/scheduling/commonj/TimerManagerAccessor.java
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jar/org/springframework/scheduling/mail/MailParseException.java
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jar/org/springframework/scheduling/mail/MailSendException.java
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jar/org/springframework/ui/velocity/VelocityEngineFactoryBean.java
*/opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-
jar/org/springframework/cache/transaction/AbstractTransactionSupportingCacheManager.java
*/opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-
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* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4.3-22-release-sources-1.jar/org/springframework/mail/MailPreparationException.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4.3-22-release-sources-1.jar/org/springframework/ui/freemarker/FreeMarkerConfigurationFactoryBean.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4.3-22-release-sources-1.jar/org/springframework/scheduling/commonj/TimerManagerFactoryBean.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4.3-22-release-sources-1.jar/org/springframework/mail/MailException.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4.3-22-release-sources-1.jar/org/springframework/scheduling/quartz/DelegatingJob.java
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* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4.3-22-release-sources-1.jar/org/springframework/cache/jcache/JCacheCacheManager.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4.3-22-release-sources-1.jar/org/springframework/cache/jcache/interceptor/CacheResultInterceptor.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4.3-22-release-sources-1.jar/org/springframework/cache/jcache/interceptor/JCacheAspectSupport.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4.3-22-release-sources-1.jar/org/springframework/cache/jcache/interceptor/DefaultCacheInvocationContext.java
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* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4.3-22-release-sources-1.jar/org/springframework/cache/transaction/TransactionAwareCacheDecorator.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4.3-22-release-sources-1.jar/org/springframework/ui/freemarker/FreeMarkerConfigurationFactory.java
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* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-jar/org/springframework/cache/jcache/interceptor/CacheResolverAdapter.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-jar/org/springframework/mail/javamail/JavaMailSenderImpl.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-jar/org/springframework/cache/jcache/JCacheCache.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-jar/org/springframework/mail/SimpleMailMessage.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-jar/org/springframework/scheduling/quartz/SchedulerFactoryBean.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-jar/org/springframework/cache/jcache/config/ProxyJCacheConfiguration.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-jar/org/springframework/cache/jcache/interceptor/SimpleExceptionCacheResolver.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-jar/org/springframework/cache/jcache/interceptor/CacheRemoveEntryInterceptor.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-jar/org/springframework/cache/jcache/interceptor/AbstractCacheInterceptor.java
* /opt/cola/permits/1110923252_1606872811.01/0/spring-context-support-4-3-22-release-sources-1-jar/org/springframework/cache/jcache/interceptor/AbstractKeyCacheInterceptor.java
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jar/org/springframework/cache/jcache/interceptor/AbstractJCacheOperation.java
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jar/org/springframework/cache/jcache/interceptor/CacheRemoveAllOperation.java
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# text/html htm HTML HTM
# text/plain txt text TXT TEXT java c c++ cpp pl cc h
# image/gif GIF
# image/jpeg jpg jpeg JPG
# image/tiff tiff tif
# image/x-xwindowdump xwd
# application/postscriptai eps ps
# application/rtf tTF
application/x-tex
application/x-texinfo
tex
application/x-troff
tr
roff
audio/basic
audio/midi
audio/x-aiff
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audio/x-mpeg
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# PPM (UNIX PPM package)
image/x-portable-pixmap
# PGM (UNIX PPM package)
image/x-portable-graymap
# PBM (UNIX PPM package)
image/x-portable-bitmappbm
# PNM (UNIX PPM package)
image/x-portable-anymappnm
# Microsoft Windows bitmap
image/x-ms-bmpbmp
# CMU raster
image/x-cmu-rasterras
# Kodak Photo-CD
image/x-photo-cdpd
# Computer Graphics Metafile
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image/x-mgx-dsfdsf
# CMX vector image (Corel)
image/x-cmxcmx
# Wavelet-compressed (Summus)
image/waveletwi
# AutoCad Drawing (SoftSource)
image/vnd.dwgdwg
# AutoCad DXF file (SoftSource)
image/vnd.dxfdxf
# Simple Vector Format (SoftSource)
image/vnd.svsvf

# AUDIO/VOICE/MUSIC RELATED TYPES

# """basic"" audio - 8-bit u-law PCM"
audio/basic snd
# Macintosh audio format (AIpple)
audio/x-aiffaiff aiff aifc
# Microsoft audio
audio/x-wavwav
# 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-midi

# Koan music data (SSeyo)
application/vnd.koan

# Speech synthesis data (MVP Solutions)
text/x-speechtalk

# VIDEO TYPES

# MPEG video
video/mpeg mpg mpe

# MPEG-2 video
video/mpeg-2mpv2 mp2v

# Macintosh Quicktime
video/quicktimeqt mov

# Microsoft video
video/x-msvideoavi

# SGI Movie format
video/x-sgi-movie

# 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/rtf

# Adobe Acrobat PDF
application/pdf

# 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
# DOWNLOADABLE PROGRAM/SCRIPTS

# Javascript program
text/javascript		js
ls
mocha

# 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/mspowerpoint

# ASAP WordPower (Software Publishing Corp.)
application/x-asap

# Astound Web Player multimedia data (GoldDisk)
application/astound

# SPECIAL EMBEDDED OBJECT

# OLE script e.g. Visual Basic (Ncompass)
application/x-olescript

# OLE Object (Microsoft/NCompass)
application/x-oleobject

# OpenScape OLE/OCX objects (Business@Web)
x-form/x-openscape

# Visual Basic objects (Amara)
application/x-webbasic

# Specialized data entry forms (Alpha Software)
application/x-alpha-form

# client-server objects (Wayfarer Communications)
x-script/x-wfx

# GENERAL APPLICATIONS
# Undefined binary data (often executable progs)
application/octet-stream exe com
# Pointcast news data (Pointcast)
application/x-pcnpnc
# Excel spreadsheet (Microsoft)
application/vnd.ms-excel xlsx
# PowerPoint (Microsoft)
application/vnd.ms-powerpoint ppt
# Microsoft Project (Microsoft)
application/vnd.ms-project mpp
# SourceView document (Dataware Electronics)
application/vnd.svd svd
# Net Install - software install (20/20 Software)
application/x-net-install
# Carbon Copy - remote control/access (Microcom)
application/cc ccv
# Spreadsheets (Visual Components)
workbook/vmlformulaone

# 2D/3D DATA/VIRTUAL REALITY TYPES

# VRML data file
x-world/x-vrml vrml
# WIRL - VRML data (VREAM)
x-world/x-vream vrml
# Play3D 3d scene data (Play3D)
application/x-p3d p3d
# Viscape Interactive 3d world data (Superscape)
x-world/x-svr svr
# WebActive 3d data (Plastic Thought)
x-world/x-wvr wvr
# QuickDraw3D scene data (Apple)
x-world/x-3dmf 3dmf

# SCIENTIFIC/MATH/CAD TYPES

# Mathematica notebook
application/mathematica
# Computational meshes for numerical simulations
x-model/x-mesh msh
# Vis5D 5-dimensional data
application/vis5d v5d
# IGES models -- CAD/CAM (CGM) data
application/iges iges
# Autocad WHIP vector drawings
drawing/x-dwf dwf
1.1782 berkeley-db 5.3.28-12+deb9u1

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1.1787 spring-boot 1.5.22.RELEASE

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* /opt/cola/permits/1135840198_1613612891.54/0/spring-boot-1-5-22-release-sources-3-jar/org/springframework/boot/json/package-info.java
* /opt/cola/permits/1135840198_1613612891.54/0/spring-boot-1-5-22-release-sources-3-jar/org/springframework/boot/context/embedded/LocalServerPort.java
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* /opt/cola/permits/1135840198_1613612891.54/0/spring-boot-1-5-22-release-sources-3-
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* /opt/cola/permits/1135840198_1613612891.54/0/spring-boot-1-5-22-release-sources-3.jar/org/springframework/boot/json/JsonSimpleJsonParser.java
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* /opt/cola/permits/1135840198_1613612891.54/0/spring-boot-1-5-22-release-sources-3.jar/org/springframework/boot/info/InfoProperties.java
1.1788 @babel/runtime 7.13.10

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1.1792 swagger-jaxrs 1.5.3

1.1793 jackson-module-parameter-names
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/**
 * markupsafe_speedups
 * ~~~~~~~~~~~~~~~~~~~
 * 
 * C implementation of escaping for better performance. Used instead of
 * the native Python implementation when compiled.
 * 
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 */

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* /opt/cola/permits/1160876786_1620411589.43/0/sailfishos-mirror-markupsafe-1-1-1-0-g22c946d-1-targ-gz/sailfishos-mirror-markupsafe-22c946d/src/markupsafe/_constants.py
* /opt/cola/permits/1160876786_1620411589.43/0/sailfishos-mirror-markupsafe-1-1-1-0-g22c946d-1-targ-gz/sailfishos-mirror-markupsafe-22c946d/src/markupsafe/__init__.py
* /opt/cola/permits/1160876786_1620411589.43/0/sailfishos-mirror-markupsafe-1-1-1-0-g22c946d-1-targ-gz/sailfishos-mirror-markupsafe-22c946d/src/markupsafe/_compat.py

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1.1795 spring-jdbc 4.3.25.RELEASE
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jar/org/springframework/jdbc/core/metadata/SqlServerCallMetaDataProvider.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-
jar/org/springframework/jdbc/core/metadata/SybaseCallMetaDataProvider.java
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/**
 * The classes in this package make JDBC easier to use and
 * reduce the likelihood of common errors. In particular, they:
 * <ul>
 * <li>Simplify error handling, avoiding the need for try/catch/finally
 * blocks in application code.
 * <li>Present exceptions to application code in a generic hierarchy of
 * unchecked exceptions, enabling applications to catch data access
 * exceptions without being dependent on JDBC, and to ignore fatal
 * exceptions there is no value in catching.
 * <li>Allow the implementation of error handling to be modified
 * to target different RDBMSes without introducing proprietary
 * dependencies into application code.
 * </ul>
 *
 * <p>This package and related packages are discussed in Chapter 9 of
 * by Rod Johnson (Wrox, 2002).
 */

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* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/incrementer/DataFieldMaxValueIncrementer.java

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 * limitations under the License.
 */
/**
 * Close this LobCreator session and free its temporarily created BLOBs and CLOBs.
 * Will not need to do anything if using PreparedStatement's standard methods,
 * but might be necessary to free database resources if using proprietary means.
 * <p><b>NOTE</b>: Needs to be invoked after the involved PreparedStatements have
 * been executed or the affected O/R mapping sessions have been flushed.
 * Otherwise, the database resources for the temporary BLOBs might stay allocated.
 */

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* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/lob/LobCreator.java

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 */

/**
 * Strategy interface for translating between @link SQLException SQLExceptions
 * and Spring's data access strategy-agnostic @link DataAccessException hierarchy.
 * 
 * Implementations can be generic (for example, using
 * @link java.sql.SQLException#getSQLState SQLState] codes for JDBC) or wholly
 * proprietary (for example, using Oracle error codes) for greater precision.
 * 
 * @author Rod Johnson
 * @author Juergen Hoeller
 * @see org.springframework.dao.DataAccessException
 */

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* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/xml/SqlXmlHandler.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/datasource/init/ScriptStatementFailedException.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/datasource/EmbeddedDatabase.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/core/simple/SimpleJdbcCallOperations.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/datasource/DriverManagerDataSource.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/nativejdbc/AbstractJdbcExtractor.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/nativejdbc/CommonsDbcpNativeJdbcExtractor.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/datasource/embedded/AbstractEmbeddedDatabaseConfigurer.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/datasource/embedded/AbstractEmbeddedDatabase.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/datasource/embedded/AbstractEmbeddedDatabaseBuilder.java

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  */opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-
  jar/org/springframework/jdbc/support/nativejdbc/WebSphereNativeJdbcExtractor.java
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  jar/org/springframework/jdbc/support/lob/AbstractLobHandler.java
  */opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-
  jar/org/springframework/jdbc/support/namedparam/EmptySqlParameterSource.java
  */opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-
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* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/lob/PassThroughBlob.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/lob/SpringLobCreatorSynchronization.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/nativejdbc/Jdbc4NativeJdbcExtractor.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/springJdbcFunction.java
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* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/nativejdbc/Jdbc4NativeJdbcExtractor.java
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* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/lob/PassThroughBlob.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/lob/SpringLobCreatorSynchronization.java
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* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/lob/PassThroughBlob.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/lob/SpringLobCreatorSynchronization.java
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*/
/**
* Implement this interface when parameters need to be customized based
* on the connection. We might need to do this to make use of proprietary
* features, available only with a specific Connection type.
*
* @author Rod Johnson
* @author Thomas Risberg
* @see CallableStatementCreatorFactory#newCallableStatementCreator(ParameterMapper)
* @see org.springframework.jdbc.object.StoredProcedure#execute(ParameterMapper)
*/
/**
* Create a Map of input parameters, keyed by name.
* @param con JDBC connection. This is useful (and the purpose of this interface)
* if we need to do something RDBMS-specific with a proprietary Connection
* implementation class. This class conceals such proprietary details. However,
* it is best to avoid using such proprietary RDBMS features if possible.
* @throws SQLException if a SQLException is encountered setting
* parameter values (that is, there's no need to catch SQLException)
* @return Map of input parameters, keyed by name (never { code null })
*/

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* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
* Abstraction for handling large binary fields and large text fields in specific databases, no matter if represented as simple types or Large OBjects.
* Its main purpose is to isolate Oracle 9i's peculiar handling of LOBs in
* [@link OracleLobHandler]; most other databases should be able to work
* with the provided [@link DefaultLobHandler].
*
* Provides accessor methods for BLOBs and CLOBs, and acts as factory for
* LobCreator instances, to be used as sessions for creating BLOBs or CLOBs.
* LobCreators are typically instantiated for each statement execution or for
* each transaction; they are not thread-safe because they might track
* allocated database resources in order to free them after execution.
*
* Most databases/drivers should be able to work with [@link DefaultLobHandler],
* which by default delegates to JDBC's direct accessor methods, avoiding the
* [@link DefaultLobHandler] can also be configured to access LOBs using
* [@code PreparedStatement.setBlob/setClob] (e.g. for PostgreSQL), through
* setting the [@link DefaultLobHandler#setWrapAsLob "wrapAsLob"] property.
*
* Unfortunately, Oracle 9i just accepts Blob/Clob instances created via its own
* proprietary BLOB/CLOB API, and additionally doesn't accept large streams for
* PreparedStatement's corresponding setter methods. Therefore, you need to use
* [@link OracleLobHandler] there, which uses Oracle's BLOB/CLOB API for both types
* of access. The Oracle 10g+ JDBC driver will work with [@link DefaultLobHandler]
* as well, with some limitations in terms of LOB sizes depending on DBMS setup;
* as of Oracle 11g (or actually, using the 11g driver even against older databases),
* there should be no need to use [@link OracleLobHandler] at all anymore.
*
* Of course, you need to declare different field types for each database.
* In Oracle, any binary content needs to go into a BLOB, and all character content
* beyond 4000 bytes needs to go into a CLOB. In MySQL, there is no notion of a
* CLOB type but rather a LONGTEXT type that behaves like a VARCHAR. For complete
* portability, use a LobHandler for fields that might typically require LOBs on
* some database because of the field size (take Oracle's numbers as a guideline).
*
* Summarizing the recommended options (for actual LOB fields):
* <ul>
* <li>JDBC 4.0 driver (including Oracle 11g driver): Use [@link DefaultLobHandler],
* potentially with [@code streamAsLob=true] if your database driver requires that
* hint when populating a LOB field. Fall back to [@code createTemporaryLob=true]
* if you happen to run into LOB size limitations with your (Oracle) database setup.
* </li>
* <li>Oracle 10g driver: Use [@link DefaultLobHandler] with standard setup.
* On Oracle 10.1, set the "SetBigStringTryClob" connection property; as of Oracle 10.2,
* DefaultLobHandler should work with standard setup out of the box. Alternatively,
* consider using the proprietary \{@link OracleLobHandler\} (see below).
* \begin{itemize}
\item Oracle 9i driver: Use \{@link OracleLobHandler\} with \{@code wrapAsLob=true\},
\item PostgreSQL: Configure \{@link DefaultLobHandler\} with \{@code wrapAsLob=true\},
\item For all other database drivers (and for non-LOB fields that might potentially turn into LOBs on some databases): Simply use a plain \{@link DefaultLobHandler\}.
\end{itemize}

* @author Juergen Hoeller
* @since 23.12.2003
* @see DefaultLobHandler
* @see OracleLobHandler
* @see java.sql.ResultSet\#getBlob
* @see java.sql.ResultSet\#getBlob
* @see java.sql.ResultSet\#getBlob
* @see java.sql.ResultSet\#getBytes
* @see java.sql.ResultSet\#getBinaryStream
* @see java.sql.ResultSet\#getString
* @see java.sql.ResultSet\#getAsciiStream
* @see java.sql.ResultSet\#getCharacterStream
*/

Found in path(s):
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/lob/LobHandler.java
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* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/core/support/JdbcBeanDefinitionReader.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/datasource/ConnectionProxy.java
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* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/object/MappingSqlQuery.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/incrementer/DB2MainframeSequenceMaxValueIncrementer.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/support/incrementer/DB2SequenceMaxValueIncrementer.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/core/namedparam/ParsedSql.java
* /opt/cola/permits/1136535643_1613781416.33/0/spring-jdbc-4-3-25-release-sources-3-jar/org/springframework/jdbc/core/DisposableSqlTypeValue.java
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*/
/**
 * LobHandler implementation for Oracle databases. Uses proprietary API
 * to create {code oracle.sql.BLOB} and {code oracle.sql.CLOB}
 * instances, as necessary when working with Oracle's JDBC driver.
 * Note that this LobHandler requires Oracle JDBC driver 9i or higher!
 * While most databases are able to work with {link DefaultLobHandler},
 * Oracle 9i (or more specifically, the Oracle 9i JDBC driver) just accepts
 * Blob/Clob instances created via its own proprietary BLOB/CLOB API,
 * and additionally doesn't accept large streams for PreparedStatement's
 * corresponding setter methods. Therefore, you need to use a strategy like
 * this LobHandler implementation, or upgrade to the Oracle 10g/11g driver
 * (which still supports access to Oracle 9i databases).
 * NOTE: As of Oracle 10.2, {link DefaultLobHandler} should work equally
 * well out of the box. On Oracle 11g, JDBC 4.0 based options such as
 * {link DefaultLobHandler#setStreamAsLob} and {link DefaultLobHandler#setCreateTemporaryLob}
 * are available as well, rendering this proprietary OracleLobHandler obsolete.
 * Also, consider upgrading to a new driver even when accessing an older database.
 * See the {link LobHandler} interface javadoc for a summary of recommendations.
 * Needs to work on a native JDBC Connection, to be able to cast it to
 * {code oracle.jdbc.OracleConnection}. If you pass in Connections from a
 * connection pool (the usual case in a Java EE environment), you need to set an
 * appropriate {link org.springframework.jdbc.support.nativejdbc.NativeJdbcExtractor}
* to allow for automatic retrieval of the underlying native JDBC Connection.
* LobHandler and NativeJdbcExtractor are separate concerns, therefore they
* are represented by separate strategy interfaces.
*
* &lt;p&gt;Coded via reflection to avoid dependencies on Oracle classes.
* Even reads in Oracle constants via reflection because of different Oracle
* drivers (classes12, ojdbc14, ojdbc5, ojdbc6) having different constant values!
* As this LobHandler initializes Oracle classes on instantiation, do not define
* this as eager-initializing singleton if you do not want to depend on the Oracle
* JAR being in the class path: use "lazy-init=true" to avoid this issue.
*
* @author Juergen Hoeller
* @author Thomas Risberg
* @since 04.12.2003
* @see DefaultLobHandler
* @see #setNativeJdbcExtractor
* @deprecated in favor of [@link DefaultLobHandler] for the Oracle 10g driver and
* higher. Consider using the 10g/11g driver even against an Oracle 9i database!
* [ @link DefaultLobHandler#setCreateTemporaryLob] is the direct equivalent of this
* OracleLobHandler's implementation strategy, just using standard JDBC 4.0 API.
* That said, in most cases, regular DefaultLobHandler setup will work fine as well.
*/

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1.1796 spring-context 5.1.0.RELEASE

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jar/org/springframework/validation/annotation/Validated.java
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jar/org/springframework/validation/beanvalidation/MessageSourceResourceBundleLocator.java
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jar/org/springframework/context/annotation/PropertySources.java
* /opt/cola/permits/1141561479_1615013358.5/0/spring-context-5-1-0-release-sources-1-
jar/org/springframework/context/ApplicationContext.java
* /opt/cola/permits/1141561479_1615013358.5/0/spring-context-5-1-0-release-sources-1-
jar/org/springframework/context/annotation/ScannedGenericBeanDefinition.java
* /opt/cola/permits/1141561479_1615013358.5/0/spring-context-5-1-0-release-sources-1-
jar/org/springframework/context/annotation/AnnotationConfigRegistry.java
* /opt/cola/permits/1141561479_1615013358.5/0/spring-context-5-1-0-release-sources-1-
jar/org/springframework/cache/CacheManager.java
* /opt/cola/permits/1141561479_1615013358.5/0/spring-context-5-1-0-release-sources-1-
jar/org/springframework/context/annotation/ScannedGenericBeanDefinition.java
* /opt/cola/permits/1141561479_1615013358.5/0/spring-context-5-1-0-release-sources-1-
jar/org/springframework/scheduling/config/ContextLifecycleScheduledTaskRegistrar.java
* /opt/cola/permits/1141561479_1615013358.5/0/spring-context-5-1-0-release-sources-1-
jar/org/springframework/context/annotation/AnnotationConfigRegistry.java
* /opt/cola/permits/1141561479_1615013358.5/0/spring-context-5-1-0-release-sources-1-
jar/org/springframework/cache/interceptor/BasicOperation.java
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jar/org/springframework/format/AnnotationFormatterFactory.java

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/**
 * Abstract the invocation of a cache operation.
 *
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 * Callers are expected to handle this issue type specifically.
 *
 * @author Stephane Nicoll
 * @since 4.1
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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.
 *
 * Exposes the {@code MBeanServer} for bean references.
 * This FactoryBean is a direct alternative to {@link MBeanServerFactoryBean},
 * which uses standard JMX 1.2 API to access the platform's MBeanServer.
 *
 * See the javadocs for WebSphere's
 *
 * @author Juergen Hoeller
 * @author Rob Harrop
 * @since 2.0.3
 * @see javax.management.MBeanServer
 * @see MBeanServerFactoryBean
 */

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 */
/**
 * Indicates that a component is only eligible for registration when all
 * {[@linkplain #value specified conditions] match.

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A condition is any state that can be determined programatically before the bean definition is due to be registered (see \cite{Condition} for details).

The `@Conditional` annotation may be used in any of the following ways:

- as a type-level annotation on any class directly or indirectly annotated with `@Component`, including `@Configuration @Configuration` classes
- as a meta-annotation, for the purpose of composing custom stereotype annotations
- as a method-level annotation on any `@Bean @Bean` method

If a `@Configuration` class is marked with `@Conditional`, all of the `@Bean` methods, `@Import @Import` annotations, and `@ComponentScan @ComponentScan` annotations associated with that class will be subject to the conditions.

**NOTE:** Inheritance of `@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 `@Inherited`.

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/1130189384_1612483940.48/0/ini4j-0-5-4-sources-1-jar/org/ini4j/Options.java
* /opt/cola/permits/1130189384_1612483940.48/0/ini4j-0-5-4-sources-1-jar/org/ini4j/BasicMultiMap.java

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 11040
1.1802 @types/prosemirror-commands 1.0.4

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1.1803 classmate 1.4.0

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

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1.1805 follow-redirects 1.13.2

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* /opt/cola/permits/1141561061_1615013693.22/0/spring-cloud-netflix-ribbon-2-2-2-release-sources-1-jar/org/springframework/cloud/netflix/ribbon/RibbonStatsRecorder.java

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jar/org/springframework/cloud/netflix/ribbon/RibbonProperties.java
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jar/org/springframework/cloud/netflix/ribbon/RibbonClientName.java

1.1807 i18n-core 1.4.2

1.1808 jetty-alpn-openjdk8-server
9.4.12.v20180830

1.1809 log4j-api 2.12.0
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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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Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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amqp-client-3.5.6-sources.jar\com\rabbitmq\client\impl\VariableLinkedBlockingQueue.java

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Then the package has been maintained by Charles Briscoe-Smith <cpbs@debian.org>. I gathered data for the 1999-2001 calendar files from various sources on the Internet, and I'd also like to thank Oliver Elphick, Julian Gilbey, Daniel Martin and Jaldhar H. Vyas for providing much useful data on the various religious calendars. I have edited the files they provided to fit calendar's requirements, so any errors should be attributed to me.

After cpbs@debian.org, Marco d'Itri <md@linux.it> maintained it for almost two years, before Tollef Fog Heen <tfheen@debian.org> took over. The package is now maintained by Graham Wilson <bob@decoy.wox.org>.

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

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   b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

   c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

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

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
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of these things:

a) Accompany the work with the complete corresponding
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changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
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to use the modified definitions.)

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

c) Accompany the work with a written offer, valid for at least
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The precise terms and conditions for copying, distribution and modification follow.

@heading TERMS AND CONDITIONS

@enumerate 0
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The ``source code'' for a work means the preferred form of the work for making modifications to it. ``Object code'' means any non-source form of a work.

A ``Standard Interface'' means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.
The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

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Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.
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@item
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@item
Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

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@end enumerate

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========

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1.1824 amqp-client 5.9.0
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Manifest-Version: 1.0
Bundle-SymbolicName: com.rabbitmq.client
Built-By: root
Bnd-LastModified: 1586866456034
Specification-Title: AMQP
Bundle-DocURL: https://www.rabbitmq.com
1.1825 simple-salesforce 0.74.2

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1.1826 read-package-json 3.0.1

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1.1828 @npmcli/map-workspaces 1.0.3

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1.1834 jnr-constants 0.9.12

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 */

Found in path(s):
* /opt/cola/permits/1148193002_1619804643.3/0/jnr-constants-0-9-12-sources-2-jar/com/kenai/constantine/Constant.java
* /opt/cola/permits/1148193002_1619804643.3/0/jnr-constants-0-9-12-sources-2-jar/jnr/constants/Platform.java
* /opt/cola/permits/1148193002_1619804643.3/0/jnr-constants-0-9-12-sources-2-jar/jnr/constants/Constant.java
* /opt/cola/permits/1148193002_1619804643.3/0/jnr-constants-0-9-12-sources-2-jar/jnr/constants/platform/ConstantResolver.java
* /opt/cola/permits/1148193002_1619804643.3/0/jnr-constants-0-9-12-sources-2-jar/com/kenai/constantine/ConstantSet.java
* /opt/cola/permits/1148193002_1619804643.3/0/jnr-constants-0-9-12-sources-2-jar/jnr/constants/ConstantSet.java
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* /opt/ws_local/PERMITS_SQL/1069297250_1594619133.54/0/spring-security-config-4-2-15-release-sources-jar/org/springframework/security/config/ldap/LdapServerBeanDefinitionParser.java
* /opt/ws_local/PERMITS_SQL/1069297250_1594619133.54/0/spring-security-config-4-2-15-release-sources-jar/org/springframework/security/config/authentication/AuthenticationManagerFactoryBean.java
* /opt/ws_local/PERMITS_SQL/1069297250_1594619133.54/0/spring-security-config-4-2-15-release-sources-jar/org/springframework/security/config/ldap/LdapServerBeanDefinitionParser.java

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Configurer.java
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Spring Boot CLI

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 * jar/org/springframework/xml/validation/ValidationErrorHandler.java
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jar/org/springframework/xml/namespace/QNameEditor.java
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jar/org/springframework/xml/xsd/commons/CommonsXsdSchemaCollection.java
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 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.97/0/jnr-ffi-2-1-13-sources.jar/jnr/ffi/Class.java
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* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/InterfaceScanner.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/jffi/AnnotationTypeMapper.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/FromNativeType.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/SimpleTypeMapper.java
* /opt/ws Local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/SigType.java
* /opt/ws Local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/NativeVariable.java
* /opt/ws Local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/StructByReferenceResultConverterFactory.java
* /opt/ws Local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/ToNativeType.java
* /opt/ws Local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/NativeFunction.java
* /opt/ws Local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/mapper/SimpleFunctionMapper.java
* /opt/ws Local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/jffi/ConverterMetaData.java
* /opt/ws Local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/jffi/Types.java
* /opt/ws Local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-
jar/jnr/ffi/provider/ResultType.java

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* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.97/0/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/FFIProvider.java

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* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.97/0/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/nativeinvocationhandler.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.97/0/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/pointer.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.97/0/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/pointer/NativeInvocationHandler.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.97/0/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/pointer/pointer/Pointer.java
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* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/jffi/NativeClosureManager.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/IntPointer.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-jar/jnr/ffi/mapper/AbstractDataConverter.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/jffi/BufferMethodGenerator.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/jffi/AsmBuilder.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/jffi/MethodGenerator.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/ClosureManager.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.970/jnr-ffi-2-1-13-sources-jar/jnr/ffi/provider/jffi/NativeClosurePointer.java
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.97/0/jnr-ffi-2-1-13-sources-jar/jnr/ffi/util/ref/FinalizablePhantomReference.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.97/0/jnr-ffi-2-1-13-sources-jar/jnr/ffi/util/ref/FinalizableSoftReference.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.97/0/jnr-ffi-2-1-13-sources-jar/jnr/ffi/util/ref/FinalizableReferenceQueue.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.97/0/jnr-ffi-2-1-13-sources-jar/jnr/ffi/util/ref/FinalizableReference.java
* /opt/ws_local/PERMITS_SQL/1062462101_1592584442.97/0/jnr-ffi-2-1-13-sources-jar/jnr/ffi/util/ref/FinalizableWeakReference.java

1.1851 idna 2.10-1.ph4

1.1851.1 Available under license:
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Metadata-Version: 1.2
Name: idna
Version: 2.10
Summary: Internationalized Domain Names in Applications (IDNA)
Home-page: https://github.com/kjd/idna
Author: Kim Davies
Author-email: kim@cynosure.com.au
License: BSD-like
Description: Internationalized Domain Names in Applications

====================================================================

Support for the Internationalised Domain Names in Applications
(IDNA) protocol as specified in `RFC 5891 <http://tools.ietf.org/html/rfc5891>`_. This is the latest version of the protocol and is sometimes referred to as “IDNA 2008”.

This library also provides support for Unicode Technical Standard 46, `Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>`_. This acts as a suitable replacement for the “encodings.idna” module that comes with the Python standard library, but only supports the old, deprecated IDNA specification (RFC 3490 <http://tools.ietf.org/html/rfc3490>).

Basic functions are simply executed:

.. code-block:: pycon

  >>> import idna
  >>> idna.encode('.')
  b'xn--eckwd4c7c.xn--zckzah'
  >>> print(idna.decode('xn--eckwd4c7c.xn--zckzah'))
  .

  # Python 2
  >>> import idna
  >>> idna.encode(u'.')
  'xn--eckwd4c7c.xn--zckzah'
  >>> print idna.decode('xn--eckwd4c7c.xn--zckzah')
  .

Packages
--------

The latest tagged release version is published in the PyPI repository:

.. image:: https://badge.fury.io/py/idna.svg
   :target: http://badge.fury.io/py/idna

Installation
------------

To install this library, you can use pip:

.. code-block:: bash

  $ pip install idna

Alternatively, you can install the package using the bundled setup script:
This library works with Python 2.7 and Python 3.4 or later.

Usage
-----

For typical usage, the `encode` and `decode` functions will take a domain name argument and perform a conversion to A-labels or U-labels respectively.

```python
# Python 3
>>> import idna
>>> idna.encode('.')
b'xn--eckwd4c7c.xn--zckzah'
>>> print(idna.decode('xn--eckwd4c7c.xn--zckzah'))
.
```

You may use the codec encoding and decoding methods using the `idna.codec` module:

```python
# Python 2
>>> import idna.codec
>>> print u'.'.encode('idna')
xn--80ahd1agd.xn--80akhbyknj4f
>>> print 'xn--80ahd1agd.xn--80akhbyknj4f'.decode('idna')
.
```

Conversions can be applied at a per-label basis using the `ulabel` or `alabel` functions if necessary:

```python
# Python 2
>>> idna.alabel(u'')
'xn--0zwm56d'
```

Compatibility Mapping (UTS #46)
+++++++++++++++++++++++++++++++

As described in `RFC 5895 <http://tools.ietf.org/html/rfc5895>`_, the IDNA
specification no longer normalizes input from different potential ways a user may input a domain name. This functionality, known as a “mapping”, is now considered by the specification to be a local user-interface issue distinct from IDNA conversion functionality.

This library provides one such mapping, that was developed by the Unicode Consortium. Known as `Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>`, it provides for both a regular mapping for typical applications, as well as a transitional mapping to help migrate from older IDNA 2003 applications.

For example, “Königsgäßchen” is not a permissible label as *LATIN CAPITAL LETTER K* is not allowed (nor are capital letters in general). UTS 46 will convert this into lower case prior to applying the IDNA conversion.

.. code-block:: pycon

    # Python 3
    >>> import idna
    >>> idna.encode(u'Königsgäßchen')
    ...  
    idna.core.InvalidCodepoint: Codepoint U+004B at position 1 of 'Königsgäßchen' not allowed
    >>> idna.encode('Königsgäßchen', uts46=True)
    b'xn--knigsgchen-b4a3dun'
    >>> print(idna.decode('xn--knigsgchen-b4a3dun'))
    königsgäßchen

Transitional processing provides conversions to help transition from the older 2003 standard to the current standard. For example, in the original IDNA specification, the *LATIN SMALL LETTER SHARP S* (ß) was converted into two *LATIN SMALL LETTER S* (ss), whereas in the current IDNA specification this conversion is not performed.

.. code-block:: pycon

    # Python 2
    >>> idna.encode(u'Königsgäßchen', uts46=True, transitional=True)
    'xn--knigsgsschen-lcb0w'

Implementors should use transitional processing with caution, only in rare cases where conversion from legacy labels to current labels must be performed (i.e. IDNA implementations that pre-date 2008). For typical applications that just need to convert labels, transitional processing is unlikely to be beneficial and could produce unexpected incompatible results.

``encodings.idna`` Compatibility

+----------------------------------------+
| Function calls from the Python built-in |
+----------------------------------------+
mapped to their IDNA 2008 equivalents using the `idna.compat` module.
Simply substitute the `import` clause in your code to refer to the
new module name.

Exceptions
-----------

All errors raised during the conversion following the specification should
raise an exception derived from the `idna.IDNAError` base class.

More specific exceptions that may be generated as `idna.IDNABidiError`
when the error reflects an illegal combination of left-to-right and right-to-left
characters in a label; `idna.InvalidCodepoint` when a specific codepoint is
an illegal character in an IDN label (i.e. INVALID); and `idna.InvalidCodepointContext`
when the codepoint is illegal based on its positional context (i.e. it is CONTEXTO
or CONTEXTJ but the contextual requirements are not satisfied.)

Building and Diagnostics
-------------------------

The IDNA and UTS 46 functionality relies upon pre-calculated lookup tables for
performance. These tables are derived from computing against eligibility criteria
in the respective standards. These tables are computed using the command-line
script `tools/idna-data`.

This tool will fetch relevant tables from the Unicode Consortium and perform the
required calculations to identify eligibility. It has three main modes:

* `idna-data make-libdata`. Generates `idnadata.py` and `uts46data.py`,
  the pre-calculated lookup tables using for IDNA and UTS 46 conversions. Implementors
  who wish to track this library against a different Unicode version may use this tool
to manually generate a different version of the `idnadata.py` and `uts46data.py`
  files.

* `idna-data make-table`. Generate a table of the IDNA disposition
  (e.g. PVALID, CONTEXTJ, CONTEXTO) in the format found in Appendix B.1 of RFC
  5892 and the pre-computed tables published by IANA <http://iana.org/>.

* `idna-data U+0061`. Prints debugging output on the various properties
  associated with an individual Unicode codepoint (in this case, U+0061), that are
  used to assess the IDNA and UTS 46 status of a codepoint. This is helpful in debugging
  or analysis.

The tool accepts a number of arguments, described using `idna-data -h`. Most notably,
the `--version` argument allows the specification of the version of Unicode to use
in computing the table data. For example, `idna-data --version 9.0.0 make-libdata`
will generate library data against Unicode 9.0.0.
Note that this script requires Python 3, but all generated library data will work in Python 2.7.

Testing
-------

The library has a test suite based on each rule of the IDNA specification, as well as tests that are provided as part of the Unicode Technical Standard 46, "Unicode IDNA Compatibility Processing <http://unicode.org/reports/tr46/>".

The tests are run automatically on each commit at Travis CI:

.. image:: https://travis-ci.org/kjd/idna.svg?branch=master
 :target: https://travis-ci.org/kjd/idna

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Intended Audience :: Developers
Classifier: Intended Audience :: System Administrators
Classifier: License :: OSI Approved :: BSD License
Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
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Classifier: Topic :: Internet :: Name Service (DNS)
Classifier: Topic :: Software Development :: Libraries :: Python Modules
Classifier: Topic :: Utilities
Requires-Python: >=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*

Found in path(s):
* /opt/cola/permits/1175352047_1627367064.54/0/idna-2-10-1-tar-gz/idna-2.10/idna.egg-info/PKG-INFO
* /opt/cola/permits/1175352047_1627367064.54/0/idna-2-10-1-tar-gz/idna-2.10/PKG-INFO

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License
-------

License: bsd-3-clause
A library to support the Internationalised Domain Names in Applications (IDNA) protocol as specified in RFC 5890 et.al. This new methodology, known as IDNA 2008, can generate materially different results to the previous standard. The library can act as a drop-in replacement for the "encodings.idna" module.

```python
import io, sys
from setuptools import setup

def main():
```
python_version = sys.version_info[:2]
if python_version < (2,7):
    raise SystemExit("Sorry, Python 2.7 or newer required")

package_data = {}
exec(open('idna/package_data.py').read(), package_data)

arguments = {
    'name': 'idna',
    'packages': ['idna'],
    'version': package_data['__version__'],
    'description': 'Internationalized Domain Names in Applications (IDNA)',
    'long_description': io.open("README.rst", encoding="UTF-8").read(),
    'author': 'Kim Davies',
    'author_email': 'kim@cynosure.com.au',
    'license': 'BSD-like',
    'url': 'https://github.com/kjd/idna',
    'classifiers': [
        'Development Status :: 5 - Production/Stable',
        'Intended Audience :: Developers',
        'Intended Audience :: System Administrators',
        'License :: OSI Approved :: BSD License',
        'Operating System :: OS Independent',
        'Programming Language :: Python',
        'Programming Language :: Python :: 2',
        'Programming Language :: Python :: 2.7',
        'Programming Language :: Python :: 3',
        'Programming Language :: Python :: 3.4',
        'Programming Language :: Python :: 3.5',
        'Programming Language :: Python :: 3.6',
        'Programming Language :: Python :: 3.7',
        'Programming Language :: Python :: 3.8',
        'Programming Language :: Python :: Implementation :: CPython',
        'Programming Language :: Python :: Implementation :: PyPy',
        'Topic :: Internet :: Name Service (DNS)',
        'Topic :: Software Development :: Libraries :: Python Modules',
        'Topic :: Utilities',
    ],
    'python_requires': '>=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*',
}

setup(**arguments)

if __name__ == '__main__':
    main()

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* /opt/cola/permits/1175352047_1627367064.54/0/idna-2-10-1-tar-gz/idna-2.10/setup.py
1.1852 netbase 5.4
1.1852.1 Available under license:

This package was created by Peter Tobias tobias@et-inf.fho-emden.de on
<ajt@debian.org> until 2001.
It is currently maintained by Marco d'Itri <md@linux.it>.

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1.1853 azure-core 1.13.0
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/**
 * Indicates functionality that is in preview and as such is subject to change in non-backwards compatible ways in
 * future releases, including removal, regardless of any compatibility expectations set by the containing library
 * version.
 *
 * Examples:
 * *
 * [@literal @}Beta
 * [@literal @}Beta(since="v1.0.0")
 * [@literal @}Beta(since="v1.2.0", reason="the feature is in preview")
 * [@literal @}Beta("introducing Foo which eventually replaces Bar")
 */

Found in path(s):
* /opt/cola/permits/1147895571_1622434374.24/0/azure-core-1-13-0-sources-
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* /opt/cola/permits/1147895571_1622434374.24/0/azure-core-1-13-0-sources-jar/com/azure/core/implementation/OptionBeanPropertyWriter.java
* /opt/cola/permits/1147895571_1622434374.24/0/azure-core-1-13-0-sources-jar/com/azure/core/implementation/OptionSerializerProvider.java
* /opt/cola/permits/1147895571_1622434374.24/0/azure-core-1-13-0-sources-jar/com/azure/core/implementation/OptionSerializer.java
* /opt/cola/permits/1147895571_1622434374.24/0/azure-core-1-13-0-sources-jar/com/azure/core/implementation/OptionModule.java
* /opt/cola/permits/1147895571_1622434374.24/0/azure-core-1-13-0-sources-jar/com/azure/core/implementation/OptionPropertiesModifier.java
* /opt/cola/permits/1147895571_1622434374.24/0/azure-core-1-13-0-sources-jar/com/azure/core/implementation/OptionTypeModifier.java
* /opt/cola/permits/1147895571_1622434374.24/0/azure-core-1-13-0-sources-jar/com/azure/core/implementation/OptionTypeModifier.java

1.1854 tomcat-juli 8.5.43
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* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-
  jar/com/sun/msv/datatype/regexp/RangeToken.java
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jar/com/sun/msv/datatype/regexp/Token.java
* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-
jar/com/sun/msv/datatype/regexp/ParseException.java
* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-
jar/com/sun/msv/datatype/regexp/RegularExpression.java
* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-
jar/com/sun/msv/datatype/regexp/Match.java
* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-
jar/com/sun/msv/datatype/regexp/Op.java
* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-
jar/com/sun/msv/datatype/regexp/REUtil.java
* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-
jar/com/sun/msv/datatype/regexp/BMPattern.java

1.1858 httpagentparser 1.9.1
1.1858.1 Available under license :

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1.1861 function-bind 1.1.1

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1205

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1.1863 apollo-server-core 2.21.0
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* org.eclipse.jetty.orbit:javax.security.auth.message

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

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https://glassfish.dev.java.net/nonav/public/CDDL/GPL.html
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.
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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
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org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2-jar/org/springframework/security/jackson2/SecurityJackson2Modules.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2-jar/org/springframework/security/jackson2/UserDeserializer.java
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* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2-
jar/org/springframework/security/jackson2/RememberMeAuthenticationTokenMixin.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2-
jar/org/springframework/security/jackson2/UsernamePasswordAuthenticationTokenMixin.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2-
jar/org/springframework/security/jackson2/UserMixin.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2-
jar/org/springframework/security/jackson2/AnonymousAuthenticationTokenMixin.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2-
jar/org/springframework/security/jackson2/UnmodifiableSetMixin.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2-
jar/org/springframework/security/jackson2/SimpleGrantedAuthorityMixin.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2-
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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`.

* 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.

* 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.

* @author Ben Alex

/*

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* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2.jar/org/springframework/security/crypto/encrypt/BytesEncryptor.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2.jar/org/springframework/security/crypto/keygen/HexEncodingStringKeyGenerator.java
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* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2.jar/org/springframework/security/crypto/encrypt/BytesKeyGenerator.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2.jar/org/springframework/security/crypto/encrypt/CipherUtils.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2.jar/org/springframework/security/crypto/encrypt/Encryptors.java
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* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2.jar/org/springframework/security/crypto/encrypt/CipherUtils.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2.jar/org/springframework/security/crypto/encrypt/Enciphers.java

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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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* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2.jar/org/springframework/security/access/prepost/PrePostAdviceReactiveMethodInterceptor.java
* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2.jar/org/springframework/security/security/authentication/DelegatingReactiveAuthenticationManager.java
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* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2.jar/org/springframework/security/core/token/KeyBasedPersistenceTokenService.java
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* /opt/cola/permits/1110923175_1606873052.13/0/spring-security-core-5-1-6-release-sources-2.jar/org/springframework/security/crypto/keygen/Base64StringKeyGenerator.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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*/
/**
* Base64 encoder which is a reduced version of Robert Harder's public domain
* For internal use only.
* @author Luke Taylor
* @since 3.0
* @deprecated Use java.util.Base64
*/

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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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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

-----------------------------------------------------------------------------
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```python
import io, sys
from setuptools import setup

def main():
    python_version = sys.version_info[:2]
    if python_version < (2,6):
```
raise SystemExit("Sorry, Python 2.6 or newer required")

package_data = {}
exec(open('idna/package_data.py').read(), package_data)

arguments = {
    'name': 'idna',
    'packages': ['idna'],
    'version': package_data['__version__'],
    'description': 'Internationalized Domain Names in Applications (IDNA)',
    'long_description': io.open("README.rst", encoding="UTF-8").read(),
    'author': 'Kim Davies',
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    'license': 'BSD-like',
    'url': 'https://github.com/kjd/idna',
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        'Development Status :: 5 - Production/Stable',
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        'Programming Language :: Python :: 3.4',
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        'Programming Language :: Python :: 3.6',
        'Topic :: Internet :: Name Service (DNS)',
        'Topic :: Software Development :: Libraries :: Python Modules',
        'Topic :: Utilities',
    ],
    'test_suite': 'tests',
}

setup(**arguments)

if __name__ == '__main__':
    main()

Found in path(s):
* /opt/cola/permits/1110765725_1606850597.72/0/kjd-idna-v2-7-0-g5d76cb6-1-tar-gz/kjd-idna-77c8bce/setup.py
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#*STARTUP: showall

* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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

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1.1892 log4j-api 2.9.1
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1.1893 d-bus 1.12.20-0+deb10u1

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Subject: Re: Add BiasedUrn to SciPy?
To: Matt Haberland <mhaberla@calpoly.edu>
Cc: Warren Weckesser <warren.weckesser@gmail.com>

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Matt
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# MIME type (lowercased)Extensions
# ===================================================================
# application/1d-interleaved-parityfec
# application/3gpdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
# application/alto-endpointprop+json
# application/nss
# application/ocsp-request
# application/ocsp-response
application/octet-stream
dms lrf mar so dist distz pkg bpk dump elc deploy
application/oda
# application/odx
application/oebps-package+xml
application/ogg
# application/odx
application/oebps-package+xml
topf
application/ogg
application/omdoc+xml
omdoc
application/onenote
onetoc onetoc2 onetmp onepkg
application/oxps
# application/p2p-overlay+xml
# application/parityfec
application/patch-ops-error+xml
application/pdfpdf
# application/pdx
application/pgp-encrypted
# application/pgp-keys
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# message/sipfrag
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# message/vnd.si.simp
# message/vnd.wfa.wsc
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model/meshmsh mesh silo
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# multipart/report
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# text/enriched
# text/example
# text/fwdred
# text/grammar-ref-list
text/htmlhtml htm
# text/javascript
# text/jcr-cnd
# text/markdown
# text/mizar
text/n3n3	
# text/parameters
# text/parityfec
text/plaintext text conf def list log in
# text/provenance-notation
# text/prs.fallenstein.rst
text/prs.lines.tagdsc
# text/prs.prop.logic
# text/raptorfec
# text/red
# text/rfc822-headers
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# text/rtf
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# text/rtploopback
# text/rtx
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video/x-smv
x-conference/x-cooltalk

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/**
* Return the web session for the current request. Always guaranteed to
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* client, or with a new session id either because the client did not
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jar/org/springframework/web/bind/MissingServletRequestParameterException.java
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jar/org/springframework/web/jsf/DecoratingNavigationHandler.java
* /opt/ws_local/PERMITS_SQL/1069262473_1594595051.62/0/spring-web-5-1-9-release-sources-
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* /opt/ws_local/PERMITS_SQL/1069262473_1594595051.62/0/spring-web-5-1-9-release-sources-
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* /opt/ws_local/PERMITS_SQL/1069262473_1594595051.62/0/spring-web-5-1-9-release-sources-
jar/org/springframework/web/context/ConfigurableWebEnvironment.java
* /opt/ws_local/PERMITS_SQL/1069262473_1594595051.62/0/spring-web-5-1-9-release-sources-
jar/org/springframework/web/client/ResourceAccessException.java
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jar/org/springframework/web/bind/ServletRequestBindingException.java
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jar/org/springframework/web/util/IntrospectorCleanupListener.java
* /opt/ws_local/PERMITS_SQL/1069262473_1594595051.62/0/spring-web-5-1-9-release-sources-
jar/org/springframework/web/jsf/DelegatingPhaseListenerMulticaster.java
* /opt/ws_local/PERMITS_SQL/1069262473_1594595051.62/0/spring-web-5-1-9-release-sources-
jar/org/springframework/web/bind/support/SimpleSessionStatus.java

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* /opt/ws_local/PERMITS_SQL/1069262473_1594595051.62/0/spring-web-5-1-9-release-sources-jar/org/springframework/web/bind/annotation/SessionAttributes.java
* /opt/ws_local/PERMITS_SQL/1069262473_1594595051.62/0/spring-web-5-1-9-release-sources-jar/org/springframework/web/filter/CommonsRequestLoggingFilter.java
* /opt/ws_local/PERMITS_SQL/1069262473_1594595051.62/0/spring-web-5-1-9-release-sources-jar/org/springframework/web/context/request/DestructionCallbackBindingListener.java

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# Jackson JSON processor

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A. HISTORY OF THE SOFTWARE

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

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

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

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

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* /opt/cola/permits/1141561325_1619553750.66/0/jxmpp-jid-0-6-3-sources-jar/org/jxmpp/jid/parts/Localpart.java
* /opt/cola/permits/1141561325_1619553750.66/0/jxmpp-jid-0-6-3-sources-jar/org/jxmpp/jid/Jid.java
* /opt/cola/permits/1141561325_1619553750.66/0/jxmpp-jid-0-6-3-sources-jar/org/jxmpp/jid/parts/Resourcepart.java
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* /opt/cola/permits/1141561325_1619553750.66/0/jxmpp-jid-0-6-3-sources-jar/org/jxmpp/jid/impl/LocalAndDomainpartJid.java
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1.1917 commons-daemon 1.0.10

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1.1918 asm-commons 6.2

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/**
 * Constructs a new { @link SerialVersionUIDAdder}. <i>Subclasses must not use this
* constructor</i>. Instead, they must use the { @link #SerialVersionUIDAdder(int, ClassVisitor)}
* version.
*
* @param classVisitor a { @link ClassVisitor} to which this visitor will delegate calls.
* @throws IllegalStateException If a subclass calls this constructor.
* /

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/**
 * Constructs a new { @link GeneratorAdapter}. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the { @link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
 * version.
 *
 * @param methodVisitor 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 descriptor the method's descriptor (see {@link Type}).
* @throws IllegalStateException if a subclass calls this constructor.
*/

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 * Constructs a new {@link LocalVariablesSorter}. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the {@link #LocalVariablesSorter(int, int, String, MethodVisitor)}
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* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/support/namedparam/NamedParameterBatchUpdateUtils.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/support/incrementer/HanaSequenceMaxValueIncrementer.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/core/metadata/Db2CallMetaDataProvider.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/core/metadata/DerbyCallMetaDataProvider.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/core/sqlinout/SqliInOutParameter.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/support/KeyHolder.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/support/AbstractFallbackSQLExceptionTranslator.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/support/incrementer/HsqlSequenceMaxValueIncrementer.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/core/metdata/Db2CallMetaDataProvider.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/core/metdata/DerbyCallMetaDataProvider.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
jar/org/springframework/jdbc/core/simple/SimpleJdbcCall.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/datasource/embedded/EmbeddedDatabaseConfigurer.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/datasource/DataSourceUtils.java
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  * /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/object/SqlUpdate.java
  * /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/core/support/JdbcDaoSupport.java
  * /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/object/UpdatableSqlQuery.java
  * /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/core/BatchPreparedStatementSetter.java
  * /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/core/RowMapperResultSetExtractor.java
  * /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/config/JdbcNamespaceHandler.java
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- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/core/PreparedStatementCreator.java
- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/core/SqlReturnType.java
- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/support/lob/LobCreatorUtils.java
- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/datasource/lookup/SingleDataSourceLookup.java
- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/datasource/support/AbstractLobStreamingResultSetExtractor.java
- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/support/lob/PassThroughClob.java
- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/core/support/AbstractInterruptibleBatchPreparedStatementSetter.java
- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/core/support/AbstractInterruptibleBatchPreparedStatementSetter.java
- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/support/lob/SpringLobCreatorSynchronization.java
- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/datasource/SmartDataSource.java
- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/datasource/AbstractDataSource.java
- /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/InvalidResultSetAccessException.java
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* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/core/metadata/SybaseCallMetaDataProvider.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/support/incrementer/DataFieldMaxValueIncrementer.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/support/CustomSQLExceptionTranslatorRegistry.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/support/MetaDataAccessException.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/support/nativejdbc/NativeJdbcExtractorAdapter.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2.jar/org/springframework/jdbc/support/lob/PassThroughBlob.java
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 */
/**
 * Close this LobCreator session and free its temporarily created BLOBs and CLOBs.
 * Will not need to do anything if using PreparedStatement's standard methods,
 * but might be necessary to free database resources if using proprietary means.
 * <p><b>NOTE</b>: Needs to be invoked after the involved PreparedStatements have
 * been executed or the affected O/R mapping sessions have been flushed.
 * Otherwise, the database resources for the temporary BLOBs might stay allocated.
 */

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 */
/**
 * Strategy interface for translating between JDBC SQLExceptions
 * and Spring's data access strategy-agnostic DataAccessException
 * hierarchy.
 *
 * Implementations can be generic (for example, using
 * {java.sql.SQLException#getSQLState() SQLState} codes for JDBC) or wholly
 * proprietary (for example, using Oracle error codes) for greater precision.
 *
 * @author Rod Johnson
 * @author Juergen Hoeller
 * @see org.springframework.dao.DataAccessException
 */

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* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/support/nativejdbc/WebSphereNativeJdbcExtractor.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/support/lob/AbstractLobHandler.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/CannotGetJdbcConnectionException.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/support/nativejdbc/WebLogicNativeJdbcExtractor.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/core/namedparam/EmptySqlParameterSource.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/core/support/AbstractLobCreatingPreparedStatementCallback.java
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 */

/**
 * {@link LobHandler} implementation for Oracle databases. Uses proprietary API
 * to create {@code oracle.sql.BLOB} and {@code oracle.sql.CLOB} instances, as necessary when working with Oracle's JDBC driver.
 * Note that this LobHandler requires Oracle JDBC driver 9i or higher!
 *
 * <p>While most databases are able to work with {@link DefaultLobHandler},
 * Oracle 9i (or more specifically, the Oracle 9i JDBC driver) just accepts
 * Blob/Clob instances created via its own proprietary BLOB/CLOB API,
 * and additionally doesn't accept large streams for PreparedStatement's
 * corresponding setter methods. Therefore, you need to use a strategy like
 * this LobHandler implementation, or upgrade to the Oracle 10g/11g driver
 * (which still supports access to Oracle 9i databases).
 *
 * <p><b>NOTE: As of Oracle 10.2, {@link DefaultLobHandler} should work equally
 * well out of the box. On Oracle 11g, JDBC 4.0 based options such as
 * {@link DefaultLobHandler#setStreamAsLob} and {@link DefaultLobHandler#setCreateTemporaryLob}
 * are available as well, rendering this proprietary OracleLobHandler obsolete.</b>
 * Also, consider upgrading to a new driver even when accessing an older database.
 * See the {@link LobHandler} interface javadoc for a summary of recommendations.
 *
 * <p>Needs to work on a native JDBC Connection, to be able to cast it to
 * {@code oracle.jdbc.OracleConnection}. If you pass in Connections from a
 * connection pool (the usual case in a Java EE environment), you need to set an
 * appropriate {@link org.springframework.jdbc.support.nativejdbc.NativeJdbcExtractor}
 * to allow for automatic retrieval of the underlying native JDBC Connection.
 * LobHandler and NativeJdbcExtractor are separate concerns, therefore they
 * are represented by separate strategy interfaces.
 *
 * <p>Coded via reflection to avoid dependencies on Oracle classes.
 * Even reads in Oracle constants via reflection because of different Oracle
 * drivers (classes12, ojdbc14, ojdbc5, ojdbc6) having different constant values!
 * As this LobHandler initializes Oracle classes on instantiation, do not define
* this as eager-initializing singleton if you do not want to depend on the Oracle JAR being in the class path: use "lazy-init=true" to avoid this issue.

* @author Juergen Hoeller
* @author Thomas Risberg
* @since 04.12.2003
* @see DefaultLobHandler
* @see #setNativeJdbcExtractor
* @deprecated in favor of [@link DefaultLobHandler] for the Oracle 10g driver and higher. Consider using the 10g/11g driver even against an Oracle 9i database!
* [@link DefaultLobHandler#setCreateTemporaryLob] is the direct equivalent of this OracleLobHandler's implementation strategy, just using standard JDBC 4.0 API.
* That said, in most cases, regular DefaultLobHandler setup will work fine as well.
*/

/**
* The classes in this package make JDBC easier to use and reduce the likelihood of common errors. In particular, they:
* <ul>
* <li>Simplify error handling, avoiding the need for try/catch/finally blocks in application code.
* <li>Present exceptions to application code in a generic hierarchy of unchecked exceptions, enabling applications to catch data access exceptions without being dependent on JDBC, and to ignore fatal exceptions there is no value in catching.
* <li>Allow the implementation of error handling to be modified to target different RDBMSes without introducing proprietary dependencies into application code.
* </ul>
*/

This package and related packages are discussed in Chapter 9 of Expert One-On-One J2EE Design and Development by Rod Johnson (Wrox, 2002).

*/

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jar/org/springframework/jdbc/config/InitializeDatabaseBeanDefinitionParser.java

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*/

/**
 * Implement this interface when parameters need to be customized based
 * on the connection. We might need to do this to make use of proprietary
 * features, available only with a specific Connection type.
 * 
 * @author Rod Johnson
 * @author Thomas Risberg
 * @see CallableStatementCreatorFactory#newCallableStatementCreator(ParameterMapper)
 * @see org.springframework.jdbc.object.StoredProcedure#execute(ParameterMapper)
 */

/**
 * Create a Map of input parameters, keyed by name.
 * @param con JDBC connection. This is useful (and the purpose of this interface)
 * if we need to do something RDBMS-specific with a proprietary Connection
Implementation class. This class conceals such proprietary details. However, it is best to avoid using such proprietary RDBMS features if possible.

@throws SQLException if a SQLException is encountered

* parameter values (that is, there's no need to catch SQLException)
* @return Map of input parameters, keyed by name (never [ @code null])

*/

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* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/support/incrementer/DB2SequenceMaxValueIncrementer.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-jar/org/springframework/jdbc/support/xml/SqlXmlValue.java

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* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/support/incrementer/ DerbyMaxValueIncrementer.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/core/ ParameterizedPreparedStatement.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/init/UncategorizedScriptException.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/init/DatabasePopulator.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/init/ScriptParseException.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/support/lob/DefaultLobHandler.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/init/CannotReadScriptException.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/init/DataSourceFactory.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/init/DatabasePopulator.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/init/DatabasePopulator.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/init/DatabasePopulator.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/init/DatabasePopulator.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/init/DataSourceFactory.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/init/DataSourceFactory.java
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
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/**
 * Abstraction for handling large binary fields and large text fields in
 * specific databases, no matter if represented as simple types or Large OBjects.
 * Its main purpose is to isolate Oracle 9i's peculiar handling of LOBs in
 * [@link OracleLobHandler]; most other databases should be able to work
 * with the provided [@link DefaultLobHandler].
 *
 * @param<Provides accessor methods for BLOBs and CLOBs, and acts as factory for
 * LobCreator instances, to be used as sessions for creating BLOBs or CLOBs.
 * LobCreators are typically instantiated for each statement execution or for
 * each transaction; they are not thread-safe because they might track
 * allocated database resources in order to free them after execution.
 *
 * @param<Most databases/drivers should be able to work with [@link DefaultLobHandler],
 * which by default delegates to JDBC's direct accessor methods, avoiding the
 * [@link DefaultLobHandler] can also be configured to access LOBs using
 * [@code PreparedStatement.setBlob/setClob] (e.g. for PostgreSQL), through
 * setting the [@link DefaultLobHandler#setWrapAsLob "wrapAsLob"] property.
 *
 * Unfortunately, Oracle 9i just accepts Blob/Clob instances created via its own
* proprietary BLOB/CLOB API, and additionally doesn't accept large streams for
* PreparedStatement's corresponding setter methods. Therefore, you need to use
* {@link OracleLobHandler} there, which uses Oracle's BLOB/CLOB API for both types
* of access. The Oracle 10g+ JDBC driver will work with {@link DefaultLobHandler}
* as well, with some limitations in terms of LOB sizes depending on DBMS setup;
* as of Oracle 11g (or actually, using the 11g driver even against older databases),
* there should be no need to use {@link OracleLobHandler} at all anymore.
* Of course, you need to declare different field types for each database.
* In Oracle, any binary content needs to go into a BLOB, and all character content
* beyond 4000 bytes needs to go into a CLOB. In MySQL, there is no notion of a
* CLOB type but rather a LONGTEXT type that behaves like a VARCHAR. For complete
* portability, use a LobHandler for fields that might typically require LOBs on
* some database because of the field size (take Oracle's numbers as a guideline).
* <p>Summarizing the recommended options (for actual LOB fields):
* <ul>
* <li>JDBC 4.0 driver (including Oracle 11g driver): Use {@link DefaultLobHandler},
* potentially with {code streamAsLob=true} if your database driver requires that
* hint when populating a LOB field. Fall back to {code createTemporaryLob=true}
* if you happen to run into LOB size limitations with your (Oracle) database setup.
* <li>Oracle 10g driver: Use {@link DefaultLobHandler} with standard setup.
* On Oracle 10.1, set the "SetBigStringTryClob" connection property; as of Oracle 10.2,
* DefaultLobHandler should work with standard setup out of the box. Alternatively,
* consider using the proprietary {@link OracleLobHandler} (see below).
* <li>Oracle 9i driver: Use {@link OracleLobHandler} with a connection-pool-specific
* {code setNativeJdbcExtractor NativeJdbcExtractor}.<li> PostgreSQL: Configure {@link DefaultLobHandler} with {code wrapAsLob=true},
* and use that LobHandler to access OID columns (but not BYTEA) in your database tables.
* For all other database drivers (and for non-LOB fields that might potentially
* turn into LOBs on some databases): Simply use a plain {@link DefaultLobHandler}.
* </ul>
* @author Juergen Hoeller
* @since 23.12.2003
* @see DefaultLobHandler
* @see OracleLobHandler
* @see java.sql.ResultSet#getBlob
* @see java.sql.ResultSet#getClob
* @see java.sql.ResultSet#getBytes
* @see java.sql.ResultSet#getBinaryStream
* @see java.sql.ResultSet#getString
* @see java.sql.ResultSet#getAsciiStream
* @see java.sql.ResultSet#CharacterStream
*/
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  */

Found in path(s):
* /opt/cola/permits/1141560614_1615013594.78/0/spring-jdbc-4-3-22-release-sources-2-
  jar/org/springframework/jdbc/datasource/lookup/IsolationLevelDataSourceRouter.java

1.1920 lcms 2.9-3

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===========================
Advice for new contributors
===========================

New contributor and not sure what to do? Want to help but just don’t know how to get started? This is the section for you.

.. admonition:: Basic tools and workflow

   If you are new to contributing to Django, the `tutorial <https://docs.djangoproject.com/intro/contributing>`_ will give you an introduction to the tools and the workflow.

First steps
==========

Start with these easy tasks to discover Django’s development process.

* **Triage tickets**

   If an `unreviewed ticket` reports a bug, try and reproduce it. If you can reproduce it and it seems valid, make a note that you confirmed the bug and accept the ticket. Make sure the ticket is filed under the correct component area. Consider writing a patch that adds a test for the bug’s behavior, even if you don’t fix the bug itself. See more at `how-can-i-help-with-triaging`.

* **Look for tickets that are accepted and review patches to build familiarity with the codebase and the process**

   Mark the appropriate flags if a patch needs docs or tests. Look through the changes a patch makes, and keep an eye out for syntax that is incompatible with older but still supported versions of Python. `Run the tests` and make sure they pass. Where possible and relevant, try them out on a database other than SQLite. Leave comments and feedback!

* **Keep old patches up to date**

   Oftentimes the codebase will change between a patch being submitted and the time it gets reviewed. Make sure it still applies cleanly and functions as expected. Simply updating a patch is both useful and important! See more on `writing-code/submitting-patches`.

* **Write some documentation**

   Django’s documentation is great but it can always be improved. Did you find
a typo? Do you think that something should be clarified? Go ahead and
suggest a documentation patch! See also the guide on
.. _doc:`writing-documentation`.

.. note::

   The reports page contains links to many useful Trac queries, including
   several that are useful for triaging tickets and reviewing patches as
   suggested above.

   .. __reports page: https://code.djangoproject.com/wiki/Reports

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Guidelines
==========

As a newcomer on a large project, it’s easy to experience frustration. Here’s
some advice to make your work on Django more useful and rewarding.

* **Pick a subject area that you care about, that you are familiar with, or
  that you want to learn about**

You don’t already have to be an expert on the area you want to work on; you
become an expert through your ongoing contributions to the code.

* **Analyze tickets’ context and history**

Trac isn’t an absolute; the context is just as important as the words.
When reading Trac, you need to take into account who says things, and when
they were said. Support for an idea two years ago doesn’t necessarily mean
that the idea will still have support. You also need to pay attention to who
hasn’t spoken -- for example, if an experienced contributor hasn’t been
recently involved in a discussion, then a ticket may not have the support
required to get into Django.

* **Start small**
It's easier to get feedback on a little issue than on a big one. See the 'easy pickings'._.

* **If you're going to engage in a big task, make sure that your idea has support first**

This means getting someone else to confirm that a bug is real before you fix the issue, and ensuring that there's consensus on a proposed feature before you go implementing it.

* **Be bold! Leave feedback!**

Sometimes it can be scary to put your opinion out to the world and say "this ticket is correct" or "this patch needs work", but it's the only way the project moves forward. The contributions of the broad Django community ultimately have a much greater impact than that of any one person. We can't do it without **you**!

* **Err on the side of caution when marking things Ready For Check-in**

If you're really not certain if a ticket is ready, don't mark it as such. Leave a comment instead, letting others know your thoughts. If you're mostly certain, but not completely certain, you might also try asking on IRC to see if someone else can confirm your suspicions.

* **Wait for feedback, and respond to feedback that you receive**

Focus on one or two tickets, see them through from start to finish, and repeat. The shotgun approach of taking on lots of tickets and letting some fall by the wayside ends up doing more harm than good.

* **Be rigorous**

When we say ":pep:`8`, and must have docs and tests", we mean it. If a patch doesn't have docs and tests, there had better be a good reason. Arguments like "I couldn't find any existing tests of this feature" don't carry much weight--while it may be true, that means you have the extra-important job of writing the very first tests for that feature, not that you get a pass from writing tests altogether.

.. _easy pickings: https://code.djangoproject.com/query?status=!closed&easy=1

.. _new-contributors-faq:

FAQ

***

1. **This ticket I care about has been ignored for days/weeks/months! What can
I do to get it committed??

First off, it's not personal. Django is entirely developed by volunteers (except the Django fellow), and sometimes folks just don't have time. The best thing to do is to send a gentle reminder to the [django-developers] mailing list asking for review on the ticket, or to bring it up in the `#django-dev` IRC channel.

2. **I'm sure my ticket is absolutely 100% perfect, can I mark it as RFC myself??

   Short answer: No. It's always better to get another set of eyes on a ticket. If you're having trouble getting that second set of eyes, see question 1, above.

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

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

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

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

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<th>Year</th>
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1.1923 libpcap 1.10.0
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1.1930 validate-npm-package-license 3.0.4

1.1930.1 Available under license:

validate-npm-package-license

Give me a string and I'll tell you if it's a valid npm package license string.

```javascript
var valid = require('validate-npm-package-license');
```

SPDX license identifiers are valid license strings:

```javascript
var assert = require('assert');
var validSPDXExpression = {
  validForNewPackages: true,
  validForOldPackages: true,
  spdx: true
};

assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);
```

The function will return a warning and suggestion for nearly-correct license identifiers:

```javascript
assert.deepEqual(
  valid('Apache 2.0'),
  {
    validForOldPackages: false,
    validForNewPackages: false,
    warnings: [
      'license should be ' +
      'a valid SPDX license expression (without "LicenseRef"), ' +
      '"UNLICENSED", or ' +
```
SPDX expressions are valid, too ...

```javascript
// Simple SPDX license expression for dual licensing
assert.deepEqual(
  valid('(GPL-3.0-only OR BSD-2-Clause)'), 
  validSPDXExpression)
);
```

... except if they contain `LicenseRef`:

```javascript
var warningAboutLicenseRef = {
  validForOldPackages: false,
  validForNewPackages: false,
  spdx: true,
  warnings: [
    'license should be ' + 
    'a valid SPDX license expression (without "LicenseRef"), ' + 
    '"UNLICENSED", or ' + 
    '"SEE LICENSE IN <filename>"',
  ]
};

assert.deepEqual(
  valid('LicenseRef-Made-Up'), 
  warningAboutLicenseRef)
);
```

If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:

```javascript
assert.deepEqual(
  valid('MIT OR LicenseRef-Made-Up'), 
  warningAboutLicenseRef)
);```

"SEE LICENSE IN <filename>".
'license is similar to the valid expression "Apache-2.0"

] }
);
```
var unlicensed = {
    validForNewPackages: true,
    validForOldPackages: true,
    unlicensed: true
};
assert.deepEqual(valid('UNLICENSED'), unlicensed);
assert.deepEqual(valid('UNLICENCED'), unlicensed);
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* /opt/cola/permits/1110667091_1606842295.4/0/spring-retry-1-2-4-release-sources-1-jar/org/springframework/retry/interceptor/FixedKeyGenerator.java
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* /opt/cola/permits/1110667091_1606842295.4/0/spring-retry-1-2-4-release-sources-1-jar/org/springframework/retry/interceptor/MethodInvocationRecoverer.java
* /opt/cola/permits/1110667091_1606842295.4/0/spring-retry-1-2-4-release-sources-1-jar/org/springframework/retry/TerminatedRetryException.java
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* /opt/cola/permits/1110667091_1606842295.4/0/spring-retry-1-2-4-release-sources-1-jar/org/springframework/retry/policy/MapRetryContextCache.java
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  jar/org/springframework/retry/stats/DefaultStatisticsRepository.java
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  jar/org/springframework/retry/stats/ExponentialAverageRetryStatistics.java
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  jar/org/springframework/retry/stats/StatisticsRepository.java
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* /opt/cola/permits/1202824211_1631639625.57/0/groovy-xml-2-4-21-sources-1-jar/groovy/xml/FactorySupport.java
* /opt/cola/permits/1202824211_1631639625.57/0/groovy-xml-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/XmlGroovyMethods.java
* /opt/cola/permits/1202824211_1631639625.57/0/groovy-xml-2-4-21-sources-1-jar/groovy/util/slurpersupport/NodeParents.java
* /opt/cola/permits/1202824211_1631639625.57/0/groovy-xml-2-4-21-sources-1-jar/groovy/xml/StreamingDOMBuilder.groovy
* /opt/cola/permits/1202824211_1631639625.57/0/groovy-xml-2-4-21-sources-1-jar/groovy/xml/StreamingSAXBuilder.groovy
* /opt/cola/permits/1202824211_1631639625.57/0/groovy-xml-2-4-21-sources-1-jar/groovy/xml/StaxBuilder.groovy
* /opt/cola/permits/1202824211_1631639625.57/0/groovy-xml-2-4-21-sources-1-jar/groovy/xml/StreamingMarkupBuilder.groovy
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 * ~~~~~~~~~~~~~~~~~~~~
 * 
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 * 
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1.1937 jcmtturner-rpc v1.1.0

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1.1938 errors v0.8.1

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1.1939 jackson-dataformat-yaml 2.11.2

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1.1940 ansible 2.9.6+dfsg-1~bpo10+1

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```yaml
- when: vcsim is not defined
  block:
    - name: Add a vCenter evaluation license
      vcenter_license: &vcenter_lic_data
        hostname: "{{ vcenter_hostname }}"
        username: "{{ vcenter_username }}"
        password: "{{ vcenter_password }}"
        validate_certs: no
        license: 00000-00000-00000-00000-00000
        state: present

    - name: Remove an (unused) vCenter evaluation license
      vcenter_license:
        <<: *vcenter_lic_data
        state: absent

    - name: Add an invalid vCenter license
      vcenter_license:
        <<: *vcenter_lic_data
        license: 00000-00000-00000-00000-00001
        state: present
        register: vcenter_license_output
        failed_when: "is not existing or can not be added" not in vcenter_license_output.msg
        dependencies:
            - prepare_vmware_tests
```

---

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 12249
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1.1942 protobufjs-pool 1.1.0

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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.salaranta@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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* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/springframework/scheduling/concurrent/ReschedulingRunnable.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/springframework/context/annotation/LoadTimeWeavingConfiguration.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/springframework/scheduling/concurrent/DefaultManagedTaskScheduler.java
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* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/springframework/context/annotation/FullyQualifiedAnnotationBeanNameGenerator.java
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* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/remoting/rmi/RmiClientInterceptorUtils.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/context/annotation/Primary.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/context/support/GenericXmlApplicationContext.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/instrument/classloading/weblogic/WebLogicLoadTimeWeaver.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/context/annotation/ScopeMetadataResolver.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/format/datetime/standard/YearMonthFormatter.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/format/datetime/standard/MonthDayFormatter.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/format/datetime/standard/TemporalAccessorPrinter.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/scheduling/annotation/Schedules.java
Found in path(s):
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/annotation/Description.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/format/datetime/joda/ReadableInstantPrinter.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/concurrent/CustomizableThreadFactory.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/config/ExecutorBeanDefinitionParser.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/config/ScheduledTasksBeanDefinitionParser.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/config/PropertyOverrideBeanDefinitionParser.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/jmx/export/annotation/ManagedNotifications.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/i18n/LocaleContext.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/i18n/TimeZoneAwareLocaleContext.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/i18n/TimeZoneAwareLocaleContext.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/validation/beanvalidation/OptionalValidatorFactoryBean.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/format/datetime/joda/LocalDateTimeParser.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/format/datetime/joda/MillisecondInstantPrinter.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/format/datetime/joda/ReadableInstantPrinter.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/i18n/LocaleContext.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/i18n/TimeZoneAwareLocaleContext.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/i18n/TimeZoneAwareLocaleContext.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scripting/support/StandardScriptUtils.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/formatter/PeriodFormatter.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scripting/support/CommandSupport.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/i18n/LocaleContext.java
  * /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/about/MavenReleas...
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 */
/**
 * Abstract the invocation of a cache operation.
 * 
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 * Callers are expected to handle this issue type specifically.
 * 
 * @author Stephane Nicoll
 * @since 4.1
 */

Found in path(s):
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/cache/interceptor/CacheOperationInvoker.java

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* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/expression/BeanFactoryAccessor.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/cache/interceptor/SimpleCacheErrorHandler.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/jmx/export/metadata/JmxMetadataUtils.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/config/LoadTimeWeaverBeanDefinitionParser.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/jndi/TypeMismatchNamingException.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/config/FixedRateTask.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/expression/EnvironmentAccessor.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/support/MethodInvokingRunnable.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/annotation/AsyncConfigurer.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/annotation/AsyncConfigurer.java
jar/org/springframework/scripting/support/StandardScriptEvaluator.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/format/datetime/joda/DateTimeFormatterFactory.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/jndi/JndiAccessor.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/stereotype/Component.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/scripting/bsh/BshScriptEvaluator.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/jmx/access/ConnectorDelegate.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
jar/org/springframework/instrument/classloading/weblogic/WebLogicClassPreProcessorAdapter.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.
 * Exposes the [@code MBeanServer] for bean references.
 * This [@code FactoryBean] is a direct alternative to [@link MBeanServerFactoryBean],
 * which uses standard JMX 1.2 API to access the platform's [@link MBeanServer].
 * See the javadocs for WebSphere's
 * 
 * @sa href="https://www.ibm.com/support/knowledgecenter/SSEQJTJ_9.0.0/com.ibm.websphere.javado..."/>{@code AdminServiceFactory}</a>
 * and

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* @author Juergen Hoeller
* @author Rob Harrop
* @since 2.0.3
* @see javax.management.MBeanServer
* @see MBeanServerFactoryBean
*/

Found in path(s):
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
  jar/org/springframework/jmx/support/WebSphereMBeanServerFactoryBean.java
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  jar/org/springframework/scheduling/annotation/AsyncConfigurerSupport.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
  jar/org/springframework/cache/interceptor/BasicOperation.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
  jar/org/springframework/scheduling/config/ContextLifecycleScheduledTaskRegistrar.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
  jar/org/springframework/validation/annotation/Validated.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
  jar/org/springframework/validation/format/AnnotationFormatterFactory.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
  jar/org/springframework/context/annotation/PropertySources.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
  jar/org/springframework/validation/beanvalidation/MessageSourceResourceBundleLocator.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-
  jar/org/springframework/context/ApplicationContext.java
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* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/format/datetime/joda/DurationFormatter.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/annotation/Role.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/config/AnnotationDrivenBeanDefinitionParser.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/annotation/ImportResource.java
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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 programatically
 * 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/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/annotation/Conditional.java
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jar/org/springframework/cache/interceptor/NameMatchCacheOperationSource.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/cache/interceptor/CachePutOperation.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/config/TaskManagementConfigUtils.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/jmx/export/MBeanExporter.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/concurrent/ScheduledExecutorFactoryBean.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/annotation/AsyncAnnotationAdvisor.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/jmx/export/MBeanExportOperations.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/permits/remoting/RemoteAccessException.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/context/annotation/ConfigurationClassEnhancer.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/jndi/JndiObjectLocator.java
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* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/cache/interceptor/CompositeCacheOperationSource.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/config/TaskManagementConfigUtils.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/scheduling/config/TaskManagementConfigUtils.java
* /opt/cola/permits/1202826284_1631640009.66/0/spring-context-5-3-6-sources-jar/org/springframework/jmx/export/MBeanExportOperations.java
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1.1948 spring-framework 5.2.15.RELEASE
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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the
In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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1.1952 javax-inject 2.5.0-b42

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

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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Although the Lesser General Public License is Less protective of the
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The precise terms and conditions for copying, distribution and
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The "Library", below, refers to any such software library or work
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"Source code" for a work means the preferred form of the work for
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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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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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

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

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

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

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

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

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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The precise terms and conditions for copying, distribution and modification follow.

@heading TERMS AND CONDITIONS

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@item Definitions.

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``Copyright'' also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

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

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The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

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@enumerate a
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A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

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DRuntime: Runtime Library for the D Programming Language

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Version 3.1, 31 March 2009

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1.1957 sed 4.7 1

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```
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ASN.1 library for Python
========================

.. toctree::
   :maxdepth: 1

Abstract Syntax Notation One (ASN.1)
<http://en.wikipedia.org/wiki/Abstract_Syntax_Notation_1x> is a technology for exchanging structured data in a universally understood, hardware agnostic way. Many industrial, security and telephony applications heavily rely on ASN.1.

The `pyasn1 <https://pypi.org/project/pyasn1/>`_ library implements ASN.1 support in pure-Python.

What is ASN.1
-------------

ASN.1 is a large, arguably over-engineered and extremely old data modelling and serialisation tool. It is probably among the first serialisation protocols in the history of computer science and technology.

ASN.1 started its life over 30 years ago as a serialisation mechanism for the first electronic mail (known as X.400). Later on if was split off the e-mail application and become a stand-alone tech still being actively supported by its designers and widely used in industry and technology.

Since then ASN.1 is sort of haunted by its relations with the OSI model -- the first, unsuccessful, version of the Internet. You can read many interesting discussions <https://news.ycombinator.com/item?id=8871453> on that topic.

In the following years, generations of software engineers tackled the serialisation problem many times. We can see that in Google's `ProtoBuffers <https://developers.google.com/protocol-buffers/>`_ or `FlatBuffers <https://google.github.io/flatbuffers/>`_, for example.

Interestingly, many new takes on binary protocol design do not depart far from ASN.1 from technical perspective. It's more of a matter of striking a balance between processing overhead, wire format overhead and human readability.

Looking at what ASN.1 has to offer, it has three loosely coupled parts:

* Data types: the standard introduces a collection of basic data types (integers, bits, strings, arrays and records) that can be used for describing arbitrarily complex, nested data structures.
* Serialisation protocols: the above data structures could be converted into a series of octets for storage or transmission over the wire as well as recovered back into their structured form. The system is fully agnostic to hardware architectures differences.

* Schema language: ASN.1 data structures could be described in terms of a schema language for ASN.1 compiler to turn it into platform-specific implementation.

ASN.1 applications
-------------------

Being an old and generally successful standard, ASN.1 is widely adopted for many uses. To give you an example, these technologies use ASN.1 for their data exchange needs:

* Signaling standards for the public switched telephone network (SS7 family)
* Network management standards (SNMP, CMIP)
* Directory standards (X.500 family, LDAP)
* Public Key Infrastructure standards (X.509, etc.)
* PBX control (CSTA)
* IP-based Videoconferencing (H.323 family)
* Biometrics (BIP, CBEFF, ACBio)
* Intelligent transportation (SAE J2735)
* Cellular telephony (GSM, GPRS/EDGE, UMTS, LTE)

ASN.1 gotchas
-------------

Apparently, ASN.1 is hard to implement properly. Quality open-source ASN.1 tools are rare, but ad-hoc implementations are numerous. Judging from the `statistics <http://cve.mitre.org/cgi-bin/cvekey.cgi?keyword=ASN.1>`_ on discovered security vulnerabilities, many people have implemented ASN.1 parsers and oftentimes fell victim to its edge cases.

On the bright side, ASN.1 has been around for a long time, it is well understood and security reviewed.

Documentation
-------------

.. toctree::
   :maxdepth: 2

   /pyasn1/contents

Use case
--------
Changes
-------

All changes and release history is maintained in changelog. There you could also download the latest unreleased pyasn1 tarball containing the latest fixes and improvements.

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-------

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Getting help
------------


Books on ASN.1
The pyasn1 implementation is largely based on reading up the following awesome books:

* "ASN.1 - Communication between heterogeneous systems" [http://www.oss.com/asn1/dubuisson.html] by Olivier Dubuisson

Here you can get the official standards which is hard to read:


On the other end of the readability spectrum, here is a quick and sweet write up:


If you are working with ASN.1, we'd highly recommend reading a proper book on the subject.

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* /opt/cola/permits/1152542736_1618254200.78/0/etingof-pyasn1-v0-4-8-0-g70c1bbd-1-tar-gz/etingof-pyasn1-70c1bbd/pyasn1/compat/dateandtime.py
* /opt/cola/permits/1152542736_1618254200.78/0/etingof-pyasn1-v0-4-8-0-g70c1bbd-1-tar-gz/etingof-pyasn1-70c1bbd/tests/compat/__main__.py
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ASN.1 library for Python

This is a free and open source implementation of ASN.1 types and codecs as a Python package. It has been first written to support particular protocol (SNMP) but then generalized to be suitable for a wide range of protocols based on
Features
-------

* Generic implementation of ASN.1 types (X.208)
* Standards compliant BER/CER/DER codecs
* Dumps/loads ASN.1 structures from Python types
* 100% Python, works with Python 2.4 up to Python 3.7
* MT-safe
* Contributed ASN.1 compiler [Asn1ate](https://github.com/kimgr/asn1ate)

Why using pyasn1
----------------

ASN.1 solves the data serialisation problem. This solution was designed long ago by the wise Ancients. Back then, they did not have the luxury of wasting bits. That is why ASN.1 is designed to serialise data structures of unbounded complexity into something compact and efficient when it comes to processing the data.

That probably explains why many network protocols and file formats still rely on the 30+ years old technology. Including a number of high-profile Internet protocols and file formats.

Quite a number of books cover the topic of ASN.1. [Communication between heterogeneous systems](http://www.oss.com/asn1/dubuisson.html) by Olivier Dubuisson is one of those high quality books freely available on the Internet.

The pyasn1 package is designed to help Python programmers tackling network protocols and file formats at the comfort of their Python prompt. The tool struggles to capture all aspects of a rather complicated ASN.1 system and to represent it on the Python terms.

How to use pyasn1
-----------------

With pyasn1 you can build Python objects from ASN.1 data structures. For example, the following ASN.1 data structure:

```
```bash
Record ::= SEQUENCE {
    id        INTEGER,
    room  [0] INTEGER OPTIONAL,
    house [1] INTEGER DEFAULT 0
```
Could be expressed in pyasn1 like this:

```python
class Record(Sequence):
    componentType = NamedTypes(
        NamedType('id', Integer()),
        OptionalNamedType('room', Integer()).subtype(
            implicitTag=Tag(tagClassContext, tagFormatSimple, 0)
        ),
        DefaultedNamedType('house', Integer(0).subtype(
            implicitTag=Tag(tagClassContext, tagFormatSimple, 1)
        )
    )

>>> record = Record()
>>> record['id'] = 123
>>> record['room'] = 321
>>> str(record)
Record:
id=123
room=321
>>>  
```

It is in the spirit of ASN.1 to take abstract data description and turn it into a programming language specific form. Once you have your ASN.1 data structure expressed in Python, you can use it along the lines of similar Python type (e.g. ASN.1 `SET` is similar to Python `dict`, `SET OF` to `list`):

```python
>>> record = Record()
>>> record['id'] = 123
>>> record['room'] = 321
>>> str(record)
Record:
  id=123
  room=321
>>>  
```

Part of the power of ASN.1 comes from its serialisation features. You can serialise your data structure and send it over the network.

```python
>>> from pyasn1.codec.der.encoder import encode
>>> substrate = encode(record)
>>> hexdump(substrate)
00000: 30 07 02 01 7b 80 02 01 41
```

Conversely, you can turn serialised ASN.1 content, as received from
network or read from a file, into a Python object which you can
introspect, modify, encode and send back.

```python
>>> from pyasn1.codec.der.decoder import decode
>>> received_record, rest_of_substrate = decode(substrate, asn1Spec=Record())
>>> for field in received_record:
...    print('{} is {}'.format(field, received_record[field]))
id is 123
room is 321
house is 0
>>> record == received_record
True
>>> received_record.update(room=123)
>>> substrate = encode(received_record)
>>> hexdump(substrate)
00000: 30 06 02 01 7B 80 01 7B
```

The pyasn1 classes struggle to emulate their Python prototypes (e.g. int,
list, dict etc.). But ASN.1 types exhibit more complicated behaviour.
To make life easier for a Pythonista, they can turn their pyasn1
classes into Python built-ins:

```python
>>> from pyasn1.codec.native.encoder import encode
>>> encode(record)
{'id': 123, 'room': 321, 'house': 0}
```

Or vice-versa -- you can initialize an ASN.1 structure from a tree of
Python objects:

```python
>>> from pyasn1.codec.native.decoder import decode
>>> record = decode({'id': 123, 'room': 321, 'house': 0}, asn1Spec=Record())
>>> str(record)
Record:
id=123
room=321
```

With ASN.1 design, serialisation codecs are decoupled from data objects,
so you could turn every single ASN.1 object into many different serialised forms. As of this moment, pyasn1 supports BER, DER, CER and Python built-ins codecs. The extremely compact PER encoding is expected to be introduced in the upcoming pyasn1 release.

More information on pyasn1 APIs can be found in the [documentation](http://snmplabs.com/pyasn1/), compiled ASN.1 modules for different protocols and file formats could be found in the pyasn1-modules [repo](https://github.com/etingof/pyasn1-modules).

How to get pyasn1

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

The pyasn1 package is distributed under terms and conditions of 2-clause BSD [license](http://snmplabs.com/pyasn1/license.html). Source code is freely available as a GitHub [repo](https://github.com/etingof/pyasn1).

You could `pip install pyasn1` or download it from [PyPI](https://pypi.org/project/pyasn1/).

If something does not work as expected, [open an issue](https://github.com/etingof/pyasn1/issues) at GitHub or post your question [on Stack Overflow](https://stackoverflow.com/questions/ask) or try browsing pyasn1 [mailing list archives](https://sourceforge.net/p/pyasn1/mailman/pyasn1-users/).

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1.1959 vererror 1.10.0

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1.1962 history 4.9.0

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1.1963 api-ldap-extras-sp 2.0.0.AM4

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1.1967 log4j-slf4j-impl 2.7

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jar/org/springframework/amqp/rabbit/listener/api/ChannelAwareBatchMessageListener.java
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jar/org/springframework/amqp/rabbit/listener/BlockingQueueConsumer.java
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jar/org/springframework/amqp/rabbit/support/ConsumerCancelledException.java
* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
jar/org/springframework/amqp/rabbit/listener/RabbitListenerContainerFactory.java
* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
jar/org/springframework/amqp/rabbit/retry/RejectAndDontRequeueRecoverer.java
* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
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* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
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* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
jar/org/springframework/amqp/rabbit/config/DirectExchangeParser.java
* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
jar/org/springframework/amqp/rabbit/connection/PendingConfirm.java
* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
jar/org/springframework/amqp/rabbit/config/ConnectionFactoryParser.java
* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
jar/org/springframework/amqp/rabbit/connection/ConnectionFactory.java
* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
jar/org/springframework/amqp/rabbit/config/AdminParser.java
* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
jar/org/springframework/amqp/rabbit/core/RabbitGatewaySupport.java
* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
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* /opt/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
jar/org/springframework/amqp/rabbit/listener/api/ChannelAwareMessageListener.java
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jar/org/springframework/amqp/rabbit/config/DirectExchangeParser.java
jar/org/springframework/amqp/rabbit/connection/AbstractRoutingConnectionFactory.java
*/
oproc/cola/permits/1159968407_1620236241.28/0/spring-rabbit-2-2-5-release-sources-2-
jar/org/springframework/amqp/rabbit/connection/CachingConnectionFactory.java
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* /opt/cola/permits/1110759702_1606849451.58/0/spring-context-support-4.3.25-release-sources-2.jar/org/springframework/cache/jcache/config/ProxyJCacheConfiguration.java
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* /opt/cola/permits/1110759702_1606849451.58/0/spring-context-support-4.3.25-release-sources-2.jar/org/springframework/scheduling/commonj/TimerManagerTaskScheduler.java
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* /opt/cola/permits/1110759702_1606849451.58/0/spring-context-support-4-3-25-release-sources-2.jar/org/springframework/cache/ehcache/CacheRemoveEntryInterceptor.java
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- image/jpeg
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- application/postscript
- application/x-tex
- application/x-texinfo
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- audio/midi
- audio/x-aiff
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image/x-xbitmap
# X-Windows pixelmap (8-bit color)
image/x-xpixmap
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image/ief
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image/rgb
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image/x-cmu-rasterras
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cgm
# CALS Type 1 or 2
image/x-calsmil
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image/fiffif
# QuickSilver active image (Micrografx)
image/x-mgx-dsfdsf
# CMX vector image (Corel)
image/x-cmxcmx
# Wavelet-compressed (Summus)
image/waveletwi
# AutoCad Drawing (SoftSource)
image/vnd.dwg
dwg
# AutoCad DXF file (SoftSource)
image/vnd.dxf
dxf
# Simple Vector Format (SoftSource)
image/vnd.svf
svf
# AUDIO/VOICE/MUSIC RELATED TYPES

# ""basic"" audio - 8-bit u-law PCM
audio/basic

# Macintosh audio format (AIpple)
audio/x-aiff aiff aifc

# Microsoft audio
audio/x-wav

# MPEG audio
audio/x-mpeg mpega

# MPEG-2 audio
audio/x-mpeg-2 mp2a mpa2

# compressed speech (Echo Speech Corp.)
audio/echospeech

# Toolvox speech audio (Voxware)
audio/voxware

# RapidTransit compressed audio (Fast Man)
application/fastmanlcc

# Realaudio (Progressive Networks)
application/x-pn-realaudio ram

# MIDI music data
x-music/x-midi

# Koan music data (Seyo)
application/vnd.koan skp

# Speech synthesis data (MVP Solutions)
text/x-speechtalk

# VIDEO TYPES

# MPEG video
video/mpeg 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-movidemov

# 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/rtf
# Adobe Acrobat PDF
application/pdf
# Maker Interchange Format (FrameMaker)
application/vnd.mifmif
# Troff document
application/x-troff tr roff
# Troff document with MAN macros
application/x-troff-man man
# Troff document with ME macros
application/x-troff-me me
# Troff document with MS macros
application/x-troff-msms
# LaTeX document
application/x-latexlatex
# Tex/LateX document
application/x-tex tex
# GNU TexInfo document
application/x-texinfoinfo 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-gtargtar
# 4.3BSD tar format
application/x-tartar
# POSIX tar format
application/x-ustarustar
# Old CPIO format
application/x-bcpiobcpio
# POSIX CPIO format
application/x-cpio
# UNIX sh shell archive
application/x-shar
# DOS/PC - Pkzipped archive
application/zip
# Macintosh Binhexed archive
application/mac-binhex40
# Macintosh Stuffit Archive
application/x-stuffit
# Fractal Image Format
application/fractals
# "Binary UUencoded"
application/octet-stream
# PC executable
application/octet-stream
# "WAIS ""sources"
application/x-wais-sources
# NCSA HDF data format
application/hdf

# DOWNLOADABLE PROGRAM/SCRIPTS

# Javascript program
text/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-powermedia

# PRESENTATION

# PowerPoint presentation (Microsoft)
application/mspowerpoint
# ASAP WordPower (Software Publishing Corp.)
application/x-asap
# Astound Web Player multimedia data (GoldDisk)
application/astoundasrn

# SPECIAL EMBEDDED OBJECT

# OLE script e.g. Visual Basic (Ncom)
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-wfclientwfx

# GENERAL APPLICATIONS

# Undefined binary data (often executable progs)
application/octet-stream exe 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.svd svdsvd
# Net Install - software install (20/20 Software)
application/x-net-installins
# Carbon Copy - remote control/access (Microcom)
application/cccvccv
# Spreadsheets (Visual Components)
workbook/formulaonevtst

# 2D/3D DATA/VIRTUAL REALITY TYPES

# VRML data file
x-world/x-vrmlwrl vrml
# WIRL - VRML data (VREAM)
x-world/x-vreamvrew
# 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-wvrvr
# 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-dwf/dwf

Found in path(s):
* /opt/cola/permits/1110759702_1606849451.58/0/spring-context-support-4.3.25-release-sources-2-
  jar/org/springframework/mail/javamail/mime.types

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  jar/org/springframework/cache/transaction/TransactionAwareCacheDecorator.java
* /opt/cola/permits/1110759702_1606849451.58/0/spring-context-support-4.3.25-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/AbstractJCacheOperation.java
* /opt/cola/permits/1110759702_1606849451.58/0/spring-context-support-4.3.25-release-sources-2-
  jar/org/springframework/cache/jcache/interceptor/ICacheOperation.java
1.1973 types-uuid 8.3.0
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1.1978 spring-jdbc 4.3.22.RELEASE

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 */
/**
 * Strategy interface for translating between `SQLException SQLExceptions`
 * and Spring's data access strategy-agnostic `DataAccessException`
 * hierarchy.
 *
 * <p>Implementations can be generic (for example, using
 * `{@link java.sql.SQLException#getSQLState() SQLState}` codes for JDBC) or wholly
 * proprietary (for example, using Oracle error codes) for greater precision.
 *
 * @author Rod Johnson
 * @author Juergen Hoeller
 * @see org.springframework.dao.DataAccessException
 */

Found in path(s):
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/support/SQLExceptionTranslator.java

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Abstraction for handling large binary fields and large text fields in specific databases, no matter if represented as simple types or Large OBjects. Its main purpose is to isolate Oracle 9i's peculiar handling of LOBs in

[defaultLobHandler]: most other databases should be able to work with the provided [DefaultLobHandler].

Most databases/drivers should be able to work with [DefaultLobHandler], which by default delegates to JDBC's direct accessor methods, avoiding the Java.sql.Blob and java.sql.Clob API completely. [DefaultLobHandler] can also be configured to access LOBs using the建成后LOB.setBlob/setClob (e.g. for PostgreSQL), through setting the "wrapAsLob" property.

Unfortunately, Oracle 9i just accepts Blob/Clob instances created via its own proprietary BLOB/CLOB API, and additionally doesn't accept large streams for PreparedStatement's corresponding setter methods. Therefore, you need to use [OracleLobHandler] there, which uses Oracle's BLOB/CLOB API for both types of access. The Oracle 10g+ JDBC driver will work with [DefaultLobHandler] as well, with some limitations in terms of LOB sizes depending on DBMS setup; as of Oracle 11g (or actually, using the 11g driver even against older databases), there should be no need to use [OracleLobHandler] at all anymore.

Of course, you need to declare different field types for each database. In Oracle, any binary content needs to go into a BLOB, and all character content beyond 4000 bytes needs to go into a CLOB. In MySQL, there is no notion of a CLOB type but rather a LONGTEXT type that behaves like a VARCHAR. For complete portability, use a LobHandler for fields that might typically require LOBs on some database because of the field size (take Oracle's numbers as a guideline).

Summarizing the recommended options (for actual LOB fields):

- For JDBC 4.0 driver (including Oracle 11g driver): Use [DefaultLobHandler], potentially with streamAsLob=true if your database driver requires that hint when populating a LOB field. Fall back to createTemporaryLob=true
* if you happen to run into LOB size limitations with your (Oracle) database setup.
* <ul>
  * Oracle 10g driver:<b> Use {link DefaultLobHandler} with standard setup.
  * On Oracle 10.1, set the "SetBigStringTryClob" connection property; as of Oracle 10.2,
    * DefaultLobHandler should work with standard setup out of the box. Alternatively,
    * consider using the proprietary {link OracleLobHandler} (see below).
  * Oracle 9i driver:<b> Use {link OracleLobHandler} with a connection-pool-specific
    * {link OracleLobHandler#setNativeJdbcExtractor NativeJdbcExtractor}.
  * PostgreSQL:<b> Configure {link DefaultLobHandler} with {code wrapAsLob=true},
    * and use that LobHandler to access OID columns (but not BYTEA) in your database tables.
  * For all other database drivers (and for non-LOB fields that might potentially
    * turn into LOBs on some databases): Simply use a plain {link DefaultLobHandler}.
* </ul>
* @author Juergen Hoeller
* @since 23.12.2003
* @see DefaultLobHandler
* @see OracleLobHandler
* @see java.sql.ResultSet#getBlob
* @see java.sql.ResultSet#getClob
* @see java.sql.ResultSet#getBytes
* @see java.sql.ResultSet#getBinaryStream
* @see java.sql.ResultSet#getString
* @see java.sql.ResultSet#getAsciiStream
* @see java.sql.ResultSet#getString

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  jar/org/springframework/jdbc/support/lob/LobHandler.java
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* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/support/DatabaseStartupValidator.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/support/DatabaseMetaDataCallback.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/ConnectionHolder.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/init/CompositeDatabasePopulator.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/UserCredentialsDataSourceAdapter.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/support/SQLErrorCodes.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/AbstractDriverBasedDataSource.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/ConnectionHandle.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/ConnectionCallback.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/simple/SimpleJdbcInsert.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/StatementCallback.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/object/GenericSqlQuery.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/ConnectionCallback.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/config/DatabasePopulatorConfigUtils.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/PreparedStatementCallback.java
jar/org/springframework/jdbc/datasource/SingleConnectionDataSource.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4.3.22-release-sources-1.jar/org/springframework/jdbc/datasource/DataSourceTransactionManager.java
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* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/support/xml/Jdbc4SqlXmlHandler.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/support/nativejdbc/SimpleNativeJdbcExtractor.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/embedded/AbstractEmbeddedDatabaseConfigurer.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/simple/SingleJdbcTemplate.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/support/Jdbc4SqlXmlObjectMappingHandler.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/SimpleJdbcDataSource.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/RowCallbackHandler.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/SingleColumnRowMapper.java
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* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/support/xml/SqlXmlObjectMappingHandler.java
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* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/simple/SingleJdbcCallOperations.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/support/JdbcTemplate.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/simple/SingleJdbcCallOperations.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/support/AbstractInterruptibleBatchPreparedStatementSetter.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/SingleDataSourceLookup.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/RowCallbackHandler.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/SqlRowSetResultSetExtractor.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/object/SqlQuery.java

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jar/org/springframework/jdbc/datasource/DriverManagerDataSource.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/support/nativejdbc/NativeJdbcExtractor.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/embedded/EmbeddedDatabaseBuilder.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/embedded/EmbeddedDatabase.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/support/nativejdbc/CommonsDbcpNativeJdbcExtractor.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/config/EmbeddedDatabaseBeanDefinitionParser.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/metadata/TableMetaDataContext.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/SqlParameter.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/LazyConnectionDataSourceProxy.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/support/incrementer/OracleSequenceMaxValueIncrementer.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/object/BatchSqlUpdate.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/StatementCreatorUtils.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/metadata/CallParameterMetaData.java

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* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/SqlParameter.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/datasource/LazyConnectionDataSourceProxy.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/support/KeyHolder.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/support/incrementer/OracleSequenceMaxValueIncrementer.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/object/BatchSqlUpdate.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/StatementCreatorUtils.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-jar/org/springframework/jdbc/core/metadata/CallParameterMetaData.java
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jar/org/springframework/jdbc/object/MappingSqlQuery.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-
jar/org/springframework/jdbc/core/namedparam/ParsedSql.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-
jar/org/springframework/jdbc/support/incrementer/DB2SequenceMaxValueIncrementer.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-
jar/org/springframework/jdbc/support/incrementer/DB2MainframeSequenceMaxValueIncrementer.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-
jar/org/springframework/jdbc/core/DisposableSqlTypeValue.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-
jar/org/springframework/jdbc/support/xml/SqlXmlValue.java

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jar/org/springframework/jdbc/support/AbstractLobCreatingPreparedStatementCallback.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-
jar/org/springframework/jdbc/support/nativejdbc/WebLogicNativeJdbcExtractor.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-
jar/org/springframework/jdbc/support/lob/AbstractLobHandler.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-
jar/org/springframework/jdbc/CannotGetJdbcConnectionException.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1.jar/org/springframework/jdbc/core/namedparam/EmptySqlParameterSource.java
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1.jar/org/springframework/jdbc/support/nativejdbc/WebSphereNativeJdbcExtractor.java

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/**
 * The classes in this package make JDBC easier to use and
 * reduce the likelihood of common errors. In particular, they:
 * <ul>
 * <li>Simplify error handling, avoiding the need for try/catch/finally
 * blocks in application code.
 * <li>Present exceptions to application code in a generic hierarchy of
 * unchecked exceptions, enabling applications to catch data access
 * exceptions without being dependent on JDBC, and to ignore fatal
 * exceptions there is no value in catching.
 * <li>Allow the implementation of error handling to be modified
 * to target different RDBMSes without introducing proprietary
 * dependencies into application code.
 * </ul>
 *
 * <p>This package and related packages are discussed in Chapter 9 of
 * by Rod Johnson (Wrox, 2002).
 */

Found in path(s):
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1.jar/org/springframework/jdbc/package-info.java

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 */
/**
 * Implement this interface when parameters need to be customized based
 * on the connection. We might need to do this to make use of proprietary
 * features, available only with a specific Connection type.
 *
 * @author Rod Johnson
 * @author Thomas Risberg
 * @see CallableStatementCreatorFactory#newCallableStatementCreator(ParameterMapper)
 * @see org.springframework.jdbc.object.StoredProcedure#execute(ParameterMapper)
 */
/**
 * Create a Map of input parameters, keyed by name.
 * @param con JDBC connection. This is useful (and the purpose of this interface)
 * if we need to do something RDBMS-specific with a proprietary Connection
 * implementation class. This class conceals such proprietary details. However,
 * it is best to avoid using such proprietary RDBMS features if possible.
 * @throws SQLException if a SQLException is encountered setting
 * parameter values (that is, there's no need to catch SQLException)
 * @return Map of input parameters, keyed by name (never null)
 */

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 */
/**
 * Close this LobCreator session and free its temporarily created BLOBs and CLOBs.
 * Will not need to do anything if using PreparedStatement's standard methods,
 * but might be necessary to free database resources if using proprietary means.
 * <b>NOTE</b>: Needs to be invoked after the involved PreparedStatements have
 * been executed or the affected O/R mapping sessions have been flushed.
 * Otherwise, the database resources for the temporary BLOBs might stay allocated.
 */
Found in path(s):
* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4.3.22-release-sources-1.jar/org/springframework/jdbc/support/lob/LobCreator.java

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 */
/**
 *{@link LobHandler} implementation for Oracle databases. Uses proprietary API
 *to create {@link oracle.sql.BLOB} and {@link oracle.sql.CLOB} instances, as necessary when working with Oracle's JDBC driver.
 *Note that this LobHandler requires Oracle JDBC driver 9i or higher!
 *
 *<p>While most databases are able to work with{@link DefaultLobHandler},
 *Oracle 9i (or more specifically, the Oracle 9i JDBC driver) just accepts
 *Blob/Clob instances created via its own proprietary BLOB/CLOB API,
 *and additionally doesn't accept large streams for PreparedStatement's
 *corresponding setter methods. Therefore, you need to use a strategy like
 *this LobHandler implementation, or upgrade to the Oracle 10g/11g driver
 *(which still supports access to Oracle 9i databases).
 *
 *<p><b>NOTE: As of Oracle 10.2,{@link DefaultLobHandler} should work equally
 *well out of the box. On Oracle 11g, JDBC 4.0 based options such as
 *{@link DefaultLobHandler#setStreamAsLob} and{@link DefaultLobHandler#setCreateTemporaryLob}
 *are available as well, rendering this proprietary OracleLobHandler obsolete.</b>
 *Also, consider upgrading to a new driver even when accessing an older database.
 *See the{@link LobHandler} interface javadoc for a summary of recommendations.
 *
 *<p>Needs to work on a native JDBC Connection, to be able to cast it to
 *{@link oracle.jdbc.OracleConnection}. If you pass in Connections from a
 *connection pool (the usual case in a Java EE environment), you need to set an
 *appropriate{@link org.springframework.jdbc.support.nativejdbc.NativeJdbcExtractor}
 *to allow for automatic retrieval of the underlying native JDBC Connection.
* LobHandler and NativeJdbcExtractor are separate concerns, therefore they
* are represented by separate strategy interfaces.
*<p>Coded via reflection to avoid dependencies on Oracle classes.
* Even reads in Oracle constants via reflection because of different Oracle
* drivers (classes12, ojdbc14, ojdbc5, ojdbc6) having different constant values!
* As this LobHandler initializes Oracle classes on instantiation, do not define
* this as eager-initializing singleton if you do not want to depend on the Oracle
* JAR being in the class path: use "lazy-init=true" to avoid this issue.
*<author Juergen Hoeller
* @author Thomas Risberg
* @since 04.12.2003
* @see DefaultLobHandler
* @see #setNativeJdbcExtractor
* @deprecated in favor of [DefaultLobHandler] for the Oracle 10g driver and
* higher. Consider using the 10g/11g driver even against an Oracle 9i database!
* [setCreateTemporaryLob] is the direct equivalent of this
* OracleLobHandler's implementation strategy, just using standard JDBC 4.0 API.
* That said, in most cases, regular DefaultLobHandler setup will work fine as well.
*/

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* /opt/cola/permits/1110923230_1606874244.12/0/spring-jdbc-4-3-22-release-sources-1-
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1.1979 marshmallow 3.11.1

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marshmallow includes code adapted from Django.

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1.1980 scala-collection-compat_2.12 2.0.0

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Manifest-Version: 1.0
Bnd-LastModified: 1558117115020
Bundle-Description: scala-collection-compat
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0;description=Apache-2.0
Bundle-ManifestVersion: 2
Bundle-Name: scala-collection-compat
Bundle-SymbolicName: org.scala-lang.modules.scala-collection-compat
Bundle-Vendor: org.scala-lang.modules
Bundle-Version: 2.0.0
Created-By: 1.8.0_151 (Oracle Corporation)
Export-Package: scala.collection.compat;version="2.0.0";uses=":scala,scala.collection,scala.collection.generic,scala.collection.immutable,scala.collection.mutable,scala.math,scala.reflect,scala.runtime",scala.collection.compat.immutable;version="2.0.0";uses=":scala,scala.collection,scala.collection.generic,scala.collection.immutable,scala.collection.mutable,scala.collection.parallel,scala.collection.parallel.immutable,scala.reflect,scala.runtime"
Implementation-Title: scala-collection-compat
Implementation-URL: http://www.scala-lang.org/
Implementation-Vendor: org.scala-lang.modules
Implementation-Vendor-Id: org.scala-lang.modules
Implementation-Version: 2.0.0
Import-Package: scala;version="[2.12,3)",scala.collection;version="[2.12,3)",scala.collection.generic;version="[2.12,3)",scala.collection.immutable;version="[2.12,3)",scala.collection.mutable;version="[2.12,3)",scala.collection.parallel;version="[2.12,3)",scala.collection.parallel.immutable;version="[2.12,3)",scala.math;version="[2.12,3)",scala.reflect;version="[2.12,3)",scala.runtime;version="[2.12,3)",scala.util.hashing;version="[2.12,3)
1.1981 spring-tx 5.3.5

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* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/interceptor/TransactionalProxy.java
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* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/jca/work/SimpleTaskWorkManager.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/jca/cci/core/ConnectionCallback.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/jca/cci/object/MappingCommAreaOperation.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/jca/cci/TransactionStatus.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/jca/core/C阪oDaoSupport.java
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* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/jca/support/LocalConnectionFactoryBean.java
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  * /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/interceptor/TransactionAttributeSource.java
  * /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/support/TransactionOperations.java
  * /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/reactive/TransactionContextManager.java
  * /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/interceptor/TransactionProxyFactoryBean.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/reactive/TransactionContext.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/annotation/JtaTransactionAnnotationParser.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/ReactiveTransaction.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/support/AbstractTransactionStatus.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/TransactionExecution.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/interceptor/CompositeTransactionAttributeSource.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/reactive/ReactiveResourceSynchronization.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/TransactionDefinition.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/transaction/annotation/TransactionAnnotationParser.java
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* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/reactive/TransactionSynchronization.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/StaticTransactionDefinition.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/support/DefaultTransactionStatus.java
* /opt/cola/permits/1202864048_1631645103.84/0/spring-tx-5-3-5-sources-1-jar/org/springframework/transaction/config/JtaTransactionManagerFactoryBean.java
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1.1985 wrappy 1.0.2
1.1985.1 Available under license:
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1.1987 scala-library 2.12.8
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 *
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 */
/**
 * A `ClassTag[T]` stores the erased class of a given type `T`, accessible via the `runtimeClass` field. This is particularly useful for instantiating `Array`s whose element types are unknown at compile time.
 *
 * `ClassTag`s are a weaker special case of [[scala.reflect.api.TypeTags#TypeTag]]s, in that they wrap only the runtime class of a given type, whereas a `TypeTag` contains all static type information. That is, `ClassTag`s are constructed from knowing only the top-level class of a `TypeTag`, without necessarily knowing all of its argument types. This runtime information is enough for runtime `Array` creation.
 *
 * For example:
 * {{{
 * mkArray[T : ClassTag](elems: T*) = Array[T](elems: _*)
 * mkArray: [T](elems: T*)(implicit evidence$1: scala.reflect.ClassTag[T])Array[T]
 * mkArray(42, 13)
 * res0: Array[Int] = Array(42, 13)
 * mkArray("Japan","Brazil","Germany")
 * res1: Array[String] = Array(Japan, Brazil, Germany)
 * }}
 */
* ])}
  *
* See `[[scala.reflect.api.TypeTags]]` for more examples, or the
* `[[http://docs.scala-lang.org/overviews/reflection/typetags-manifests.html Reflection Guide: TypeTags]]`
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* */

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*/
/**
 * Latch used to implement waiting on a DefaultPromise's result.
 * *
 * Inspired by: `[[http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/main/java/util/concurrent/locks/AbstractQueuedSynchronizer.java]]`
 * Written by Doug Lea with assistance from members of JCP JSR-166
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* /opt/cola/permits/1110919287_1606872372.07/0.scala-library-2-12-8-sources-1-jar/scala/UninitializedFieldError.scala
* /opt/cola/permits/1110919287_1606872372.07/0.scala-library-2-12-8-sources-1-jar/scala/collection/mutable/BufferProxy.scala
* /opt/cola/permits/1110919287_1606872372.07/0.scala-library-2-12-8-sources-1-jar/scala/Float.scala
* /opt/cola/permits/1110919287_1606872372.07/0.scala-library-2-12-8-sources-1-jar/scala/collection/GenTraversableLike.scala
* /opt/cola/permits/1110919287_1606872372.07/0.scala-library-2-12-8-sources-1-jar/scala/UninitializedFieldError.scala
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* /opt/cola/permits/1110919287_1606872372.07/0.scala-library-2-12-8-sources-1-jar/scala/collection/mutable/BufferProxy.scala
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* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/runtime/java8/JFunction1$mcDF$sp.java
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/collection/immutable/ListSet.scala
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* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/runtime/java8/JFunction2$mcZDJ$sp.java
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* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/collection/mutable/StringBuilder.scala
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/collection/mutable/Set.scala
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/reflect/ScalaSignature.java
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/collection/generic/IsSeqLike.scala
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* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/collection/concurrent/INodeBase.java
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/Serializable.scala
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/runtime/java8/JFunction2$mcVII$sp.java
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/collection/IndexedSeqOptimized.scala
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/collection/IndexedSeq.scala
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/runtime/RichByte.scala
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/collection/CustomParallelizable.scala
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/collection/immutable/SortedSet.scala
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/collection/mutable/ParFlatHashTable.scala
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/collection/LinearSeqOptimized.scala
* /opt/cola/permits/1110919287_1606872372.07/0/scala-library-2-12-8-sources-1-jar/scala/annotation/elidable.scala
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1.1990 avahi 0.7-4+deb10u1
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* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/SpringBootApplication.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/data/rest/RepositoryRestMvcAutoConfiguration.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/mobile/package-info.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/web/WebMvcRegistrations.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/web/WebMvcValidator.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/condition/OnClassCondition.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/jms/activemq/ActiveMQConnectionFactoryConfiguration.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/template/PathBasedTemplateAvailabilityProvider.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/jackson/package-info.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/transaction/jta/AtomikosJtaConfiguration.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/jdbc/DataSourceInitializedEvent.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/couchbase/CouchbaseConfigurerAdapterConfiguration.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/data/couchbase/CouchbaseConfigurerAdapterConfiguration.java
* /opt/cola/permits/110667049_1606842057.82/0/spring-boot-autoconfigure-1-5-22-release-sources-2.jar/org/springframework/boot/autoconfigure/data/mongo/MongoAutoConfiguration.java
1.1993 d3-path 2.0.0

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1.1994 @babel/traverse 7.14.7
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1.1995 pyopenssl 19.1.0
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1.1996 liblwp-mediatypes-perl 6.02-1

1.1996.1 Available under license:

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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 <http://www.iana.org/assignments/media-types/>.

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<thead>
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<th>MIME type (lowercased)</th>
<th>Extensions</th>
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<td>application/1d-interleaved-parityfec</td>
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</tr>
<tr>
<td>application/3gpp-ims+xml</td>
<td></td>
</tr>
<tr>
<td>application/activemessage</td>
<td></td>
</tr>
<tr>
<td>application/andrew-insetez</td>
<td></td>
</tr>
<tr>
<td>application/applefile</td>
<td></td>
</tr>
<tr>
<td>application/aplixwareaw</td>
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</tr>
<tr>
<td>application/atom+xml</td>
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<tr>
<td>application/atomcat+xml</td>
<td></td>
</tr>
<tr>
<td>application/atomicmail</td>
<td></td>
</tr>
<tr>
<td>application/atomsvc+xml</td>
<td></td>
</tr>
<tr>
<td>application/auth-policy+xml</td>
<td></td>
</tr>
<tr>
<td>application/batch-smtp</td>
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<tr>
<td>application/beep+xml</td>
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<td>application/cals-1840</td>
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<tr>
<td>application/ccxml+xml</td>
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<td>application/cdmi-containercdmic</td>
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<td>application/cdmi-queuecdmiq</td>
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</tr>
<tr>
<td>application/cea-2018+xml</td>
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<tr>
<td>application/cellml+xml</td>
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<td>application/cfw</td>
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<td>application/cnrp+xml</td>
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<td>application/commonground</td>
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<tr>
<td>application/conference-info+xml</td>
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<td>application/cpl+xml</td>
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<td>application/csta+xml</td>
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<td>application/cu-seemecu</td>
<td></td>
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<tr>
<td>application/cybercash</td>
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<tr>
<td>application/davmount+xml</td>
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<tr>
<td>application/dca-rft</td>
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</tr>
<tr>
<td>application/dec-dx</td>
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</tr>
<tr>
<td>application/dialog-info+xml</td>
<td></td>
</tr>
<tr>
<td>application/dicom</td>
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</tr>
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</table>
application/scvp-cv-responses
c application/scvp-vp-requests
application/scvp-vp-responses
application/sdpsdp
# application/set-payment
application/set-payment-initiation
application/set-registration
application/set-registration-initiation
# application/smg1
# application/smg1-open-catalog
application/shf+xml
# application/sieve
# application/simple-filter+xml
# application/simple-message-summary
# application/simplesymbolcontainer
# application/slate
# application/smil
application/smil+xml
# application/soap+fastinfoset
# application/soap+xml
application/sparql-query
application/sparql-results+xml
# application/spirits-event+xml
application/srgs
application/srgs+xml
application/sru+xml
application/ssml+xml
# application/tamp-apex-update
# application/tamp-apex-update-confirm
# application/tamp-community-update
# application/tamp-community-update-confirm
# application/tamp-error
# application/tamp-sequence-adjust
# application/tamp-sequence-adjust-confirm
# application/tamp-status-query
# application/tamp-status-response
# application/tamp-update
# application/tamp-update-confirm
application/tei+xml
application/thraud+xml
# application/timestamp-query
# application/timestamp-reply
application/timestamped-data
# application/tve-trigger
# application/ulpfec
# application/vemmi
# application/vividence.scriptfile
# application/vnd.3gpp.bsf+xml
# application/vnd.dvb.notif-aggregate-root+xml
# application/vnd.dvb.notif-container+xml
# application/vnd.dvb.notif-generic+xml
# application/vnd.dvb.notif-ia-msglist+xml
# application/vnd.dvb.notif-ia-registration-request+xml
# application/vnd.dvb.notif-ia-registration-response+xml
# application/vnd.dvb.notif-init+xml
# application/vnd.dvb.pfr
application/vnd.dvb.servicesvc
# application/vnd.dvb.dxr
application/vnd.dynageo geo
# application/vnd.easykaraoke.cdgdownload
# application/vnd.ecdis-update
application/vnd.ecowin.chartmag
# application/vnd.ecowin.filerquest
# application/vnd.ecowin.fileupdate
# application/vnd.ecowin.series
# application/vnd.ecowin.seriesrequest
# application/vnd.ecowin.seriesupdate
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application/vnd.enlivenxml
application/vnd.epson.esfesf
application/vnd.epson.msfmsf
application/vnd.epson.quickanimeqam
application/vnd.epson.saltslt
application/vnd.epson.ssffssf
# application/vnd.ericsson.quickcall
application/vnd.eszigno3+xml et3
# application/vnd.etsi.aoc+xml
# application/vnd.etsi.cug+xml
# application/vnd.etsi.iptvcommand+xml
# application/vnd.etsi.iptvdiscovry+xml
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# application/vnd.etsi.iptvsad-cod+xml
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# application/vnd.etsi.iptvsync+xml
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# application/vnd.etsi.mcid+xml
# application/vnd.etsi.overload-control-policy-dataset+xml
# application/vnd.etsi.sci+xml
# application/vnd.etsi.simservs+xml
# application/vnd.etsi.tsl+xml
# application/vnd.etsi.tsl.der
# application/vnd.eudora.data
application/vnd.ezpix-album ez2
application/vnd.ezpix-package ez3
application/x-mobipocket-ebookprc mobi
application/x-ms-applicationapplication
application/x-ms-wmdwmd
application/x-ms-wmzwmz
application/x-ms-xbapxbap
application/x-msaccessmdb
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application/x-msdownloadexe dll com bat msi
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application/x-mswritewri
application/x-netcdfnc cdf
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application/x-pkcs7-certificatesp7b spc
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application/x-rar-compressedrar
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application/x-shar
application/x-shockwave-flashtswf
application/x-silverlight-appxap
application/x-stuffitfitsit
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# application/xcap-el+xml
# application/xcap-error+xml
# application/xcap-ns+xml
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# application/x-conference-info+xml
application/xenc+xml
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# application/x-xhtml-voice+xml
application/xml+xml
application/xml-dtd
# application/xml-external-parsed-entity
# application/xmpp+xml
application/xop+xml
application/xslt+xml
application/xspf+xml
application/xv+xml
application/zip
# audio/1d-interleaved-parityfec
# audio/32kadpcm
# audio/3gpp
# audio/3gpp2
# audio/ac3
audio/adpcm
# audio/amr
# audio/amr-wb
# audio/amr-wb+
# audio/asc
# audio/atrac-advanced-lossless
# audio/atrac-x
# audio/atrac3
audio/basic snd
# audio/bv16
# audio/bv32
# audio/clearmode
data
# audio/dls
# audio/dsr-es201108
# audio/dsr-es202050
# audio/dsr-es202211
# audio/dsr-es202212
# audio/dvi4
# audio/eac3
# audio/evrc
# audio/evrc-qcp
# audio/evrc0
# audio/evrc1
# audio/evrcb
# audio/evrcb0
# audio/evrcb1
=head1 NAME

LWP::MediaTypes - guess media type for a file or a URL

=head1 SYNOPSIS

Found in path(s):
* /opt/cola/permits/1136703903_1613864944.59/0/liblwp-mediatypes-perl-6-02-orig-1-tar-gz/LWP-MediaTypes-6.02/lib/LWP/media.types

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use LWP::MediaTypes qw(guess_media_type);
$type = guess_media_type("/tmp/foo.gif");

=head1 DESCRIPTION

This module provides functions for handling media (also known as MIME) types and encodings. The mapping from file extensions to media types is defined by the F<media.types> file. If the F<~/.media.types> file exists it is used instead. For backwards compatibility we will also look for F<~/.mime.types>.

The following functions are exported by default:

=over 4

=item guess_media_type( $filename )

=item guess_media_type( $uri )

=item guess_media_type( $filename_or_uri, $header_to_modify )

This function tries to guess media type and encoding for a file or a URI. It returns the content type, which is a string like C"text/html". In array context it also returns any content encodings applied (in the order used to encode the file). You can pass a URI object reference, instead of the file name.

If the type can not be deduced from looking at the file name, then guess_media_type() will let the C<-T> Perl operator take a look. If this works (and C<-T> returns a TRUE value) then we return I<text/plain> as the type, otherwise we return I<application/octet-stream> as the type.

The optional second argument should be a reference to a HTTP::Headers object or any object that implements the $obj->header method in a similar way. When it is present the values of the 'Content-Type' and 'Content-Encoding' will be set for this header.

=item media_suffix( $type, ... )

This function will return all suffixes that can be used to denote the specified media type(s). Wildcard types can be used. In a scalar context it will return the first suffix found. Examples:

@suffixes = media_suffix('image/*', 'audio/basic');
$suffix = media_suffix('text/html');

=back
The following functions are only exported by explicit request:

=over 4

=item add_type( $type, @exts )

Associate a list of file extensions with the given media type.
Example:

    add_type("x-world/x-vrml" => qw(wrl vrml));

=item add_encoding( $type, @ext )

Associate a list of file extensions with an encoding type.
Example:

    add_encoding("x-gzip" => "gz");

=item read_media_types( @files )

Parse media types files and add the type mappings found there.
Example:

    read_media_types("conf/mime.types");

=back

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* /opt/cola/permits/1136703903_1613864944.59/0/liblwp-mediatypes-perl-6-02-orig-1-tar-gz/LWP-MediaTypes-6.02/lib/LWP/MediaTypes.pm
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NAME
    LWP::MediaTypes - guess media type for a file or a URL

SYNOPSIS
    use LWP::MediaTypes qw(guess_media_type);
    $type = guess_media_type("/tmp/foo.gif");

DESCRIPTION
This module provides functions for handling media (also known as MIME) types and encodings. The mapping from file extensions to media types is defined by the media.types file. If the ~/.media.types file exists it is used instead. For backwards compatibility we will also look for ~/.mime.types.

The following functions are exported by default:

```perl
guess_media_type( $filename )
guess_media_type( $uri )
guess_media_type( $filename_or_uri, $header_to_modify )
```

This function tries to guess media type and encoding for a file or a URI. It returns the content type, which is a string like `"text/html"'. In array context it also returns any content encodings applied (in the order used to encode the file). You can pass a URI object reference, instead of the file name.

If the type can not be deduced from looking at the file name, then `guess_media_type()` will let the `-T` Perl operator take a look. If this works (and `-T` returns a TRUE value) then we return *text/plain* as the type, otherwise we return *application/octet-stream* as the type.

The optional second argument should be a reference to a HTTP::Headers object or any object that implements the $obj->header method in a similar way. When it is present the values of the 'Content-Type' and 'Content-Encoding' will be set for this header.

```perl
media_suffix( $type, ... )
```

This function will return all suffixes that can be used to denote the specified media type(s). Wildcard types can be used. In a scalar context it will return the first suffix found. Examples:

```perl
@suffixes = media_suffix('image/*', 'audio/basic');
$suffix = media_suffix('text/html');
```

The following functions are only exported by explicit request:

```perl
add_type( $type, @exts )
add_encoding( $type, @ext )
```

Associate a list of file extensions with the given media type. Example:

```perl
add_type("x-world/x-vrml" => qw(wrl vrml));
add_encoding("x-gzip" => "gz");
```
read_media_types( @files )
Parse media types files and add the type mappings found there.
Example:

read_media_types("conf/mime.types");

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1.1997 guava 27.1-jre

1.1998 spring-retry 1.2.5.RELEASE
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* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
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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/StatisticsRepository.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/ExceptionClassifierRetryPolicy.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/retry/policy/AlwaysRetryPolicy.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/retry/policy/ExhaustedRetryException.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/retry/policy/RetryCacheCapacityExceededException.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/classify/PatternMatchingClassifier.java
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* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/classify/annotation/Classifier.java
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* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/classify/annotation/Classifier.java
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* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/classify/annotation/Classifier.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/classify/annotation/Classifier.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/classify/annotation/Classifier.java
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* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/classify/annotation/Classifier.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/classify/annotation/Classifier.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/classify/annotation/Classifier.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-jar/org/springframework/classify/annotation/Classifier.java
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jar/org/springframework/retry/RetryState.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/TerminatedRetryException.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/listener/RetryListenerSupport.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/backoff/Sleeper.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/backoff/BackOffContext.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/backoff/BackOffPolicy.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/policy/NeverRetryPolicy.java
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jar/org/springframework/retry/RetryException.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/backoff/StatelessBackOffPolicy.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/RetryOperations.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/support/RetrySynchronizationManager.java
* /opt/cola/permits/1135864284_1613618157.58/0/spring-retry-1-2-5-release-sources-1-
jar/org/springframework/retry/support/DefaultRetryState.java

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  jar/org/springframework/retry/context/RetryContextSupport.java
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  jar/org/springframework/retry/support/RetryTemplate.java
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  jar/org/springframework/retry/backoff/FixedBackOffPolicy.java
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  jar/org/springframework/retry/annotation/RecoverAnnotationRecoveryHandler.java
1.1999 zxcvbn 4.4.2

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1.2000 @react-spring/shared 9.0.0-rc.3

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1.2004 core-js 1.2.7
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++++++++++++++++

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for
gdb-specific debug information and the 68k series machines, most of
the preprocessing pass, and extensive changes in messages.c,
input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various
enhancements and many bug fixes, including merging support for several
processors, breaking gas up to handle multiple object file format
backends (including heavy rewrite, testing, an integration of the coff
and b.out backends), adding configuration including heavy testing and
verification of cross assemblers and file splits and renaming,
converted gas to strictly ansi C including full prototypes, added
support for m680[34]0 & cpu32, considerable work on i960 including a
coff port (including considerable amounts of reverse engineering), a
sparc opcode file rewrite, decstation, rs6000, and hp300hpux host
ports, updated "know" assertions and made them work, much other
reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of
the code in format-specific I/O modules.

The original Vax-VMS support was contributed by David L. Kashtan. Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of Buffalo University and Torbjorn Granlund of the Swedish Institute of Computer Science.

Keith Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many bugs, including true tested cross-compilation support, and one bug in relaxation that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k, i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete
Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of Cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many small bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If you've contributed significant work and are not mentioned on this list, and want to be, let us know. Some of the history has been lost; we aren't intentionally leaving anyone out.

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1.2014 spring-boot-starter-log4j2 2.4.4

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  jar/org/springframework/messaging/handler/annotation/MessageExceptionHandler.java
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  jar/org/springframework/messaging/simp/SimpAttributesContextHolder.java
* /opt/cola/permits/1141560666_1615013334.01/0/spring-messaging-4-3-22-release-sources-2-
  jar/org/springframework/messaging/converter/AbstractMessageConverter.java
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  jar/org/springframework/messaging/simp/user/UserRegistryMessageHandler.java
* /opt/cola/permits/1141560666_1615013334.01/0/spring-messaging-4-3-22-release-sources-2-
  jar/org/springframework/messaging/simp/stomp/StompDecoder.java
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  jar/org/springframework/messaging/simp/stomp/StompSession.java
* /opt/cola/permits/1141560666_1615013334.01/0/spring-messaging-4-3-22-release-sources-2-
  jar/org/springframework/messaging/support/IdTimestampMessageHeaderInitializer.java
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  jar/org/springframework/messaging/handler/invocation/CompletableFutureReturnValueHandler.java
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* /opt/cola/permits/1141560666_1615013334.01/0/spring-messaging-4-3-22-release-sources-2-
  jar/org/springframework/messaging/simp/broker/AbstractSubscriptionRegistry.java
* /opt/cola/permits/1141560666_1615013334.01/0/spring-messaging-4-3-22-release-sources-2-
  jar/org/springframework/messaging/simp/SimpSessionScope.java
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jar/org/springframework/messaging/MessageDeliveryException.java
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jar/org/springframework/messaging/simp/broker/BrokerAvailabilityEvent.java
* /opt/cola/permits/1141560666_1615013334.01/0/spring-messaging-4-3-22-release-sources-2-
jar/org/springframework/messaging/core/DestinationResolutionException.java
* /opt/cola/permits/1141560666_1615013334.01/0/spring-messaging-4-3-22-release-sources-2-
jar/org/springframework/messaging/core/BeanFactoryMessageChannelDestinationResolver.java

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

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

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cia-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla’s root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $
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Corporation, see http://www.zope.com). In 2001, the Python Software
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1.1.4c_7

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Cryptography Toolkit ("PyCrypto") had been somewhat ambiguous. The original intention of Andrew M. Kuchling and other contributors has been to dedicate PyCrypto to the public domain, but that intention was not necessarily made clear in the original disclaimer (see LEGAL/copy/LICENSE.orig).

Additionally, some files within PyCrypto had specified their own licenses that differed from the PyCrypto license itself. For example, the original RIPEMD.c module simply had a copyright statement and warranty disclaimer, without clearly specifying any license terms. (An updated version on the author’s website came with a license that contained a GPL-incompatible advertising clause.)

To rectify this situation for PyCrypto 2.1, the following steps have been taken:

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2. Replacing some modules with clearly-licensed code from other sources (e.g. the DES and DES3 modules were replaced with new ones based on Tom St. Denis's public-domain LibTomCrypt library.)

3. Replacing some modules with code written from scratch (e.g. the RIPEMD and Blowfish modules were re-implemented from their respective algorithm specifications without reference to the old implementations).

4. Removing some modules altogether without replacing them.

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1.2045 jinja2 3.0.1

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Metadata-Version: 2.1
Name: Jinja2
Version: 3.0.1
Summary: A very fast and expressive template engine.
Home-page: https://palletsprojects.com/p/jinja/
Author: Armin Ronacher
Author-email: armin.ronacher@active-4.com
Maintainer: Pallets
Maintainer-email: contact@palletsprojects.com
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Project-URL: Changes, https://jinja.palletsprojects.com/changes/
Project-URL: Twitter, https://twitter.com/PalletsTeam
Project-URL: Chat, https://discord.gg/pallets
Description: Jinja

=====

Jinja is a fast, expressive, extensible templating engine. Special
placeholders in the template allow writing code similar to Python
syntax. Then the template is passed data to render the final document.

It includes:

- Template inheritance and inclusion.
- Define and import macros within templates.
- HTML templates can use autoescaping to prevent XSS from untrusted
user input.
- A sandboxed environment can safely render untrusted templates.
- AsyncIO support for generating templates and calling async functions.
- I18N support with Babel.
- Templates are compiled to optimized Python code just-in-time and cached, or can be compiled ahead-of-time.
- Exceptions point to the correct line in templates to make debugging easier.
- Extensible filters, tests, functions, and even syntax.

Jinja's philosophy is that while application logic belongs in Python if possible, it shouldn't make the template designer's job difficult by restricting functionality too much.

Installing
----------

Install and update using `pip`:

```
$ pip install -U Jinja2
```


In A Nutshell
-------------

```
{%- extends "base.html" %}
{%- block title %}Members{%- endblock %}
{%- block content %}
<ul>
{%- for user in users %}
    <li><a href="{{ user.url }}">{{ user.username }}</a></li>
{%- endfor %}
</ul>
{%- endblock %}
```

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------

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Links
-----

- Documentation: https://jinja.palletsprojects.com/
- Changes: https://jinja.palletsprojects.com/changes/
- PyPI Releases: https://pypi.org/project/Jinja2/
- Source Code: https://github.com/pallets/jinja/
- Issue Tracker: https://github.com/pallets/jinja/issues/
- Website: https://palletsprojects.com/p/jinja/
- Twitter: https://twitter.com/PalletsTeam
- Chat: https://discord.gg/pallets

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Environment :: Web Environment
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: BSD License
Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content
Classifier: Topic :: Text Processing :: Markup :: HTML
Requires-Python: >=3.6
Description-Content-Type: text/x-rst
Provides-Extra: i18n

Found in path(s):
* /opt/cola/permits/1166437412_1621420347.71/0/jinja2-3-0-1-tar-gz/Jinja2-3.0.1/src/Jinja2.egg-info/PKG-INFO
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* /opt/cola/permits/1166437412_1621420347.71/0/jinja2-3-0-1-tar-gz/Jinja2-3.0.1/LICENSE.rst
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[metadata]
name = Jinja2
version = attr: jinja2.__version__
url = https://palletsprojects.com/p/jinja/
project_urls =
  Donate = https://palletsprojects.com/donate
  Documentation = https://jinja.palletsprojects.com/
  Changes = https://jinja.palletsprojects.com/changes/
  Source Code = https://github.com/pallets/jinja/
  Issue Tracker = https://github.com/pallets/jinja/issues/
  Twitter = https://twitter.com/PalletsTeam
  Chat = https://discord.gg/pallets
license = BSD-3-Clause
license_files = LICENSE.rst
author = Armin Ronacher
author_email = armin.ronacher@active-4.com
maintainer = Pallets
maintainer_email = contact@palletsprojects.com
description = A very fast and expressive template engine.
long_description = file: README.rst
long_description_content_type = text/x-rst
classifiers =
  Development Status :: 5 - Production/Stable
  Environment :: Web Environment
  Intended Audience :: Developers
  License :: OSI Approved :: BSD License
  Operating System :: OS Independent
Programming Language :: Python
Topic :: Internet :: WWW/HTTP :: Dynamic Content
Topic :: Text Processing :: Markup :: HTML

[options]
packages = find:
package_dir = = src
include_package_data = true
python_requires = >= 3.6

[options.packages.find]
where = src

[options.entry_points]
babel.extractors =
jinja2 = jinja2.ext:babel_extract[i18n]

[tool:pytest]
testpaths = tests
filterwarnings =
error

[coverage:run]
branch = True
source =
jinja2
tests

[coverage:paths]
source =
src
*/site-packages

[flake8]
select = B, E, F, W, B9, ISC
ignore =
E203
E501
E722
W503
max-line-length = 80
per-file-ignores =
src/jinja2//__init__.py: F401

[mypy]
files = src/jinja2
python_version = 3.6
disallow_subclassing_any = True
disallow_untyped_calls = True
disallow_untyped_defs = True
disallow_incomplete_defs = True
no_implicit_optional = True
local_partial_types = True
no_implicit_reexport = True
strict_equality = True
warn_redundant_casts = True
warn_unused_configs = True
warn_unused_ignores = True
warn_return_any = True
warn_unreachable = True

[mypy-jinja2.defaults]
no_implicit_reexport = False

[mypy-markupsafe]
no_implicit_reexport = False

[egg_info]
tag_build =
tag_date = 0

Found in path(s):
* /opt/cola/permits/1166437412_1621420347.71/0/jinja2-3-0-1-tar-gz/Jinja2-3.0.1/setup.cfg

1.2046 escape-html 1.0.3

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1.2047 commons-cli 1.4

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1.2049 httpcore 4.4.13

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* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/impl/entity/DisallowIdentityContentLengthStrategy.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/message/BasicHeaderValueFormatter.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/impl/bootstrap/ThreadFactoryImpl.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/HttpEntity.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/HttpConnection.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/pool/PoolEntryCallback.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/impl/io/ChunkedInputStream.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/impl/io/AbstractMessageWriter.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/pool/PoolStats.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/ContentTooLongException.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/DefaultBHttpServerConnection.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources-
jar/org/apache/httpcore/impl/io/ContentLengthOutputStream.java
Jar: /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/protocol/RequestConnControl.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/io/HttpMessageWriter.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/HttpException.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/impl/bootstrap/ServerBootstrap.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/protocol/HttpProcessorBuilder.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/io/EofSensor.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/protocol/HttpDateGenerator.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/protocol/package-info.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/protocol/UriPatternMatcher.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/ProtocolException.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/HttpServerConnection.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/protocol/RequestDate.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/protocol/BasicHttpContext.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/impl/pool/BasicConnPool.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/protocol/package-info.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/HttpMessage.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/impl/DefaultConnectionReuseStrategy.java
* /opt/ws_local/PERMITS_SQL/1052411894_1591996206.29/0/httpcore-4-4-13-sources.jar/org/apache/httpcore/protocol/RequestContent.java

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# Contributions to the urllib3 project

## Creator & Maintainer

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## Contributors

In chronological order:

* victor.vde <http://code.google.com/u/victor.vde/>
  * HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSConnectionPool
  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConnectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
  * Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSrBzDhBFxQB6/>
  * Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>
  * Bugfixes, suggestions, Requests integration

* georgemarshall <https://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
  * Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
  * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
  * IPv6 url support and test coverage
* Shivaram Lingamneni <slingamn@cs.stanford.edu>
  * Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravelosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>  
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts
* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
* Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
* Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
* Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
* Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
* IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
* App Engine environment tests.
* Documentation re-write.

* John Krauss <https://github.com/talos>
* Clues to debugging problems with 'cryptography' dependency in docs

* Disassem <https://github.com/Disassem>
* Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
* Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
* IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
* Fix low-level exceptions leaking from `HTTPResponse.stream()`.
* Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
* Creation of `HTTPConnectionPool.ResponseCls`.

* Predrag Gruevski <https://github.com/obi1kenobi>
* Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
* Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
* Bugfix related to 'memoryview' usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
* Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
* Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jess Shapiro <jess@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
  * Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
  * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in ``stream`` when amt=None.
  * Added length_remaining to determine remaining data to be read.
  * Added enforce_content_length to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
  * Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
  * Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package

* Tom White <s6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
  * Bugfix to pyopenssl vendoring
* Wolfgang Richter <wolfgang.richter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix ```util.selectors._fileobj_to_fd``` to accept ```long```
  * Update appveyor tox setup to use the 64bit python.

* Akamai (through Jess Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance; 2017-2018

* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to ```contrib.securetransport```

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
  * Improve contribution guide
  * Add ```HTTPResponse.geturl``` method to provide ```urlib2.urlopen().geturl()``` behavior

* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
  * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
  * Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
  * Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
  * Remove Authorization header regardless of case when redirecting to cross-site

* James Meickle <https://permadeath.com/>
  * Improve handling of Retry-After header

* Chris Jerdonek <chris.jerdonek@gmail.com>
  * Remove a spurious TypeError from the exception chain inside HTTPConnectionPool._make_request(), also for BaseExceptions.
* Jorge Lopez Silva <https://github.com/jalopezsilva>
  * Added support for forwarding requests through HTTPS proxies.

* Benno Rice <benno@jeamland.net>
  * Allow cadata parameter to be passed to underlying `SSLContext.load_verify_locations()`.

* Keiichi Kobayashi <abok.1k@gmail.com>
  * Rename VerifiedHTTPSConnection to HTTPSConnection

* Himanshu Garg <garg_himanshu@outlook.com>
  * DOC & LICENSE Update

* Hod Bin Noon <bin.noon.hod@gmail.com>
  * Test improvements

* Chris Olufson <tycarac@gmail.com>
  * Fix for connection not being released on HTTP redirect and response not preloaded

* [Bastiaan Bakker] <https://github.com/bastiaanb>
  * Support for logging session keys via environment variable `SSLKEYLOGFILE` (Python 3.8+)

* [Ezzeri Esa] <https://github.com/savarin>
  * Ports and extends on types from typeshed

* [Your name or handle] <[email or website]>
  * [Brief summary of your changes]

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 * /opt/cola/permits/1110923116_1606872923.43/0/mongo-scala-bson-2-12-2-3-0-sources-jar/org/mongodb/scalada/json/json Format.scala
 */

1.2055 mute-stream 0.0.8

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1.2057 spring-beans 3.2.17.RELEASE

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1.2068 jackson-databind 2.12.0

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1.2070 google-cloud-resource-manager 0.28.3

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1.2074 lazy-object-proxy 1.4.3

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* /opt/cola/permits/1202864013_1631645108.71/0/spring-rabbit-2-3-6-sources.jar/org/springframework/amqp/rabbit/listener/QueuesNotAvailableException.java
* /opt/cola/permits/1202864013_1631645108.71/0/spring-rabbit-2-3-6-sources.jar/org/springframework/amqp/rabbit/connection/SimpleRoutingConnectionFactory.java
* /opt/cola/permits/1202864013_1631645108.71/0/spring-rabbit-2-3-6-sources.jar/org/springframework/amqp/rabbit/listener/RabbitListenerEndpointRegistrar.java
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jar/jnr/enxio/channels/NativeFileSelectorProvider.java
* /opt/ws_local/PERMITS_SQL/1062461875_1592584270.6/0/jnr-enxio-0-26-sources-
jar/jnr/enxio/channels/KQSelector.java
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1062461875_1592584270.6/0/jnr-enxio-0-26-sources-
jar/jnr/enxio/channels/PollSelectionKey.java
* /opt/ws_local/PERMITS_SQL/1062461875_1592584270.6/0/jnr-enxio-0-26-sources-
jar/jnr/enxio/channels/PollSelector.java
* /opt/ws_local/PERMITS_SQL/1062461875_1592584270.6/0/jnr-enxio-0-26-sources-
jar/jnr/enxio/channels/WinLibCAdapter.java

1.2083 typing-extensions 3.7.4.3
1.2083.1 Available under license :
A. HISTORY OF THE SOFTWARE

Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.
In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

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

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

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1.2084 jquery-ui 1.12.1

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# 1.2085 https-proxy-agent 5.0.0

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https-proxy-agent

===============

### An HTTP(s) proxy `http.Agent` implementation for HTTPS

[![Build Status](https://github.com/TooTallNate/node-https-proxy-agent/workflows/Node%20CI/badge.svg)](https://github.com/TooTallNate/node-https-proxy-agent/actions?workflow=Node+CI)

This module provides an `http.Agent` implementation that connects to a specified HTTP or HTTPS proxy server, and can be used with the built-in `https` module.

Specifically, this `Agent` implementation connects to an intermediary "proxy" server and issues the [CONNECT HTTP method][CONNECT], which tells the proxy to open a direct TCP connection to the destination server.

Since this agent implements the CONNECT HTTP method, it also works with other protocols that use this method when connecting over proxies (i.e. WebSockets). See the "Examples" section below for more.

### Installation

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

Install with `npm`:

```
$ npm install https-proxy-agent
```

### Examples

-------

#### `https` module example

```
js
var url = require('url');
var https = require('https');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
```
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// HTTPS endpoint for the proxy to connect to
console.log('attempting to GET %j', endpoint);
var options = url.parse(endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var agent = new HttpsProxyAgent(proxy);
options.agent = agent;

https.get(options, function (res) {
  console.log("response" event!, res.headers);
  res.pipe(process.stdout);
});

### `ws` WebSocket connection example

```js
var url = require('url');
var WebSocket = require('ws');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// WebSocket endpoint for the proxy to connect to
var endpoint = process.argv[2] || 'ws://echo.websocket.org';
var parsed = url.parse(endpoint);
console.log('attempting to connect to WebSocket %j', endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var options = url.parse(proxy);
var agent = new HttpsProxyAgent(options);

// finally, initiate the WebSocket connection
var socket = new WebSocket(endpoint, { agent: agent });

socket.on('open', function () {
  console.log("open" event!);
  socket.send('hello world');
});

socket.on('message', function (data, flags) {
```
```javascript
console.log(""message" event! %j %j", data, flags);
socket.close();
```}

### API
---

#### `new HttpsProxyAgent(Object options)`

The `HttpsProxyAgent` class implements an `http.Agent` subclass that connects to the specified "HTTP(s) proxy server" in order to proxy HTTPS and/or WebSocket requests. This is achieved by using the [HTTP `CONNECT` method][CONNECT].

The `options` argument may either be a string URI of the proxy server to use, or an "options" object with more specific properties:

- `host` - String - Proxy host to connect to (may use `hostname` as well). Required.
- `port` - Number - Proxy port to connect to. Required.
- `protocol` - String - If `https:`, then use TLS to connect to the proxy.
- `headers` - Object - Additional HTTP headers to be sent on the HTTP CONNECT method.
- `Any other options given are passed to the `net.connect()`/`tls.connect()` functions.`

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[CONNECT]: http://en.wikipedia.org/wiki/HTTP_tunnel#HTTP_CONNECT_Tunneling

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1063935529_1593103864.72/0/https-proxy-agent-5-0-0-1-tgz/package/README.md

1.2086 joda-time 2.10.9
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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/config/MvcNamespaceHandler.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/view/tiles3/SpringLocaleResolver.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/mvc/condition/RequestCondition.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/config/InterceptorsBeanDefinitionParser.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/view/AbstractTemplateView.java

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* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
  jar/org/springframework/web/servlet/function/ServerResponse.java
* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
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* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
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* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
  jar/org/springframework/web/servlet/config/annotation/AsyncSupportConfigurer.java
* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
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  jar/org/springframework/web/servlet/resource/EncodedResourceResolver.java
* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
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* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
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* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
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* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
  jar/org/springframework/web/servlet/view/script/ScriptTemplateConfig.java
* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
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* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
  jar/org/springframework/web/servlet/mvc/method/annotation/DeferredResultMethodReturnValueHandler.java
* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
  jar/org/springframework/web/servlet/resource/CssLinkResourceTransformer.java
* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
  jar/org/springframework/web/servlet/function/EntityResponse.java
* /opt/ cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/handler/SimpleMappingExceptionResolver.java
* /opt/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/tags/form/ButtonTag.java
* /opt/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/tags/form/AbstractFormTag.java
* /opt/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/config/TilesConfigurerBeanDefinitionParser.java
* /opt/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/tags/form/AbstractDataBoundFormElementTag.java
* /opt/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/tags/form/AbstractHtmlElementBodyTag.java
* /opt/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/resource/ResourceTransformerSupport.java
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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/view/groovy/GroovyMarkupConfigurer.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/resource/DefaultResourceResolverChain.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/resource/FixedVersionStrategy.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/tags/ThemeTag.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/tags/ArgumentTag.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/HandlerExceptionResolver.java
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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/config/ViewResolversBeanDefinitionParser.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/resource/ResourceResolverChain.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/resource/ResourceResolverChain.java
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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/config/annotation/InterceptorRegistry.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/tags/form/OptionsTag.java
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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/HandlerAdapter.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/tags/EscapeBodyTag.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/tags/TransformTag.java
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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/view/feed/AbstractFeedView.java
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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/mvc/method/annotation/RequestResponseBodyMethodProcessor.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/resource/ResourceTransformerChain.java

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* XSLT-driven View that allows for response context to be rendered as the
* result of an XSLT transformation.
*<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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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/view/JstlView.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/LocaleResolver.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/mvc/method/annotation/PathVariableMapMethodArgumentResolver.java
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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/mvc/HttpRequestHandlerAdapter.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/handler/SimpleServletHandlerAdapter.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/mvc/AbstractUrlViewController.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/mvc/SimpleControllerHandlerAdapter.java
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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/view/tiles3/SpringBeanPreparerFactory.java
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* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources.jar/org/springframework/web/servlet/resource/VersionStrategy.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources.jar/org/springframework/web/servlet/view/document/AbstractXlsxView.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources.jar/org/springframework/web/servlet/view/document/AbstractXlsxStreamingView.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources.jar/org/springframework/web/servlet/resource/VersionPathStrategy.java
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*/
/**
* A contract for inspecting and potentially modifying request data values such
* as URL query parameters or form field values before they are rendered by a
* view or before a redirect.
*<p>Implementations may use this contract for example as part of a solution
* 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.
*<p>View technologies that support this contract can obtain an instance to
* delegate to via {@link RequestContext#getRequestDataValueProcessor()}.  
*<p>@author Rossen Stoyanchev
*<p>@since 3.1
*/

Found in path(s):
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/support/RequestDataValueProcessor.java
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*/

Found in path(s):
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/mvc/method/annotation/ExceptionHandlerExceptionResolver.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-jar/org/springframework/web/servlet/mvc/method/RequestMappingInfo.java
* /opt/cola/permits/1148544962_1617703650.16/0/spring-webmvc-5-3-5-sources-
1.2101 ajv 8.6.0
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1.2102 azure-mgmt-storage 11.2.0

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Found in path(s):
* /opt/cola/permits/1151955522_1618008381.73/0/azure-mgmt-storage-11-2-0-1-zip/azure-mgmt-storage-11.2.0/azure/mgmt/storage/v2019_04_01/_configuration.py

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Metadata-Version: 2.1
Name: azure-mgmt-storage
Version: 11.2.0
Summary: Microsoft Azure Storage Management Client Library for Python
Home-page: https://github.com/Azure/azure-sdk-for-python
Author: Microsoft Corporation
Author-email: azpysdkhelp@microsoft.com
License: MIT License
Description: # Microsoft Azure SDK for Python

This is the Microsoft Azure Storage Management Client Library.
This package has been tested with Python 2.7, 3.5, 3.6, 3.7 and 3.8.
For a more complete view of Azure libraries, see the [Github repo](https://github.com/Azure/azure-sdk-for-python/)

# Usage

For code examples, see [Storage Management](https://docs.microsoft.com/python/api/overview/azure/storage) on docs.microsoft.com.
# Provide Feedback

If you encounter any bugs or have suggestions, please file an issue in the [Issues](https://github.com/Azure/azure-sdk-for-python/issues) section of the project.

![Impressions](https://azure-sdk-impressions.azurewebsites.net/api/impressions/azure-sdk-for-python%2Fazure-mgmt-storage%2FREADME.png)

# Release History

## 11.2.0 (2020-08-20)

**Features**

- Model RestorePolicyProperties has a new parameter min_restore_time

## 11.1.0 (2020-06-22)

**Features**

- Model StorageAccount has a new parameter allow_blob_public_access
- Model StorageAccount has a new parameter minimum_tls_version
- Model StorageAccountCreateParameters has a new parameter allow_blob_public_access
- Model StorageAccountCreateParameters has a new parameter minimum_tls_version
- Model StorageAccountUpdateParameters has a new parameter allow_blob_public_access
- Model StorageAccountUpdateParameters has a new parameter minimum_tls_version

## 11.0.0 (2020-05-30)

**Features**

- Model BlobContainer has a new parameter remaining_retention_days
- Model BlobContainer has a new parameter version
- Model BlobContainer has a new parameter deleted
- Model BlobContainer has a new parameter deleted_time
- Model ListContainerItem has a new parameter remaining_retention_days
- Model ListContainerItem has a new parameter version
- Model ListContainerItem has a new parameter deleted
- Model ListContainerItem has a new parameter deleted_time
- Model Encryption has a new parameter require_infrastructure_encryption
- Added operation group QueueServicesOperations
- Added operation group TableServicesOperations
- Added operation group TableOperations
- Added operation group QueueOperations

**Breaking changes**

- Operation BlobContainersOperations.list has a new signature

## 10.0.0 (2020-05-07)

**Features**

- Model ManagementPolicyFilter has a new parameter blob_index_match
- Model FileShareItem has a new parameter access_tier_status
- Model FileShareItem has a new parameter share_usage_bytes
- Model FileShareItem has a new parameter deleted
- Model FileShareItem has a new parameter deleted_time
- Model FileShareItem has a new parameter access_tier
- Model FileShareItem has a new parameter version
- Model FileShareItem has a new parameter root_squash
- Model FileShareItem has a new parameter enabled_protocols
- Model FileShareItem has a new parameter access_tier_change_time
- Model FileShareItem has a new parameter remaining_retention_days
- Model RestorePolicyProperties has a new parameter last_enabled_time
- Model FileShare has a new parameter access_tier_status
- Model FileShare has a new parameter share_usage_bytes
- Model FileShare has a new parameter deleted
- Model FileShare has a new parameter deleted_time
- Model FileShare has a new parameter access_tier
- Model FileShare has a new parameter version
- Model FileShare has a new parameter root_squash
- Model FileShare has a new parameter enabled_protocols
- Model FileShare has a new parameter access_tier_change_time
- Model FileShare has a new parameter remaining_retention_days
- Added operation FileSharesOperations.restore
- Added operation PrivateEndpointConnectionsOperations.list
- Added operation group ObjectReplicationPoliciesOperations

**Breaking changes**

- Operation FileSharesOperations.update has a new signature
- Operation FileSharesOperations.create has a new signature
- Operation FileSharesOperations.get has a new signature
- Operation FileSharesOperations.list has a new signature
- Operation FileSharesOperations.update has a new signature
- Operation FileSharesOperations.create has a new signature

## 9.0.0 (2020-03-27)

**Features**
- Model BlobContainer has a new parameter default_encryption_scope
- Model BlobContainer has a new parameter deny_encryption_scope_override
- Model ListContainerItem has a new parameter default_encryption_scope
- Model ListContainerItem has a new parameter deny_encryption_scope_override
- Model KeyVaultProperties has a new parameter last_key_rotation_timestamp
- Model KeyVaultProperties has a new parameter current_versioned_key_identifier

**Breaking changes**

- Operation BlobContainersOperations.update has a new signature
- Operation BlobContainersOperations.create has a new signature
- Operation BlobContainersOperations.update has a new signature
- Operation BlobContainersOperations.create has a new signature

## 8.0.0 (2020-02-27)

**Features**

- Model ImmutabilityPolicyProperties has a new parameter allow_protected_append_writes
- Model BlobServiceProperties has a new parameter container_delete_retention_policy
- Model BlobServiceProperties has a new parameter is_versioning_enabled
- Model ImmutabilityPolicy has a new parameter allow_protected_append_writes
- Added operation group EncryptionScopesOperations

**Breaking changes**

- Operation BlobContainersOperations.create_or_update_immutability_policy has a new signature
- Operation BlobContainersOperations.extend_immutability_policy has a new signature
- Operation BlobContainersOperations.create_or_update_immutability_policy has a new signature

## 7.2.0 (2020-02-10)

**Features**

- Model BlobServiceProperties has a new parameter restore_policy
- Model StorageAccount has a new parameter blob_restore_status
- Added operation StorageAccountsOperations.restore_blob_ranges

## 7.1.0 (2020-01-09)

**Features**

- Model EncryptionService has a new parameter key_type

## 7.0.0 (2019-12-04)

**Features**
- Model StorageAccountCreateParameters has a new parameter `routing_preference`
- Model BlobServiceProperties has a new parameter `sku`
- Model FileServiceProperties has a new parameter `share_delete_retention_policy`
- Model FileServiceProperties has a new parameter `sku`
- Model StorageAccount has a new parameter `routing_preference`
- Model StorageAccountUpdateParameters has a new parameter `routing_preference`
- Model Endpoints has a new parameter `internet_endpoints`
- Model Endpoints has a new parameter `microsoft_endpoints`

**Breaking changes**

- Operation FileServicesOperations.set_service_properties has a new signature
- Model Sku has a new signature

## 6.0.0 (2019-10-25)

**Features**

- Model StorageAccount has a new parameter `private_endpoint_connections`
- Added operation group PrivateEndpointConnectionsOperations
- Added operation group PrivateLinkResourcesOperations

**Breaking changes**

- Operation FileSharesOperations.list has a new signature
- Operation BlobContainersOperations.list has a new signature

## 5.0.0 (2019-10-21)

**Features**

- Model AzureFilesIdentityBasedAuthentication has a new parameter `active_directory_properties`

**Breaking changes**

- Operation StorageAccountsOperations.list_keys has a new signature

## 4.2.0 (2019-10-07)

**Features**
- Model StorageAccountCreateParameters has a new parameter
  large_file_shares_state
- Model StorageAccountUpdateParameters has a new parameter
  large_file_shares_state
- Model StorageAccount has a new parameter large_file_shares_state

## 4.1.0 (2019-09-27)

**Features**

- Model BlobServiceProperties has a new parameter change_feed
- Added operation BlobServicesOperations.list
- Added operation group FileServicesOperations
- Added operation group FileSharesOperations

## 4.0.0 (2019-06-12)

**Features**

- Model StorageAccount has a new parameter
  azure_files_identity_based_authentication
- Model StorageAccountCreateParameters has a new parameter
  azure_files_identity_based_authentication
- Model StorageAccountUpdateParameters has a new parameter
  azure_files_identity_based_authentication

**Breaking changes**

- Model StorageAccount no longer has parameter
  enable_azure_files_aad_integration
- Model StorageAccountCreateParameters no longer has parameter
  enable_azure_files_aad_integration
- Model StorageAccountUpdateParameters no longer has parameter
  enable_azure_files_aad_integration

**Breaking changes**

**General Breaking changes**

This version uses a next-generation code generator that *might*
introduce breaking changes while using imports. In summary, some modules
were incorrectly visible/importable and have been renamed. This fixed
several issues caused by usage of classes that were not supposed to be
used in the first place.

- StorageManagementClient cannot be imported from
  `azure.mgmt.storage.storage_management_client` anymore (import
  from `azure.mgmt.storage` works like before)
- StorageManagementClientConfiguration import has been moved from `azure.mgmt.storage.network_management_client` to `azure.mgmt.storage`
- StorageManagementClient cannot be imported from `azure.mgmt.storage.v20xx_yy_zz.network_management_client` anymore (import from `azure.mgmt.storage.v20xx_yy_zz` works like before)
- StorageManagementClientConfiguration import has been moved from `azure.mgmt.storage.v20xx_yy_zz.network_management_client` to `azure.mgmt.storage.v20xx_yy_zz`
- A model `MyClass` from a “models” sub-module cannot be imported anymore using `azure.mgmt.storage.v20xx_yy_zz.models.my_class` (import from `azure.mgmt.storage.v20xx_yy_zz.models` works like before)
- An operation class `MyClassOperations` from an `operations` sub-module cannot be imported anymore using `azure.mgmt.storage.v20xx_yy_zz.operations.my_class_operations` (import from `azure.mgmt.storage.v20xx_yy_zz.operations` works like before)

Last but not least, HTTP connection pooling is now enabled by default. You should always use a client as a context manager, or call close(), or use no more than one storage mgmt client per process.

### 3.3.0 (2019-04-22)

**Features**

- Model BlobServiceProperties has a new parameter automatic_snapshot_policy_enabled
- Added operation StorageAccountsOperations.revoke_user_delegation_keys
- Added operation BlobContainerOperations.lease

### 3.2.0 (2019-04-10)

**Features**

- Added operation BlobContainersOperations.lease for API versions 2018_02_01 and later

### 3.1.1 (2019-01-02)

**Bugfixes**

- Fix #4013 - "use_sub_domain" should be "use_sub_domain_name"

### 3.1.0 (2018-11-15)
**Features**

- Model StorageAccount has a new parameter `geo_replication_stats`
- Model StorageAccount has a new parameter `failover_in_progress`
- Added operation `StorageAccountsOperations.failover`
- Added operation group `BlobServicesOperations`
- Operation `StorageAccountsOperations.get_properties` now support `expand` parameter

## 3.0.0 (2018-09-27)

**Features**

- Model StorageAccount has a new parameter `enable_azure_files_aad_integration`
- Model StorageAccountCreateParameters has a new parameter `enable_azure_files_aad_integration`
- Model StorageAccountUpdateParameters has a new parameter `enable_azure_files_aad_integration`
- Added operation group `ManagementPoliciesOperations`. This is considered preview and breaking changes might happen.

**Breaking changes**

- "usage" has been renamed "usages", and the "list" operation has been replaced by "list_by_location". Ability to make usage requests locally is not available anymore.

**Note**

- `azure-mgmt-nspkg` is not installed anymore on Python 3 (PEP420-based namespace package)

## 2.0.0 (2018-08-01)

**Bugfixes**

- Set the signed resource as optional instead of required

## 2.0.0rc4 (2018-06-26)

**Features (2018-02-01/2018-03-01-preview)**

Support HDFS feature and web endpoint in Account properties

- Model StorageAccountCreateParameters has a new parameter `is_hns_enabled`
- Model Endpoints has a new parameter web
- Model Endpoints has a new parameter dfs
- Model StorageAccount has a new parameter is_hns_enabled

## 2.0.0rc3 (2018-05-30)

**Features**

- Add preview version of management policy (API 2018-03-01-preview only). This is considered preview and breaking changes might happen if you opt in for that Api Version.

**Bugfixes**

- Correct azure-common dependency

## 2.0.0rc2 (2018-05-16)

**Bugfixes**

- Fix default "models” import to 2018-02-01

## 2.0.0rc1 (2018-05-11)

**Features**

- Add blob containers operations, immutability policy
- Add usage.list_by_location
- Client now supports Azure profiles.
- Client class can be used as a context manager to keep the underlying HTTP session open for performance

**General Breaking changes**

This version uses a next-generation code generator that *might* introduce breaking changes.

- Model signatures now use only keyword-argument syntax. All positional arguments must be re-written as keyword-arguments. To keep auto-completion in most cases, models are now generated for Python 2 and Python 3. Python 3 uses the "*" syntax for keyword-only arguments.
- Enum types now use the "str" mixin (class AzureEnum(str, Enum)) to improve the behavior when unrecognized enum values are encountered. While this is not a breaking change, the distinctions are important, and are documented here: <https://docs.python.org/3/library/enum.html#others>  At a glance:
  - "is" should not be used at all.
- "format" will return the string value, where "%s" string formatting will return `NameOfEnum.stringvalue`. Format syntax should be preferred.

- New Long Running Operation:
  - Return type changes from `msrestazure.azure_operation.AzureOperationPoller` to `msrest.polling.LROPoller`. External API is the same.
  - Return type is now **always** a `msrest.polling.LROPoller`, regardless of the optional parameters used.
  - The behavior has changed when using `raw=True`. Instead of returning the initial call result as `ClientRawResponse`, without polling, now this returns an LROPoller. After polling, the final resource will be returned as a `ClientRawResponse`.
  - New `polling` parameter. The default behavior is `Polling=True` which will poll using ARM algorithm. When `Polling=False`, the response of the initial call will be returned without polling.
  - `polling` parameter accepts instances of subclasses of `msrest.polling.PollingMethod`.
  - `add_done_callback` will no longer raise if called after polling is finished, but will instead execute the callback right away.

---

## 1.5.0 (2017-12-12)

**Features**

- Add StorageV2 as valid kind
- Add official support for API version 2017-10-01

## 1.4.0 (2017-09-26)

**Bug fixes**

- Add skus operations group to the generic client

**Features**

- Add official support for API version 2016-01-01

## 1.3.0 (2017-09-08)

**Features**

- Adds list_skus operation (2017-06-01)

**Breaking changes**
- Rename the preview attribute "network_acls" to "network_rule_set"

## 1.2.1 (2017-08-14)

**Bugfixes**
- Remove "tests" packaged by mistake (#1365)

## 1.2.0 (2017-07-19)

**Features**
- Api version 2017-06-01 is now the default
- This API version adds Network ACLs objects (2017-06-01 as preview)

## 1.1.0 (2017-06-28)
- Added support for https traffic only (2016-12-01)

## 1.0.0 (2017-05-15)
- Tag 1.0.0rc1 as stable (same content)

## 1.0.0rc1 (2017-04-11)

**Features**
To help customers with sovereign clouds (not general Azure), this version has official multi ApiVersion support for 2015-06-15 and 2016-12-01

## 0.31.0 (2017-01-19)
- New `list_account_sas` operation
- New `list_service_sas` operation
- Name syntax are now checked before RestAPI call, not the server (exception changed)

Based on API version 2016-12-01.

## 0.30.0 (2016-11-14)
- Initial release. Based on API version 2016-01-01 Note that this is the same content as 0.30.0rc6, committed as 0.30.0.

## 0.20.0 (2015-08-31)
1.2103 libclass-c3-perl 0.34-1

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NAME
Class::C3 - A pragma to use the C3 method resolution order algorithm

SYNOPSIS

# NOTE - DO NOT USE Class::C3 directly as a user, use MRO::Compat instead!
package ClassA;
use Class::C3;
sub hello { 'A::hello' }

package ClassB;
use base 'ClassA';
use Class::C3;

package ClassC;
use base 'ClassA';
use Class::C3;

sub hello { 'C::hello' }

package ClassD;
use base ('ClassB', 'ClassC');
use Class::C3;
# Classic Diamond MI pattern
#    <A>
#   /   \
#  <B>   <C>
#   \   / 
#    <D>

package main;

# initialize the C3 module
# (formerly called in INIT)
Class::C3::initialize();

print join ', ' => Class::C3::calculateMRO('ClassD'); # prints ClassD, ClassB, ClassC, ClassA

print ClassD->hello(); # prints 'C::hello' instead of the standard p5 'A::hello'

ClassD->can('hello')->{}; # can() also works correctly
UNIVERSAL::can('ClassD', 'hello'); # as does UNIVERSAL::can()

DESCRIPTION
This is pragma to change Perl 5's standard method resolution order from
depth-first left-to-right (a.k.a - pre-order) to the more sophisticated
C3 method resolution order.

NOTE: YOU SHOULD NOT USE THIS MODULE DIRECTLY - The feature provided is
integrated into perl version >= 5.9.5, and you should use MRO::Compat
instead, which will use the core implementation in newer perls, but
fallback to using this implementation on older perls.

What is C3?
C3 is the name of an algorithm which aims to provide a sane method
resolution order under multiple inheritance. It was first introduced in
the language Dylan (see links in the "SEE ALSO" section), and then later
adopted as the preferred MRO (Method Resolution Order) for the new-style
classes in Python 2.3. Most recently it has been adopted as the
'canonical' MRO for Perl 6 classes, and the default MRO for Parrot
objects as well.

How does C3 work.
C3 works by always preserving local precedence ordering. This
essentially means that no class will appear before any of its
subclasses. Take the classic diamond inheritance pattern for instance:

    <A>
   /   \\
  <B>   <C>
The standard Perl 5 MRO would be (D, B, A, C). The result being that A appears before C, even though C is the subclass of A. The C3 MRO algorithm however, produces the following MRO (D, B, C, A), which does not have this same issue.

This example is fairly trivial, for more complex examples and a deeper explanation, see the links in the "SEE ALSO" section.

How does this module work?
This module uses a technique similar to Perl 5's method caching. When "Class::C3::initialize" is called, this module calculates the MRO of all the classes which called "use Class::C3". It then gathers information from the symbol tables of each of those classes, and builds a set of method aliases for the correct dispatch ordering. Once all these C3-based method tables are created, it then adds the method aliases into the local classes symbol table.

The end result is actually classes with pre-cached method dispatch. However, this caching does not do well if you start changing your @ISA or messing with class symbol tables, so you should consider your classes to be effectively closed. See the CAVEATS section for more details.

OPTIONAL LOWERCASE PRAGMA
This release also includes an optional module c3 in the opt/ folder. I did not include this in the regular install since lowercase module names are considered "bad" by some people. However I think that code looks much nicer like this:

    package MyClass;
    use c3;

This is more clunky:

    package MyClass;
    use Class::C3;

But hey, it's your choice, that's why it is optional.

FUNCTIONS
  calculateMRO ($class)
    Given a $class this will return an array of class names in the proper C3 method resolution order.

  initialize
    This must be called to initialize the C3 method dispatch tables,
this module will not work if you do not do this. It is advised to do this as soon as possible after loading any classes which use C3.

Here is a quick code example:

```perl
package Foo;
use Class::C3;
# ... Foo methods here

package Bar;
use Class::C3;
use base 'Foo';
# ... Bar methods here

package main;

Class::C3::initialize(); # now it is safe to use Foo and Bar
```

This function used to be called automatically for you in the INIT phase of the perl compiler, but that lead to warnings if this module was required at runtime. After discussion with my user base (the DBIx::Class folks), we decided that calling this in INIT was more of an annoyance than a convenience. I apologize to anyone this causes problems for (although I would be very surprised if I had any other users other than the DBIx::Class folks). The simplest solution of course is to define your own INIT method which calls this function.

**NOTE:**

If "initialize" detects that "initialize" has already been executed, it will "uninitialize" and clear the MRO cache first.

**uninitialize**

Calling this function results in the removal of all cached methods, and the restoration of the old Perl 5 style dispatch order (depth-first, left-to-right).

**reinitialize**

This is an alias for "initialize" above.

**METHOD REDISPATCHING**

It is always useful to be able to re-dispatch your method call to the "next most applicable method". This module provides a pseudo package along the lines of "SUPER:" or "NEXT:" which will re-dispatch the method along the C3 linearization. This is best shown with an example.

```perl
# a classic diamond MI pattern ...
#   <A>
#   /  |
```
package ClassA;
use Class::C3;
sub foo { 'ClassA::foo' }

package ClassB;
use base 'ClassA';
use Class::C3;
sub foo { 'ClassB::foo => '.(shift)->next::method() }

package ClassC;
use base 'ClassA';
use Class::C3;
sub foo { 'ClassC::foo => '.(shift)->next::method() }

package ClassD;
use base ('ClassB', 'ClassC');
use Class::C3;
sub foo { 'ClassD::foo => '.(shift)->next::method() }

print ClassD->foo; # prints out "ClassD::foo => ClassB::foo => ClassC::foo => ClassA::foo"

A few things to note. First, we do not require you to add on the method name to the "next::method" call (this is unlike "NEXT::" and "SUPER::" which do require that). This helps to enforce the rule that you cannot dispatch to a method of a different name (this is how "NEXT::" behaves as well).

The next thing to keep in mind is that you will need to pass all arguments to "next::method". It can not automatically use the current @_.

If "next::method" cannot find a next method to re-dispatch the call to, it will throw an exception. You can use "next::can" to see if "next::method" will succeed before you call it like so:

$self->next::method(@_) if $self->next::can;

Additionally, you can use "maybe::next::method" as a shortcut to only call the next method if it exists. The previous example could be simply written as:

$self->maybe::next::method(@_);

There are some caveats about using "next::method", see below for those.
CAVEATS
This module used to be labeled as *experimental*, however it has now been pretty heavily tested by the good folks over at DBIx::Class and I am confident this module is perfectly usable for whatever your needs might be.

But there are still caveats, so here goes ...

Use of "SUPER::".
The idea of "SUPER:" under multiple inheritance is ambiguous, and generally not recommended anyway. However, its use in conjunction with this module is very much not recommended, and in fact very discouraged. The recommended approach is to instead use the supplied "next::method" feature, see more details on its usage above.

Changing @ISA.
It is the author's opinion that changing @ISA at runtime is pure insanity anyway. However, people do it, so I must caveat. Any changes to the @ISA will not be reflected in the MRO calculated by this module, and therefore probably won't even show up. If you do this, you will need to call "reinitialize" in order to recalculate all method dispatch tables. See the "reinitialize" documentation and an example in t/20_reinitialize.t for more information.

Adding/deleting methods from class symbol tables.
This module calculates the MRO for each requested class by interrogating the symbol tables of said classes. So any symbol table manipulation which takes place after our INIT phase is run will not be reflected in the calculated MRO. Just as with changing the @ISA, you will need to call "reinitialize" for any changes you make to take effect.

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There is an edge case when using "next::method" from within a subroutine which was created in a different module than the one it is called from. It sounds complicated, but it really isn't. Here is an example which will not work correctly:

    *Foo::foo = sub { (shift)->next::method(@_) };

The problem exists because the anonymous subroutine being assigned to the glob *Foo::foo will show up in the call stack as being called "__ANON__" and not "foo" as you might expect. Since "next::method" uses "caller" to find the name of the method it was called in, it will fail in this case.

But fear not, there is a simple solution. The module "Sub::Name"
will reach into the perl internals and assign a name to an anonymous subroutine for you. Simply do this:

```perl
use Sub::Name 'subname';
*Foo::foo = subname 'Foo::foo' => sub { (shift)->next::method(@_) }; 
```

and things will Just Work. Of course this is not always possible to do, but to be honest, I just can't manage to find a workaround for it, so until someone gives me a working patch this will be a known limitation of this module.

**COMPATIBILITY**

If your software requires Perl 5.9.5 or higher, you do not need Class::C3, you can simply "use mro 'c3'", and not worry about "initialize()", avoid some of the above caveats, and get the best possible performance. See mro for more details.

If your software is meant to work on earlier Perls, use Class::C3 as documented here. Class::C3 will detect Perl 5.9.5+ and take advantage of the core support when available.

Class::C3::XS

This module will load Class::C3::XS if it's installed and you are running on a Perl version older than 5.9.5. The optional module will be automatically installed for you if a C compiler is available, as it results in significant performance improvements (but unlike the 5.9.5+ core support, it still has all of the same caveats as Class::C3).

**CODE COVERAGE**

Devel::Cover was reporting 94.4% overall test coverage earlier in this module's life. Currently, the test suite does things that break under coverage testing, but it is fair to assume the coverage is still close to that value.

**SEE ALSO**

The original Dylan paper


The prototype Perl 6 Object Model uses C3

<http://svn.openfoundry.org/pugs/perl5/Perl6-MetaModel/>

Parrot now uses C3

<http://aspn.activestate.com/ASPN/Mail/Message/perl6-internals/2746631>
<http://use.perl.org/~autrijus/journal/25768>

Python 2.3 MRO related links

<http://www.python.org/2.3/mro.html>
<http://www.python.org/2.2.2/descriintro.html#mro>

C3 for TinyCLOS

ACKNOWLEDGEMENTS
Thanks to Matt S. Trout for using this module in his module DBIx::Class and finding many bugs and providing fixes.
Thanks to Justin Guenther for making "next::method" more robust by handling calls inside "eval" and anonsubs.
Thanks to Robert Norris for adding support for "next::can" and "maybe::next::method".

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

=pod

=encoding UTF-8

=head1 NAME

ExtUtils::HasCompiler - Check for the presence of a compiler

=head1 VERSION

version 0.021

=head1 SYNOPSIS

use ExtUtils::HasCompiler 'can_compile_extension';
if (can_compile_extension()) {
    ...
}
else {
    ...
}

=head1 DESCRIPTION

This module tries to check if the current system is capable of compiling, linking and loading an XS module.

B<Notice>: this is an early release, interface stability isn't guaranteed yet.

=head1 FUNCTIONS

=head2 can_compile_loadable_object(%opts)

This checks if the system can compile, link and load a perl loadable object. It may take the following options:

=over 4
=item * quiet

Do not output the executed compilation commands.

=item * config

An L<ExtUtils::Config|ExtUtils::Config> (compatible) object for configuration.

=item * skip_load

This causes can_compile_loadable_object to not try to load the generated object. This defaults to true on a cross-compile.

=back

=head2 can_compile_static_library(%opts)

This checks if the system can compile and link a perl static library. It does not check if it can compile a new perl with it. It may take the following options:

=over 4
=item * quiet

Do not output the executed compilation commands.

=item * config

An L<ExtUtils::Config|ExtUtils::Config> (compatible) object for configuration.
This will call either C<can_compile_loadable_object>, or C<can_compile_static_library>, depending on which is the default on your configuration. In addition to the arguments listed above, it can take one more optional argument:

=item * linktype

This will force the linktype to be either static or dynamic. Dynamic compilation on a static perl won't work, but static libraries can be viable on a dynamic perl.

---

abstract: 'A pragma to use the C3 method resolution order algorithm'
author:
  - 'Stevan Little, <stevan@iinteractive.com>'
builtRequires:
  Test::More: '0.47'
configureRequires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.3, CPAN::Meta::Converter version 2.150010'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
=pod

=head1 NAME

Class::C3 - A pragma to use the C3 method resolution order algorithm

=head1 SYNOPSIS

# NOTE - DO NOT USE Class::C3 directly as a user, use MRO::Compat instead!
package ClassA;
use Class::C3;
sub hello { 'A::hello' }

package ClassB;
use base 'ClassA';
use Class::C3;

package ClassC;
use base 'ClassA';
use Class::C3;

sub hello { 'C::hello' }

package ClassD;
use base ('ClassB', 'ClassC');
use Class::C3;

# Classic Diamond MI pattern
# <A>
# /   \
# <B>   <C>
# \   /
#   <D>

package main;

# initialize the C3 module
# (formerly called in INIT)
Class::C3::initialize();

print join ', ' => Class::C3::calculateMRO('ClassD'); # prints ClassD, ClassB, ClassC, ClassA

print ClassD->hello(); # prints 'C::hello' instead of the standard p5 'A::hello'

ClassD->can('hello')->();          # can() also works correctly
UNIVERSAL::can('ClassD', 'hello'); # as does UNIVERSAL::can()

=head1 DESCRIPTION

This is pragma to change Perl 5's standard method resolution order from depth-first left-to-right
(a.k.a - pre-order) to the more sophisticated C3 method resolution order.

B<NOTE:> YOU SHOULD NOT USE THIS MODULE DIRECTLY - The feature provided
is integrated into perl version >= 5.9.5, and you should use L<MRO::Compat>
instead, which will use the core implementation in newer perls, but fallback
to using this implementation on older perls.

=head2 What is C3?

C3 is the name of an algorithm which aims to provide a sane method resolution order under multiple
inheritance. It was first introduced in the language Dylan (see links in the L<SEE ALSO> section),
and then later adopted as the preferred MRO (Method Resolution Order) for the new-style classes in
Python 2.3. Most recently it has been adopted as the 'canonical' MRO for Perl 6 classes, and the
default MRO for Parrot objects as well.

=head2 How does C3 work.

C3 works by always preserving local precedence ordering. This essentially means that no class will
appear before any of its subclasses. Take the classic diamond inheritance pattern for instance:

<A>
/  \
<B>  <C>
The standard Perl 5 MRO would be (D, B, A, C). The result being that B<A> appears before B<C>, even though B<C> is the subclass of B<A>. The C3 MRO algorithm however, produces the following MRO (D, B, C, A), which does not have this same issue.

This example is fairly trivial, for more complex examples and a deeper explanation, see the links in the L<SEE ALSO> section.

=head2 How does this module work?

This module uses a technique similar to Perl 5's method caching. When C<Class::C3::initialize> is called, this module calculates the MRO of all the classes which called C<use Class::C3>. It then gathers information from the symbol tables of each of those classes, and builds a set of method aliases for the correct dispatch ordering. Once all these C3-based method tables are created, it then adds the method aliases into the local classes symbol table.

The end result is actually classes with pre-cached method dispatch. However, this caching does not do well if you start changing your C:@ISA> or messing with class symbol tables, so you should consider your classes to be effectively closed. See the L<CAVEATS> section for more details.

=head1 OPTIONAL LOWERCASE PRAGMA

This release also includes an optional module B<c3> in the F<opt/> folder. I did not include this in the regular install since lowercase module names are considered I<"bad"> by some people. However I think that code looks much nicer like this:

package MyClass;
use c3;

This is more clunky:

package MyClass;
use Class::C3;

But hey, it's your choice, that's why it is optional.

=head1 FUNCTIONS

=over 4

=item B<calculateMRO ($class)>

Given a C<$class> this will return an array of class names in the proper C3 method resolution order.

=item B<initialize>
This <must be called> to initialize the C3 method dispatch tables, this module <will not work> if you do not do this. It is advised to do this as soon as possible <after> loading any classes which use C3. Here is a quick code example:

```
package Foo;
use Class::C3;
# ... Foo methods here

package Bar;
use Class::C3;
use base 'Foo';
# ... Bar methods here

package main;

Class::C3::initialize(); # now it is safe to use Foo and Bar
```

This function used to be called automatically for you in the INIT phase of the perl compiler, but that lead to warnings if this module was required at runtime. After discussion with my user base (the L<DBIx::Class> folks), we decided that calling this in INIT was more of an annoyance than a convenience. I apologize to anyone this causes problems for (although I would be very surprised if I had any other users other than the L<DBIx::Class> folks). The simplest solution of course is to define your own INIT method which calls this function.

NOTE:

If C<initialize> detects that C<initialize> has already been executed, it will L</initialize> and clear the MRO cache first.

=item B<uninitialize>

Calling this function results in the removal of all cached methods, and the restoration of the old Perl 5 style dispatch order (depth-first, left-to-right).

=item B<reinitialize>

This is an alias for L</initialize> above.

=back

=head1 METHOD REDISPATCHING

It is always useful to be able to re-dispatch your method call to the "next most applicable method". This module provides a pseudo package along the lines of C<SUPER::> or C<NEXT::> which will re-dispatch the method along the C3 linearization. This is best shown with an example.

```
# a classic diamond MI pattern ...
#  <A>
```
package ClassA;
use Class::C3;
sub foo { 'ClassA::foo' }

package ClassB;
use base 'ClassA';
use Class::C3;
sub foo { 'ClassB::foo => ' . (shift)->next::method() }

package ClassC;
use base 'ClassA';
use Class::C3;
sub foo { 'ClassC::foo => ' . (shift)->next::method() }

package ClassD;
use base ('ClassB', 'ClassC');
use Class::C3;
sub foo { 'ClassD::foo => ' . (shift)->next::method() }

print ClassD->foo; # prints out "ClassD::foo => ClassB::foo => ClassC::foo => ClassA::foo"

A few things to note. First, we do not require you to add on the method name to the `C<next::method>` call (this is unlike `C<NEXT::>` and `C<SUPER::>` which do require that). This helps to enforce the rule that you cannot dispatch to a method of a different name (this is how `C<NEXT::>` behaves as well).

The next thing to keep in mind is that you will need to pass all arguments to `C<next::method>`. It can not automatically use the current `C<@_>`.

If `C<next::method>` cannot find a next method to re-dispatch the call to, it will throw an exception. You can use `C<next::can>` to see if `C<next::method>` will succeed before you call it like so:

```
$self->next::method(@_) if $self->next::can;
```

Additionally, you can use `C<maybe::next::method>` as a shortcut to only call the next method if it exists. The previous example could be simply written as:

```
$self->maybe::next::method(@_);
```

There are some caveats about using `C<next::method>`, see below for those.

=head1 CAVEATS

This module used to be labeled as `I<experimental>`, however it has now been pretty heavily tested by
the good folks over at L<DBIx::Class> and I am confident this module is perfectly usable for whatever your needs might be.

But there are still caveats, so here goes ...

=item Use of C<SUPER::>.

The idea of C<SUPER::> under multiple inheritance is ambiguous, and generally not recommended anyway. However, its use in conjunction with this module is very much not recommended, and in fact very discouraged. The recommended approach is to instead use the supplied C<next::method> feature, see more details on its usage above.

=item Changing C<@ISA>.

It is the author's opinion that changing C<@ISA> at runtime is pure insanity anyway. However, people do it, so I must caveat. Any changes to the C<@ISA> will not be reflected in the MRO calculated by this module, and therefore probably won't even show up. If you do this, you will need to call C<reinitialize> in order to recalculate B<all> method dispatch tables. See the C<reinitialize> documentation and an example in F<20_reinitialize.t> for more information.

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There is an edge case when using C<next::method> from within a subroutine which was created in a different module than the one it is called from. It sounds complicated, but it really isn't. Here is an example which will not work correctly:

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=head2 The original Dylan paper

=over 4


=back

=head2 The prototype Perl 6 Object Model uses C3

=over 4

=item L<http://svn.openfoundry.org/pugs/perl5/Perl6-MetaModel/>

=back

=head2 Parrot now uses C3

=over 4
=back
=head2 Python 2.3 MRO related links

=over 4

=item L<http://www.python.org/2.3/mro.html>

=item L<http://www.python.org/2.2.2/descrintro.html#mro>

=back

=head2 C3 for TinyCLOS

=over 4


=back

=head1 ACKNOWLEDGEMENTS

=over 4

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=back

=head1 AUTHOR

Stevan Little, <stevan@iinteractive.com>

Brandon L. Black, <blblack@gmail.com>

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* /opt/cola/permits/1141297271_1614968653.47/0/libclass-c3-perl-0-34-orig-1-tar-gz/Class-C3-0.34/lib/Class/C3.pm
No license file was found, but licenses were detected in source scan.

=head1 NAME

Class::C3::next - Pure-perl next::method and friends

=head1 DESCRIPTION

This module is used internally by Class::C3 when necessary, and shouldn't be used (or required in distribution dependencies) directly. It defines next::method, next::can, and maybe::next::method in pure perl.

=head1 AUTHOR

Stevan Little, <stevan@iinteractive.com>
Brandon L. Black, <blblack@gmail.com>

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1.2104 libdevel-callchecker-perl 0.008-1

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Upstream-Name: Devel::CallChecker
Upstream-Contact: http://rt.cpan.org/Dist/Display.html?Queue=Devel-CallChecker
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Files: *
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MANIFEST
1.2105 libclass-method-modifiers-perl 2.12-1
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1.2112 spring-boot 2.1.7.RELEASE

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*/
/**
 * A {link WebApplicationContext} that can be used to bootstrap itself from a contained
 * {link ServletWebServerFactory} bean.
 *<p>
 * This context will create, initialize and run an {link WebServer} by searching for a
 * single {link ServletWebServerFactory} bean within the {link ApplicationContext}
 * itself. The {link ServletWebServerFactory} is free to use standard Spring concepts
 * (such as dependency injection, lifecycle callbacks and property placeholder variables).
 *<p>
 * In addition, any {link Servlet} or {link Filter} beans defined in the context will be
 * automatically registered with the web server. In the case of a single Servlet bean, the
 * '/' mapping will be used. If multiple Servlet beans are found then the lowercase bean
 * name will be used as a mapping prefix. Any Servlet named 'dispatcherServlet' will
 * always be mapped to '/'. Filter beans will be mapped to all URLs ('/*').
 *<p>
 * For more advanced configuration, the context can instead define beans that implement
 * the {link ServletContextInitializer} interface (most often
 * {link ServletRegistrationBean}s and/or {link FilterRegistrationBean}s). To prevent
 * double registration, the use of {link ServletContextInitializer} beans will disable
 * automatic Servlet and Filter bean registration.
 *<p>
 * Although this context can be used directly, most developers should consider using the
 * {link AnnotationConfigServletWebServerApplicationContext} or
 * {link XmlServletWebServerApplicationContext} variants.
 *
 * @author Phillip Webb
 * @author Dave Syer
 * @since 2.0.0
 * @see AnnotationConfigServletWebServerApplicationContext
 * @see XmlServletWebServerApplicationContext
 * @see ServletWebServerFactory
 */

Found in path(s):
* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2-
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* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2-
  jar/org/springframework/boot/context/properties/bind/AggregateElementBinder.java
* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2-
  jar/org/springframework/boot/DefaultApplicationArguments.java
* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2-
  jar/org/springframework/boot/web/server/LocalServerPort.java
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* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2-
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* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2.jar/org/springframework/boot/web/context/event/SpringApplicationEvent.java
* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2.jar/org/springframework/boot/context/properties/source/AliasedIterableConfigurationPropertySource.java
* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2.jar/org/springframework/boot/context/properties/source/FilteredConfigurationPropertiesSource.java
* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2.jar/org/springframework/boot/json/JacksonJsonParser.java
* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2.jar/org/springframework/boot/web/client/RestTemplateCustomizer.java
* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2-jar/org/springframework/system/ApplicationTemp.java
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* /opt/cola/permits/1141560623_1615013371.82/0/spring-boot-2-1-7-release-sources-2-jar/org/springframework/web/embedded/jetty/JettyHandlerWrappers.java
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* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish
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The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

Oracle OpenJDK

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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

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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1.2114 libxpm 3.5.12-1
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jar/org/springframework/beans/factory/config/AutowireCapableBeanFactory.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/ListableBeanFactory.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/xml/DelegatingEntityResolver.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/support/DefaultListableBeanFactory.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/BeanUtils.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/xml/BeansDtdResolver.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/InjectionPoint.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/xml/ResourceEntityResolver.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/xml/BeansDtdResolver.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/XMLUtil.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/xml/BeansDtdResolver.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/InquiryHelper.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/InquiryHelper.java
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jar/org/springframework/beans/PropertyValue.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/config/PropertyPlaceholderConfigurer.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/config/InstantiationAwareBeanPostProcessor.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
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jar/org/springframework/beans/ExtendedBeanInfo.java
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* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/xml/BeanDefinitionDocumentReader.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
jar/org/springframework/beans/factory/config/SingletonBeanRegistry.java

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* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
  jar/org/springframework/beans/ExtendedBeanInfoFactory.java
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  jar/org/springframework/beans/factory/groovy/GroovyDynamicElementReader.groovy
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
  jar/org/springframework/beans/propertyeditors/TimeZoneEditor.java
* /opt/ws_local/PERMITS_SQL/1066239443_1593562163.74/0/spring-beans-5-1-14-release-sources-1-
  jar/org/springframework/beans/SimpleTypeConverter.java
1.2119 jackson 2.10.5

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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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1.2121 jwt-json-common_2.13 4.3.0

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1.2123 certifi 2021.05.30

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Certificate data from Mozilla as of: Thu Nov  3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

1.2124 cairosvg 2.5.2

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1.2126 angular-route 1.8.2

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1.2130 jakarta xml bind api 2.3.3

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1.2131 numba 0.19

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---------

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jquery.graphviz.svg (https://github.com/mountainstorm/jquery.graphviz.svg/)
---------------------------------------------------------------------------
The DAG roadmap rendering code in docs/dagmap/ uses Javascript from this
package to draw graphs in HTML.

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

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

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0.9.0 thru 1.2  1991-1995  CWI  yes
1.3 thru 1.5.2  1.2  1995-1999  CNRI  yes
1.6  1.5.2  2000  CNRI  no
2.0  1.6  2000  BeOpen.com  no
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2.1  2.0+1.6.1  2001  PSF  no
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Upstream-Contact: Steffen Ullrich <Steffen_Ullrich@genua.de>
Peter Behroozi <behrooz@fas.harvard.edu>
Marko Asplund <marko.asplund@kronodoc.fi>
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  jar/org/springframework/transaction/support/AbstractPlatformTransactionManager.java
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  jar/org/springframework/transaction/interceptor/CompositeTransactionAttributeSource.java
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  jar/org/springframework/transaction/interceptor/TransactionAttribute.java
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  jar/org/springframework/transaction/interceptor/TransactionAttributeEditor.java
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jar/org/springframework/transaction/TransactionStatus.java
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* /opt/cola/permits/1110759731_1606849434.64/0/spring-tx-4-3-25-release-sources-2-jar/org/springframework/transaction/interceptor/RollbackRuleAttribute.java
* /opt/cola/permits/1110759731_1606849434.64/0/spring-tx-4-3-25-release-sources-2-jar/org/springframework/transaction/interceptor/TransactionalProxy.java
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* /opt/cola/permits/1110759731_1606849434.64/0/spring-tx-4-3-25-release-sources-2-jar/org/springframework/transaction/interceptor/TransactionProxyFactoryBean.java
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* /opt/cola/permits/1110759731_1606849434.64/0/spring-tx-4-3-25-release-sources-2-jar/org/springframework/transaction/config/AnnotationDrivenBeanDefinitionParser.java
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/* /opt/cola/permits/1110759731_1606849434.64/0/spring-tx-4-3-25-release-sources-2-jar/org/springframework/transaction/support/TransactionCallbackWithoutResult.java */
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/* /opt/cola/permits/1110759731_1606849434.64/0/spring-tx-4-3-25-release-sources-2-jar/org/springframework/transaction/jta/WebSphereUowTransactionManager.java */
/* /opt/cola/permits/1110759731_1606849434.64/0/spring-tx-4-3-25-release-sources-2-jar/org/springframework/transaction/support/TransactionCallbackWithoutResult.java */
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  jar/org/springframework/amqp/event/AmqpEvent.java
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/core/AmqpMessageReturnedException.java
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* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2.jar/org/springframework/amqp/support/ converter/DefaultClassMapper.java
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* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2.jar/org/springframework/amqp/remoting/ client/AmqpClientInterceptor.java
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* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2.jar/org/springframework/amqp/remoting/ service/AmqpInvokerServiceExporter.java
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* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2.jar/org/springframework/amqp/support/ converter/MarshallingMessageConverter.java
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Found in path(s):
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/core/MessageDeliveryMode.java
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/core/MessagePostProcessor.java
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/core/HeadersExchange.java
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/core/DirectExchange.java
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/core/FanoutExchange.java
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/core/Binding.java
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/core/ExchangeTypes.java
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/core/CustomExchange.java
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/support/converter/SimpleMessageConverter.java
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/core/AbstractExchange.java
* /opt/cola/permits/1141561204_1615013635.42/0/spring-amqp-2-1-8-release-sources-2-
  jar/org/springframework/amqp/core/Exchange.java

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Metadata-Version: 2.1
Name: azure-mgmt-storage
Version: 17.0.0
Summary: Microsoft Azure Storage Management Client Library for Python
Home-page: https://github.com/Azure/azure-sdk-for-python
Author: Microsoft Corporation
Author-email: azpysdkhelp@microsoft.com
License: MIT License
Description: # Microsoft Azure SDK for Python

This is the Microsoft Azure Storage Management Client Library.
This package has been tested with Python 2.7, 3.5, 3.6, 3.7 and 3.8.
For a more complete view of Azure libraries, see the [azure sdk python release](https://aka.ms/azsdk/python/all).

# Usage

To learn how to use this package, see the [quickstart guide](https://aka.ms/azsdk/python/mgmt)

For docs and references, see [Python SDK References](https://docs.microsoft.com/python/api/overview/azure/)
Code samples for this package can be found at [Storage Management](https://docs.microsoft.com/samples/browse/?languages=python&term=Getting%20started%20-%20Managing) on docs.microsoft.com.
Additional code samples for different Azure services are available at [Samples Repo](https://aka.ms/azsdk/python/mgmt/samples)

# Provide Feedback
If you encounter any bugs or have suggestions, please file an issue in the [Issues](https://github.com/Azure/azure-sdk-for-python/issues) section of the project.

![Impressions](https://azure-sdk-impressions.azurewebsites.net/api/impressions/azure-sdk-for-python%2Fazure-mgmt-storage%2FREADME.png)

# Release History

## 17.0.0 (2021-02-20)

**Features**

- Model Encryption has a new parameter encryption_identity
- Model Identity has a new parameter user_assigned_identities
- Model ManagementPolicyBaseBlob has a new parameter enable_auto_tier_to_hot_from_cool
- Model EncryptionScope has a new parameter require_infrastructure_encryption
- Model StorageAccount has a new parameter extended_location
- Model StorageAccount has a new parameter allow_shared_key_access
- Model StorageAccount has a new parameter enable_nfs_v3
- Model EncryptionScopeKeyVaultProperties has a new parameter current_versioned_key_identifier
- Model EncryptionScopeKeyVaultProperties has a new parameter last_key_rotation_timestamp
- Model DateAfterModification has a new parameter days_after_last_access_time_greater_than
- Model StorageAccountUpdateParameters has a new parameter allow_shared_key_access
- Model BlobServiceProperties has a new parameter last_access_time_tracking_policy
- Model ChangeFeed has a new parameter retention_in_days
- Model FileShare has a new parameter snapshot_time
- Model ManagementPolicyAction has a new parameter version
- Model StorageAccountCreateParameters has a new parameter extended_location
- Model StorageAccountCreateParameters has a new parameter allow_shared_key_access
- Model StorageAccountCreateParameters has a new parameter enable_nfs_v3
- Model FileShareItem has a new parameter snapshot_time
- Model FileServiceProperties has a new parameter protocol_settings
- Model ManagementPolicySnapShot has a new parameter tier_to_archive
- Model ManagementPolicySnapShot has a new parameter tier_to_cool
- Model NetworkRuleSet has a new parameter resource_access_rules
- Added operation group BlobInventoryPoliciesOperations
- Added operation group DeletedAccountsOperations

**Breaking changes**

- Operation FileSharesOperations.create has a new signature
- Operation FileSharesOperations.delete has a new signature
- Operation FileSharesOperations.get has a new signature
- Model ErrorResponse has a new signature
**Features**

- Model RestorePolicyProperties has a new parameter min_restore_time

**Breaking changes**

- Operation ManagementPoliciesOperations.create_or_update has a new signature
- Operation ManagementPoliciesOperations.delete has a new signature
- Operation ManagementPoliciesOperations.get has a new signature

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**16.0.0 (2020-09-15)**

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**16.0.0b2 (2020-06-29)**

This is beta preview version.

For detailed changelog please refer to equivalent stable version 11.1.0 (https://pypi.org/project/azure-mgmt-storage/11.1.0/)

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**16.0.0b1 (2020-06-17)**

This is beta preview version.

This version uses a next-generation code generator that introduces important breaking changes, but also important new features (like unified authentication and async programming).

**General breaking changes**

- Credential system has been completely revamped:
  
  - `azure.common.credentials` or `msrestazure.azure_active_directory` instances are no longer supported, use the `azure-identity` classes instead: https://pypi.org/project/azure-identity/
  - `credentials` parameter has been renamed `credential`
  - The `config` attribute no longer exists on a client, configuration should be passed as kwarg. Example: `MyClient(credential, subscription_id, enable_logging=True)`.
  
  For a complete set of supported options, see the [parameters accept in init documentation of azure-core](https://github.com/Azure/azure-sdk-for-python/blob/master/sdk/core/azure-core/CLIENT_LIBRARY_DEVELOPER.md#available-policies)
  
  - You can't import a `version` module anymore, use `__version__` instead
  - Operations that used to return a `msrest.polling.LROPoller` now returns a `azure.core.polling.LROPoller` and are prefixed with `begin_`.
  
  - Exceptions tree have been simplified and most exceptions are now `azure.core.exceptions.HttpResponseError` (`CloudError` has been removed).
  - Most of the operation kwarg have changed. Some of the most noticeable:
    
    - `raw` has been removed. Equivalent feature can be found using `cls`, a callback that will give access to internal HTTP response for advanced user
    - For a complete set of
supported options, see the [parameters accept in Request documentation of azure-core](https://github.com/Azure/azure-sdk-for-python/blob/master/sdk/core/azure-core/CLIENT_LIBRARY_DEVELOPER.md#available-policies)

**General new features**

- Type annotations support using `typing`. SDKs are mypy ready.
- This client has now stable and official support for async. Check the `aio` namespace of your package to find the async client.
- This client now support natively tracing library like OpenCensus or OpenTelemetry. See this [tracing quickstart](https://github.com/Azure/azure-sdk-for-python/tree/master/sdk/core/azure-core-tracing-opentelemetry) for an overview.

### 10.0.0 (2020-05-07)

**Features**

- Model ManagementPolicyFilter has a new parameter blob_index_match
- Model FileShareItem has a new parameter access_tier_status
- Model FileShareItem has a new parameter share_usage_bytes
- Model FileShareItem has a new parameter deleted
- Model FileShareItem has a new parameter deleted_time
- Model FileShareItem has a new parameter access_tier
- Model FileShareItem has a new parameter version
- Model FileShareItem has a new parameter root_squash
- Model FileShareItem has a new parameter enabled_protocols
- Model FileShareItem has a new parameter access_tier_change_time
- Model FileShareItem has a new parameter remaining_retention_days
- Model RestorePolicyProperties has a new parameter last_enabled_time
- Model FileShare has a new parameter access_tier_status
- Model FileShare has a new parameter share_usage_bytes
- Model FileShare has a new parameter deleted
- Model FileShare has a new parameter deleted_time
- Model FileShare has a new parameter access_tier
- Model FileShare has a new parameter version
- Model FileShare has a new parameter root_squash
- Model FileShare has a new parameter enabled_protocols
- Model FileShare has a new parameter access_tier_change_time
- Model FileShare has a new parameter remaining_retention_days
- Added operation FileSharesOperations.restore
- Added operation PrivateEndpointConnectionsOperations.list
- Added operation group ObjectReplicationPoliciesOperations

**Breaking changes**

- Operation FileSharesOperations.update has a new signature
- Operation FileSharesOperations.create has a new signature
- Operation FileSharesOperations.get has a new signature
- Operation FileSharesOperations.list has a new signature
- Operation FileSharesOperations.update has a new signature
- Operation FileSharesOperations.create has a new signature

## 9.0.0 (2020-03-27)

**Features**

- Model BlobContainer has a new parameter default_encryption_scope
- Model BlobContainer has a new parameter deny_encryption_scope_override
- Model ListContainerItem has a new parameter default_encryption_scope
- Model ListContainerItem has a new parameter deny_encryption_scope_override
- Model KeyVaultProperties has a new parameter last_key_rotation_timestamp
- Model KeyVaultProperties has a new parameter current_versioned_key_identifier

**Breaking changes**

- Operation BlobContainersOperations.update has a new signature
- Operation BlobContainersOperations.create has a new signature
- Operation BlobContainersOperations.update has a new signature
- Operation BlobContainersOperations.create has a new signature

## 8.0.0 (2020-02-27)

**Features**

- Model ImmutabilityPolicyProperties has a new parameter allow_protected_append_writes
- Model BlobServiceProperties has a new parameter container_delete_retention_policy
- Model BlobServiceProperties has a new parameter is_versioning_enabled
- Model ImmutabilityPolicy has a new parameter allow_protected_append_writes
- Added operation group EncryptionScopesOperations

**Breaking changes**

- Operation BlobContainersOperations.create_or_update_immutability_policy has a new signature
- Operation BlobContainersOperations.extend_immutability_policy has a new signature
- Operation BlobContainersOperations.create_or_update_immutability_policy has a new signature

## 7.2.0 (2020-02-10)

**Features**

- Model BlobServiceProperties has a new parameter restore_policy
- Model StorageAccount has a new parameter blob_restore_status
- Added operation StorageAccountsOperations.restore_blob_ranges

## 7.1.0 (2020-01-09)
**Features**

- Model EncryptionService has a new parameter key_type

## 7.0.0 (2019-12-04)

**Features**

- Model StorageAccountCreateParameters has a new parameter routing_preference
- Model BlobServiceProperties has a new parameter sku
- Model FileServiceProperties has a new parameter share_delete_retention_policy
- Model FileServiceProperties has a new parameter sku
- Model StorageAccount has a new parameter routing_preference
- Model StorageAccountUpdateParameters has a new parameter routing_preference
- Model Endpoints has a new parameter internet_endpoints
- Model Endpoints has a new parameter microsoft_endpoints

**Breaking changes**

- Operation FileServicesOperations.set_service_properties has a new signature
- Model Sku has a new signature

## 6.0.0 (2019-10-25)

**Features**

- Model StorageAccount has a new parameter private_endpoint_connections
- Added operation group PrivateEndpointConnectionsOperations
- Added operation group PrivateLinkResourcesOperations

**Breaking changes**

- Operation FileSharesOperations.list has a new signature
- Operation BlobContainersOperations.list has a new signature

## 5.0.0 (2019-10-21)

**Features**

- Model AzureFilesIdentityBasedAuthentication has a new parameter active_directory_properties

**Breaking changes**
- Operation StorageAccountsOperations.list_keys has a new signature

## 4.2.0 (2019-10-07)

**Features**

- Model StorageAccountCreateParameters has a new parameter
  large_file_shares_state
- Model StorageAccountUpdateParameters has a new parameter
  large_file_shares_state
- Model StorageAccount has a new parameter large_file_shares_state

## 4.1.0 (2019-09-27)

**Features**

- Model BlobServiceProperties has a new parameter change_feed
- Added operation BlobServicesOperations.list
- Added operation group FileServicesOperations
- Added operation group FileSharesOperations

## 4.0.0 (2019-06-12)

**Features**

- Model StorageAccount has a new parameter
  azure_files_identity_based_authentication
- Model StorageAccountCreateParameters has a new parameter
  azure_files_identity_based_authentication
- Model StorageAccountUpdateParameters has a new parameter
  azure_files_identity_based_authentication

**Breaking changes**

- Model StorageAccount no longer has parameter
  enable_azure_files_aad_integration
- Model StorageAccountCreateParameters no longer has parameter
  enable_azure_files_aad_integration
- Model StorageAccountUpdateParameters no longer has parameter
  enable_azure_files_aad_integration

**Breaking changes**

**General Breaking changes**

This version uses a next-generation code generator that *might* introduce breaking changes while using imports. In summary, some modules
were incorrectly visible/importable and have been renamed. This fixed several issues caused by usage of classes that were not supposed to be used in the first place.

- StorageManagementClient cannot be imported from `azure.mgmt.storage.storage_management_client` anymore (import from `azure.mgmt.storage` works like before)
- StorageManagementClientConfiguration import has been moved from `azure.mgmt.storage.network_management_client` to `azure.mgmt.storage`
- StorageManagementClient cannot be imported from `azure.mgmt.storage.v20xx_yy_zz.network_management_client` anymore (import from `azure.mgmt.storage.v20xx_yy_zz` works like before)
- StorageManagementClientConfiguration import has been moved from `azure.mgmt.storage.v20xx_yy_zz.network_management_client` to `azure.mgmt.storage.v20xx_yy_zz`
- A model `MyClass` from a "models" sub-module cannot be imported anymore using `azure.mgmt.storage.v20xx_yy_zz.models.my_class` (import from `azure.mgmt.storage.v20xx_yy_zz.models` works like before)
- An operation class `MyClassOperations` from an `operations` sub-module cannot be imported anymore using `azure.mgmt.storage.v20xx_yy_zz.operations.my_class_operations` (import from `azure.mgmt.storage.v20xx_yy_zz.operations` works like before)

Last but not least, HTTP connection pooling is now enabled by default. You should always use a client as a context manager, or call close(), or use no more than one storage mgmt client per process.

### 3.3.0 (2019-04-22)

**Features**

- Model BlobServiceProperties has a new parameter `automatic_snapshot_policy_enabled`
- Added operation `StorageAccountsOperations.revoke_user_delegation_keys`
- Added operation `BlobContainerOperations.lease`

### 3.2.0 (2019-04-10)

**Features**

- Added operation `BlobContainersOperations.lease` for API versions 2018_02_01 and later
## 3.1.1 (2019-01-02)

**Bugfixes**

- Fix #4013 - "use_sub_domain" should be "use_sub_domain_name"

## 3.1.0 (2018-11-15)

**Features**

- Model StorageAccount has a new parameter `geo_replication_stats`
- Model StorageAccount has a new parameter `failover_in_progress`
- Added operation `StorageAccountsOperations.failover`
- Added operation group `BlobServicesOperations`
- Operation `StorageAccountsOperations.get_properties` now support `expand` parameter

## 3.0.0 (2018-09-27)

**Features**

- Model StorageAccount has a new parameter `enable_azure_files_aad_integration`
- Model StorageAccountCreateParameters has a new parameter `enable_azure_files_aad_integration`
- Model StorageAccountUpdateParameters has a new parameter `enable_azure_files_aad_integration`
- Added operation group `ManagementPoliciesOperations`. This is considered preview and breaking changes might happen.

**Breaking changes**

- "usage" has been renamed "usages", and the "list" operation has been replaced by "list_by_location". Ability to make usage requests locally is not available anymore.

**Note**

- `azure-mgmt-nspkg` is not installed anymore on Python 3 (PEP420-based namespace package)

## 2.0.0 (2018-08-01)

**Bugfixes**

- Set the signed resource as optional instead of required

## 2.0.0rc4 (2018-06-26)
**Features (2018-02-01/2018-03-01-preview)**

Support HDFS feature and web endpoint in Account properties

- Model StorageAccountCreateParameters has a new parameter `is_hns_enabled`
- Model Endpoints has a new parameter `web`
- Model Endpoints has a new parameter `dfs`
- Model StorageAccount has a new parameter `is_hns_enabled`

## 2.0.0rc3 (2018-05-30)

**Features**

- Add preview version of management policy (API 2018-03-01-preview only). This is considered preview and breaking changes might happen if you opt in for that Api Version.

**Bugfixes**

- Correct azure-common dependency

## 2.0.0rc2 (2018-05-16)

**Bugfixes**

- Fix default "models" import to 2018-02-01

## 2.0.0rc1 (2018-05-11)

**Features**

- Add blob containers operations, immutability policy
- Add `usage.list_by_location`
- Client now supports Azure profiles.
- Client class can be used as a context manager to keep the underlying HTTP session open for performance

**General Breaking changes**

This version uses a next-generation code generator that *might* introduce breaking changes.

- Model signatures now use only keyword-argument syntax. All positional arguments must be re-written as keyword-arguments. To keep auto-completion in most cases, models are now generated for Python 2 and Python 3. Python 3 uses the "*" syntax for
keyword-only arguments.
- Enum types now use the "str" mixin (class AzureEnum(str, Enum)) to improve the behavior when unrecognized enum values are encountered. While this is not a breaking change, the distinctions are important, and are documented here:
  <https://docs.python.org/3/library/enum.html#others> At a glance:
  - "is" should not be used at all.
  - "format" will return the string value, where "%s" string formatting will return ‘NameOfEnum.stringvalue’. Format syntax should be preferred.
- New Long Running Operation:
  - Return type changes from
    `msrestazure.azure_operation.AzureOperationPoller` to
    `msrest.polling.LROPoller`. External API is the same.
  - Return type is now **always** a `msrest.polling.LROPoller`, regardless of the optional parameters used.
  - The behavior has changed when using `raw=True`. Instead of returning the initial call result as `ClientRawResponse`, without polling, now this returns an LROPoller. After polling, the final resource will be returned as a `ClientRawResponse`.
  - New `polling` parameter. The default behavior is `Polling=True` which will poll using ARM algorithm. When `Polling=False`, the response of the initial call will be returned without polling.
  - `polling` parameter accepts instances of subclasses of `msrest.polling.PollingMethod`.
  - `add_done_callback` will no longer raise if called after polling is finished, but will instead execute the callback right away.

### 1.5.0 (2017-12-12)

**Features**

- Add StorageV2 as valid kind
- Add official support for API version 2017-10-01

### 1.4.0 (2017-09-26)

**Bug fixes**

- Add skus operations group to the generic client

**Features**

- Add official support for API version 2016-01-01

### 1.3.0 (2017-09-08)
**Features**

- Adds list_skus operation (2017-06-01)

**Breaking changes**

- Rename the preview attribute "network_acls" to "network_rule_set"

## 1.2.1 (2017-08-14)

**Bugfixes**

- Remove "tests" packaged by mistake (#1365)

## 1.2.0 (2017-07-19)

**Features**

- Api version 2017-06-01 is now the default
- This API version adds Network ACLs objects (2017-06-01 as preview)

## 1.1.0 (2017-06-28)

- Added support for https traffic only (2016-12-01)

## 1.0.0 (2017-05-15)

- Tag 1.0.0rc1 as stable (same content)

## 1.0.0rc1 (2017-04-11)

**Features**

To help customers with sovereign clouds (not general Azure), this version has official multi ApiVersion support for 2015-06-15 and 2016-12-01

## 0.31.0 (2017-01-19)

- New `list_account_sas` operation
- New `list_service_sas` operation
- Name syntax are now checked before RestAPI call, not the server (exception changed)

Based on API version 2016-12-01.

## 0.30.0 (2016-11-14)
- Initial release. Based on API version 2016-01-01 Note that this is the same content as 0.30.0rc6, committed as 0.30.0.

`# 0.20.0 (2015-08-31)


Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.5
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  * /opt/cola/permits/1154477122_1618854344.8/0/azure-mgmt-storage-17-0-0-azip/azure-mgmt-storage-17.0.0/azure_mgmt_storage.egg-info/PKG-INFO

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1.2145 jackson-datatype-guava 2.11.1

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* /opt/cola/permits/1136607965_1613807193.84/0/spring-beans-5-1-9-release-sources-1.jar/org/springframework/beans/factory/xml/NamespaceHandlerResolver.java
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* /opt/cola/permits/1136607965_1613807193.84/0/spring-beans-5-1-9-release-sources-1.jar/org/springframework/beans/factory/BeanNameAware.java
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* /opt/cola/permits/1136607965_1613807193.84/0/spring-beans-5-1-9-release-sources-1.jar/org/springframework/beans/factory/support/ImplicitlyAppearedSingletonException.java
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  jar/org/springframework/beans/factory/annotation/Autowire.java
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  jar/org/springframework/beans/factory/support/BeanDefinitionRegistryPostProcessor.java

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Coverage.py was originally written by Gareth Rees, and since 2004 has been extended and maintained by Ned Batchelder.

Other contributions, including writing code, updating docs, and submitting useful bug reports, have been made by:

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* /opt/cola/permits/1141297502_1614968831.83/0/spring-expression-4-3-22-release-sources-3-jar/org/springframework/expression/ExpressionException.java
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* /opt/cola/permits/1141297502_1614968831.83/0/spring-expression-4-3-22-release-sources-3.jar/org/springframework/expression/Operation.java
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* /opt/cola/permits/1141297502_1614968831.83/0/spring-expression-4-3-22-release-sources-3.jar/org/springframework/expression/spel/ast/OpMultiply.java
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* /opt/cola/permits/1141297502_1614968831.83/0/spring-expression-4-3-22-release-sources-3-jar/org/springframework/expression/spel/AccessException.java
* /opt/cola/permits/1141297502_1614968831.83/0/spring-expression-4-3-22-release-sources-3-jar/org/springframework/expression/spel/standard/SpelCompiler.java
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* /opt/cola/permits/1141297502_1614968831.83/0/spring-expression-4-3-22-release-sources-3.jar/org/springframework/expression/spel/ast/OperatorMatches.java
* /opt/cola/permits/1141297502_1614968831.83/0/spring-expression-4-3-22-release-sources-3.jar/org/springframework/expression/spel/ast/ValueRef.java
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/**
 * Abstract the invocation of a cache operation.
 *
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 */
* Callers are expected to handle this issue type specifically.

* @author Stephane Nicoll
* @since 4.1
*/

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* /opt/cola/permits/1148544980_1617703650.3/0/spring-context-5-3-5-sources-jar/org/springframework/context/annotation/ImportAware.java
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  jar/org/springframework/remoting/RemoteProxyFailureException.java
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  jar/org/springframework/context/annotation/EnableMBeanExport.java
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  jar/org/springframework/jmx/export/MBeanExporterListener.java
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  jar/org/springframework/format/Formatter.java
* /opt/cola/permits/1148544980_1617703650.3/0/spring-context-5-3-5-sources-
  jar/org/springframework/context/event/ContextClosedEvent.java
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  jar/org/springframework/context/validation/validation/BeanValidationInterceptor.java
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  jar/org/springframework/jmx/access/InvocationFailureException.java
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  jar/org/springframework/ui/context/support/HierarchicalThemeSource.java
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  jar/org/springframework/jmx/access/MBeanConnectFailureException.java
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  jar/org/springframework/context/Phased.java
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  jar/org/springframework/context/event/ContextRefreshedEvent.java
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  jar/org/springframework/context/event/ContextStartedEvent.java
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/**
 * {@link FactoryBean} that obtains a WebSphere {@link javax.management.MBeanServer} reference through WebSphere's proprietary API, available on WebSphere 5.1 and higher.
 * 
 * This is a direct alternative to {@link MBeanServerFactoryBean}, which uses standard JMX 1.2 API to access the platform's API.
 *
 * See the javadocs for WebSphere's
 *
 * @author Juergen Hoeller
 * @author Rob Harrop
 * @since 2.0.3
 * @see javax.management.MBeanServer
 * @see MBeanServerFactoryBean
 */
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 */

/**
 * Indicates that a component is only eligible for registration when all
 * [@linkplain #value specified conditions] match.
 *
 * 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).
 *
 * 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
 *     [@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>
 *
 * If a [@link Configuration @Configuration] class is marked with [@code @Conditional],
 * all of the [@link Bean @Bean] methods, [@link Import @Import] annotations, and
 * [@link ComponentScan @ComponentScan] annotations associated with that
 * class will be subject to the conditions.
 *
 * <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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jar/org/springframework/scheduling/support/QuartzCronField.java
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jar/org/springframework/context/annotation/DeferredImportSelector.java
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jar/org/springframework/context/LifecycleProcessor.java
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jar/org/springframework/validation/MapBindingResult.java
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jar/org/springframework/context/annotation/CommonAnnotationBeanPostProcessor.java
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* /opt/cola/permits/1148544980_1617703650.3/0/spring-context-5-3-5-sources-jar/org/springframework/format/datetime/joda/MillisecondInstantPrinter.java
* /opt/cola/permits/1148544980_1617703650.3/0/spring-context-5-3-5-sources-jar/org/springframework/context/i18n/TimezoneAwareLocaleContext.java
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type Empty interface{}
// This is a mock copyright header.
//
// Lorem ipsum dolor sit amet, consectetur adipiscing elit,
// sed do eiusmod tempor incididunt ut labore et dolore magna
// aliqua. Velit ut tortor pretium viverra suspendisse potenti.
//
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// Package empty_interface is a generated GoMock package.
package empty_interface

import (   gomock "github.com/golang/mock/gomock"
)

// MockEmpty is a mock of Empty interface
type MockEmpty struct {
    ctrl  *gomock.Controller
    recorder *MockEmptyMockRecorder
}

// MockEmptyMockRecorder is the mock recorder for MockEmpty
type MockEmptyMockRecorder struct {
    mock *MockEmpty
}

// NewMockEmpty creates a new mock instance
func NewMockEmpty(ctrl *gomock.Controller) *MockEmpty {
    mock := &MockEmpty{ctrl: ctrl}
    mock.recorder = &MockEmptyMockRecorder{mock}
    return mock
}

// EXPECT returns an object that allows the caller to indicate expected use
func (m *MockEmpty) EXPECT() *MockEmptyMockRecorder {
    return m.recorder
}

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jar/org/springframework/messaging/invocation/AbstractMethodMessageHandler.java
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jar/org/springframework/messaging/simp/user/SimpUserRegistry.java
* /opt/cola/permits/1110923253_1606873145.93/0/spring-messaging-4-3-22-release-sources-1-
jar/org/springframework/messaging/core/GenericMessagingTemplate.java
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jar/org/springframework/messaging/handler/MessagingAdviceBean.java
* /opt/cola/permits/1110923253_1606873145.93/0/spring-messaging-4-3-22-release-sources-1-
jar/org/springframework/messaging/simp/stomp/StompSessionHandlerAdapter.java
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jar/org/springframework/messaging/tcp/TcpConnection.java
* /opt/cola/permits/1110923253_1606873145.93/0/spring-messaging-4-3-22-release-sources-1-
jar/org/springframework/messaging/tcp/reactor/PassThroughPromiseToListenableFutureAdapter.java
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* /opt/cola/permits/1110923253_1606873145.93/0/spring-messaging-4-3-22-release-sources-1-
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*/opt/cola/permits/1110923253_1606873145.93.jar/spring-messaging-4.3.22-release-sources-1.jar/org/springframework/messaging/simp/user/UserSessionRegistry.java
*/opt/cola/permits/1110923253_1606873145.93.jar/spring-messaging-4.3.22-release-sources-1.jar/org/springframework/messaging/simp/SimpMessageTypeMessageCondition.java
*/opt/cola/permits/1110923253_1606873145.93.jar/spring-messaging-4.3.22-release-sources-1.jar/org/springframework/messaging/core/MessageSendingOperations.java
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*/opt/cola/permits/1110923253_1606873145.93.jar/spring-messaging-4.3.22-release-sources-1.jar/org/springframework/messaging/core/MessageRequestReplyOperations.java
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  jar/org/springframework/messaging/handler/HandlerMethod.java
* /opt/cola/permits/1110923253_1606873145.93/0/spring-messaging-4-3-22-release-sources-1-
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  jar/org/springframework/messaging/handler/invocation/MethodArgumentResolutionException.java
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  jar/org/springframework/messaging/simp/stomp/StompBrokerRelayMessageHandler.java
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  jar/org/springframework/messaging/support/ExecutorSubscribableChannel.java
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  jar/org/springframework/messaging/simp/annotation/support/SubscriptionMethodReturnValueHandler.java
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* /opt/cola/permits/1110923253_1606873145.93/0/spring-messaging-4-3-22-release-sources-1-jar/org/springframework/messaging/handler/annotation/MessageMapping.java

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Version: GnuPG v1.4.10 (GNU/Linux)
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Mailing Address: 1A Leigh Road, London, UK, N5 1ST

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Version: GnuPG v1.4.1 (Darwin)
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Version: GnuPG v1.4.4 (MingW32)

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Mailing Address: 4676 Admiralty Way, Suite 520
Marina Del Rey, CA 90292

Point of Contact:
Full name: Gordon King
E-Mail: gordon.king@simulalabs.com
Fax: +1 800 822 0471

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<table>
<thead>
<tr>
<th>Name</th>
<th>Date added</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simone Bordet</td>
<td>12 September 2006</td>
</tr>
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Full name: Julian Anthony Fox Gosnell
E-Mail: jules@coredevelopers.net
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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 artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

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

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

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Apache

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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
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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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1.2172 react-redux 7.2.4

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1.2177 commons-pool 2.6.2

1.2178 pyre2 0.3.3

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1.2179 java-property-utils 1.9.1
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1.2181 asm 6.0

1.2182 @babel/helper-annotate-as-pure 7.10.4
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1.2187 govmomi v0.19.0

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package license

import (
    "context"
    "flag"

    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
    "github.com/vmware/govmomi/vim25/types"
)

type assign struct {
    *flags.ClientFlag
    *flags.OutputFlag
    *flags.HostSystemFlag
    *flags.ClusterFlag

    name   string
    remove bool
}

func init() {
    cli.Register("license.assign", &assign{ })
}
func (cmd *assign) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)

    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)

    cmd.HostSystemFlag, ctx = flags.NewHostSystemFlag(ctx)
    cmd.HostSystemFlag.Register(ctx, f)

    cmd.ClusterFlag, ctx = flags.NewClusterFlag(ctx)
    cmd.ClusterFlag.Register(ctx, f)

    f.StringVar(&cmd.name, "name", "", "Display name")
    f.BoolVar(&cmd.remove, "remove", false, "Remove assignment")
}

func (cmd *assign) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.HostSystemFlag.Process(ctx); err != nil {
        return err
    }
    return cmd.ClusterFlag.Process(ctx)
}

func (cmd *assign) Usage() string {
    return "KEY"
}

func (cmd *assign) Description() string {
    return `Assign licenses to HOST or CLUSTER.
Examples:
govc license.assign $VCSA_LICENSE_KEY
govc license.assign -host a_host.example.com $ESX_LICENSE_KEY
govc license.assign -cluster a_cluster $VSAN_LICENSE_KEY`
}

func (cmd *assign) Run(ctx context.Context, f *flag.FlagSet) error {
    if f.NArg() != 1 {
        return flag.ErrHelp
    }

    return flag.ErrHelp
}
key := f.Arg(0)

client, err := cmd.Client()
if err != nil {
    return err
}

m, err := license.NewManager(client).AssignmentManager(ctx)
if err != nil {
    return err
}

host, err := cmd.HostSystemIfSpecified()
if err != nil {
    return err
}

var id string

if host == nil {
    cluster, cerr := cmd.ClusterIfSpecified()
    if cerr != nil {
        return cerr
    } else {
        // Default to vCenter UUID
        id = client.ServiceContent.About.InstanceUid
    } else {
        id = cluster.Reference().Value
    } else {
        id = host.Reference().Value
    }

    if cmd.remove {
        return m.Remove(ctx, id)
    }

    info, err := m.Update(ctx, id, key, cmd.name)
    if err != nil {
        return err
    }
}

return cmd.WriteResult(licenseOutput([]types.LicenseManagerLicenseInfo{info}))

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    "flag"

    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
)

var featureUsage = "List licenses with given feature"

type ls struct {
    *flags.ClientFlag
    *flags.OutputFlag

    feature string
}

func init() {
    cli.Register("license.ls", &ls{ })
}

func (cmd *ls) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)

    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)

    f.StringVar(&cmd.feature, "feature", "", featureUsage)
}

func (cmd *ls) Process(ctx context.Context) error {

if err := cmd.ClientFlag.Process(ctx); err != nil {
    return err
}
if err := cmd.OutputFlag.Process(ctx); err != nil {
    return err
}
return nil

func (cmd *ls) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }
    m := license.NewManager(client)
    result, err := m.List(ctx)
    if err != nil {
        return err
    }

    if cmd.feature != "" {
        result = result.WithFeature(cmd.feature)
    }

    return cmd.WriteResult(licenseOutput(result))
}

package license

import (  
    "context"  
    "flag"

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*/

package license
type add struct {
*flags.ClientFlag
*flags.OutputFlag
}

func init() {
cli.Register("license.add", &add{}))
}

func (cmd *add) Register(ctx context.Context, f *flag.FlagSet) {
  cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
  cmd.ClientFlag.Register(ctx, f)
  cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
  cmd.OutputFlag.Register(ctx, f)
}

func (cmd *add) Process(ctx context.Context) error {
  if err := cmd.ClientFlag.Process(ctx); err != nil {
    return err
  }
  if err := cmd.OutputFlag.Process(ctx); err != nil {
    return err
  }
  return nil
}

func (cmd *add) Usage() string {
  return "KEY..."
}

func (cmd *add) Run(ctx context.Context, f *flag.FlagSet) error {
  client, err := cmd.Client()
  if err != nil {
    return err
  }
  m := license.NewManager(client)
  // From the vSphere 5.5 documentation:
To specify the edition type and any optional functions, use updateLicense for ESX Server and addLicense follow by LicenseAssignmentManager.updateAssignedLicense for VirtualCenter.

```
var addFunc func(ctx context.Context, key string, labels map[string]string) (types.LicenseManagerLicenseInfo, error)
switch t := client.ServiceContent.About.ApiType; t {  
case "HostAgent":  
    addFunc = m.Update  
case "VirtualCenter":  
    addFunc = m.Add  
default:  
    return fmt.Errorf("unsupported ApiType: %s", t)  
}
result := make(licenseOutput, 0)
for _, v := range f.Args() {  
    license, err := addFunc(ctx, v, nil)
    if err != nil {  
        return err
    }
    result = append(result, license)
}
return cmd.WriteResult(licenseOutput(result))
```

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package simulator

import (  
    "context"
)
func TestLicenseManagerVPX(t *testing.T) {
    ctx := context.Background()
    m := VPX()

    defer m.Remove()

    err := m.Create()
    if err != nil {
        t.Fatal(err)
    }

    s := m.Service.NewServer()
    defer s.Close()

    c, err := govmomi.NewClient(ctx, s.URL, true)
    if err != nil {
        t.Fatal(err)
    }

    lm := license.NewManager(c.Client)
    am, err := lm.AssignmentManager(ctx)
    if err != nil {
        t.Fatal(err)
    }

    la, err := am.QueryAssigned(ctx, "enoent")
    if err != nil {
        t.Fatal(err)
    }

    if len(la) != 0 {
        t.Errorf("unexpected license")
    }

    finder := find.NewFinder(c.Client, false)
    hosts, err := finder.HostSystemList(ctx, "/..."
    if err != nil {
        t.Fatal(err)
    }
}
host := hosts[0].Reference().Value

for _, name := range []string{"", host, vcid} {
    la, err = am.QueryAssigned(ctx, name)
    if err != nil {
        t.Fatal(err)
    }

    if len(la) != 1 {
        t.Fatal("no licenses")
    }

    if !reflect.DeepEqual(la[0].AssignedLicense, EvalLicense) {
        t.Fatal("invalid license")
    }
}

func TestLicenseManagerESX(t *testing.T) {
    ctx := context.Background()
    m := ESX()
    defer m.Remove()

    err := m.Create()
    if err != nil {
        t.Fatal(err)
    }

    s := m.Service.NewServer()
    defer s.Close()

    c, err := govmomi.NewClient(ctx, s.URL, true)
    if err != nil {
        t.Fatal(err)
    }

    lm := license.NewManager(c.Client)
    _, err = lm.AssignmentManager(ctx)
    if err != nil {
        t.Fatal("expected error")
    }

    la, err := lm.List(ctx)
    if err != nil {
        t.Fatal(err)
    }
}
if len(la) != 1 {
    t.Fatal("no licenses")
}

if !reflect.DeepEqual(la[0], EvalLicense) {
    t.Fatal("invalid license")
}

func TestAddRemoveLicense(t *testing.T) {
    ctx := context.Background()
    m := ESX()
    defer m.Remove()

    err := m.Create()
    if err != nil {
        t.Fatal(err)
    }

    s := m.Service.NewServer()
    defer s.Close()

    c, err := govmomi.NewClient(ctx, s.URL, true)
    if err != nil {
        t.Fatal(err)
    }

    lm := license.NewManager(c.Client)
    key := "00000-00000-00000-00000-11111"
    labels := map[string]string{"key": "value"}

    info, err := lm.Add(ctx, key, labels)
    if err != nil {
        t.Fatal(err)
    }

    if info.LicenseKey != key {
        t.Fatalf("expect info.LicenseKey equal to %q; got %q", key, info.LicenseKey)
    }

    if len(info.Labels) != len(labels) {
        t.Fatalf("expect len(info.Labels) equal to %d; got %d", len(labels), len(info.Labels))
    }

    if info.Labels[0].Key != "key" || info.Labels[0].Value != "value" {
t.Fatalf("expect label to be {key:value}; got {%s:%s}",
info.Labels[0].Key, info.Labels[0].Value)
}

la, err := lm.List(ctx)
if err != nil {
    t.Fatal(err)
}

if len(la) != 2 {
    t.Fatal("no licenses")
}

if la[1].LicenseKey != key {
    t.Fatalf("expect info.LicenseKey equal to %q; got %q", 
key, la[1].LicenseKey)
}

if len(la[1].Labels) != len(labels) {
    t.Fatalf("expect len(info.Labels) equal to %d; got %d", 
len(labels), len(la[1].Labels))
}

if la[1].Labels[0].Key != "key" || la[1].Labels[0].Value != "value" {
    t.Fatalf("expect label to be {key:value}; got {%s:%s}", 
la[1].Labels[0].Key, la[1].Labels[0].Value)
}

err = lm.Remove(ctx, key)
if err != nil {
    t.Fatal(err)
}

la, err = lm.List(ctx)
if err != nil {
    t.Fatal(err)
}

if len(la) != 1 {
    t.Fatal("no licenses")
}

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package simulator

import (
    "github.com/vmware/govmomi/object"
    "github.com/vmware/govmomi/vim25/methods"
    "github.com/vmware/govmomi/vim25/mo"
    "github.com/vmware/govmomi/vim25/soap"
    "github.com/vmware/govmomi/vim25/types"
)

// EvalLicense is the default license
var EvalLicense = types.LicenseManagerLicenseInfo{  
    LicenseKey: "00000-00000-00000-00000-00000",
    EditionKey: "eval",
    Name: "Evaluation Mode",
    Properties: []types.KeyAnyValue{  
        {Key: "feature", Value: types.KeyValue{Key: "serialuri:2", Value: "Remote virtual Serial Port Concentrator"}, },  
        {Key: "feature", Value: types.KeyValue{Key: "dvs", Value: "vSphere Distributed Switch"}, },  
    }  
}

// LicenseManager is the default license

type LicenseManager struct {
    mo.LicenseManager
}

func NewLicenseManager(ref types.ManagedObjectReference) object.Reference {
    m := &LicenseManager{}  
    m.Self = ref  
    m.Licenses = []types.LicenseManagerLicenseInfo{EvalLicense}
    if Map.IsVPX() {  
        am := Map.Put(&LicenseAssignmentManager{}).Reference()  
        m.LicenseAssignmentManager = &am  
    }
}
func (m *LicenseManager) AddLicense(req *types.AddLicense) soap.HasFault {
    body := &methods.AddLicenseBody{
        Res: &types.AddLicenseResponse{},
    }

    for _, license := range m.Licenses {
        if license.LicenseKey == req.LicenseKey {
            body.Res.Returnval = licenseInfo(license.LicenseKey, license.Labels)
            return body
        }
    }

    m.Licenses = append(m.Licenses, types.LicenseManagerLicenseInfo{
        LicenseKey: req.LicenseKey,
        Labels:    req.Labels,
    })

    body.Res.Returnval = licenseInfo(req.LicenseKey, req.Labels)

    return body
}

func (m *LicenseManager) RemoveLicense(req *types.RemoveLicense) soap.HasFault {
    body := &methods.RemoveLicenseBody{
        Res: &types.RemoveLicenseResponse{},
    }

    for i, license := range m.Licenses {
        if req.LicenseKey == license.LicenseKey {
            m.Licenses = append(m.Licenses[:i], m.Licenses[i+1:]...)
            return body
        }
    }

    return body
}

type LicenseAssignmentManager struct {
    mo.LicenseAssignmentManager
}

func (m *LicenseAssignmentManager) QueryAssignedLicenses(req *types.QueryAssignedLicenses) soap.HasFault {
    body := &methods.QueryAssignedLicensesBody{
        Res: &types.QueryAssignedLicensesResponse{},
    }

    return m
}
// EntityId can be a HostSystem or the vCenter InstanceUuid
if req.EntityId == "" {
    if req.EntityId != Map.content().About.InstanceUuid {
        id := types.ManagedObjectReference{
            Type: "HostSystem",
            Value: req.EntityId,
        }

        if Map.Get(id) == nil {
            return body
        }
    }
}

body.Res.Returnval = []types.LicenseAssignmentManagerLicenseAssignment{
    {
        EntityId: req.EntityId,
        AssignedLicense: EvalLicense,
    },
}
return body

func licenseInfo(key string, labels []types.KeyValue) types.LicenseManagerLicenseInfo {
    info := EvalLicense

    info.LicenseKey = key
    info.Labels = labels

    return info
}
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*/
package license

import (
    "context"
    "flag"

    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
)

type decode struct {
    *flags.ClientFlag
    *flags.OutputFlag

    feature string
}

func init() {
    cli.Register("license.decode", &decode{})
}

func (cmd *decode) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)
    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)
    f.StringVar(&cmd.feature, "feature", ",", featureUsage)
}

func (cmd *decode) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    return nil
}

func (cmd *decode) Usage() string {
    return "KEY..."
}
func (cmd *decode) Run(ctx context.Context, f *flag.FlagSet) error {
client, err := cmd.Client()
if err != nil {
    return err
}

var result license.InfoList
m := license.NewManager(client)
for _, v := range f.Args() {
    license, err := m.Decode(ctx, v)
    if err != nil {
        return err
    }
    result = append(result, license)
}

if cmd.feature != "" {
    result = result.WithFeature(cmd.feature)
}

return cmd.WriteResult(licenseOutput(result))
}

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*/

package license

import {
    "context"
    "strconv"
    "strings"

    "github.com/vmware/govmomi/object"
    "github.com/vmware/govmomi/vim25"
type Manager struct {
    object.Common
}

func NewManager(c *vim25.Client) *Manager {
    m := Manager{
        object.NewCommon(c, *c.ServiceContent.LicenseManager),
    }

    return &m
}

func mapToKeyValueSlice(m map[string]string) []types.KeyValue {
    var r []types.KeyValue
    for k, v := range m {
        r = append(r, types.KeyValue{Key: k, Value: v})
    }
    return r
}

func (m Manager) Add(ctx context.Context, key string, labels map[string]string) (types.LicenseManagerLicenseInfo, error) {
    req := types.AddLicense{
        This: m.Reference(),
        LicenseKey: key,
        Labels: mapToKeyValueSlice(labels),
    }

    res, err := methods.AddLicense(ctx, m.Client(), &req)
    if err != nil {
        return types.LicenseManagerLicenseInfo{}, err
    }

    return res.Returnval, nil
}

func (m Manager) Decode(ctx context.Context, key string) (types.LicenseManagerLicenseInfo, error) {
    req := types.DecodeLicense{
        This: m.Reference(),
        LicenseKey: key,
    }

    res, err := methods.DecodeLicense(ctx, m.Client(), &req)
if err != nil {
    return types.LicenseManagerLicenseInfo{}, err
}

return res.Returnval, nil
}

func (m Manager) Remove(ctx context.Context, key string) error {
    req := types.RemoveLicense{
        This:       m.Reference(),
        LicenseKey: key,
    }

    _, err := methods.RemoveLicense(ctx, m.Client(), &req)
    return err
}

func (m Manager) Update(ctx context.Context, key string, labels map[string]string) (types.LicenseManagerLicenseInfo, error) {
    req := types.UpdateLicense{
        This:       m.Reference(),
        LicenseKey: key,
        Labels:     mapToKeyValueSlice(labels),
    }

    res, err := methods.UpdateLicense(ctx, m.Client(), &req)
    if err != nil {
        return types.LicenseManagerLicenseInfo{}, err
    }

    return res.Returnval, nil
}

func (m Manager) List(ctx context.Context) (InfoList, error) {
    var mlm mo.LicenseManager

    err := m.Properties(ctx, m.Reference(), []string{"licenses"}, &mlm)
    if err != nil {
        return nil, err
    }

    return InfoList(mlm.Licenses), nil
}

func (m Manager) AssignmentManager(ctx context.Context) (*AssignmentManager, error) {
    var mlm mo.LicenseManager

    err := m.Properties(ctx, m.Reference(), []string{"licenseAssignmentManager"}, &mlm)
    if err != nil {
        return nil, err
    }

    return nil, err
}
if err != nil {
    return nil, err
}

if mlmLICENSEAssignmentManager == nil {
    return nil, object.ErrNotSupported
}

am := AssignmentManager{
    object.NewCommon(m.Client(), *mlmLicenseAssignmentManager),
}

return &am, nil


type licenseFeature struct {
    name  string
    level int
}

func parseLicenseFeature(feature string) *licenseFeature {
    lf := new(licenseFeature)
    f := strings.Split(feature, ":")
    lf.name = f[0]
    if len(f) > 1 {
        var err error
        lf.level, err = strconv.Atoi(f[1])
        if err != nil {
            lf.name = feature
        }
    }

    return lf
}

func HasFeature(license types.LicenseManagerLicenseInfo, key string) bool {
    feature := parseLicenseFeature(key)
    for _, p := range license.Properties {
        if p.Key != "feature" {
            continue
        }

        kv, ok := p.Value.(types.KeyValue)
if !ok {
    continue
}

lf := parseLicenseFeature(kv.Key)

if lf.name == feature.name && lf.level >= feature.level {
    return true
}

return false

// InfoList provides helper methods for []types.LicenseManagerLicenseInfo
type InfoList []types.LicenseManagerLicenseInfo

func (l InfoList) WithFeature(key string) InfoList {
    var result InfoList

    for _, license := range l {
        if HasFeature(license, key) {
            result = append(result, license)
        }
    }

    return result
}

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*/

package license

import (
    "context"
type remove struct {
  *flags.ClientFlag
  *flags.OutputFlag
}

func init() {
  cli.Register("license.remove", &remove{}))
}

func (cmd *remove) Register(ctx context.Context, f *flag.FlagSet) {
  cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
  cmd.ClientFlag.Register(ctx, f)
  cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
  cmd.OutputFlag.Register(ctx, f)
}

func (cmd *remove) Process(ctx context.Context) error {
  if err := cmd.ClientFlag.Process(ctx); err != nil {
    return err
  }
  if err := cmd.OutputFlag.Process(ctx); err != nil {
    return err
  }
  return nil
}

func (cmd *remove) Usage() string {
  return "KEY...
"
}

func (cmd *remove) Run(ctx context.Context, f *flag.FlagSet) error {
  client, err := cmd.Client()
  if err != nil {
    return err
  }
  m := license.NewManager(client)
  for _, v := range f.Args() {
    err = m.Remove(ctx, v)
    if err != nil {


return err
}

return nil
}/

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*/

package license

import (  
  "context"  
  "flag"  
  "fmt"  
  "io"  
  "os"  
  "text/tabwriter"
   
  "github.com/vmware/govmomi/govc/cli"  
  "github.com/vmware/govmomi/govc/flags"  
  "github.com/vmware/govmomi/license"  
  "github.com/vmware/govmomi/vim25/types"
  )

type assigned struct {  
  *flags.ClientFlag  
  *flags.OutputFlag  

  id string  
  }

func init() {  
  cli.Register("license.assigned.ls", &assigned{})  
}
func (cmd *assigned) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)

    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)

    f.StringVar(&cmd.id, "id", ",", "Entity ID")
}

func (cmd *assigned) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    return nil
}

func (cmd *assigned) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client() 
    if err != nil {
        return err
    }

    m, err := license.NewManager(client).AssignmentManager(ctx) 
    if err != nil {
        return err
    }

    assigned, err := m.QueryAssigned(ctx, cmd.id) 
    if err != nil {
        return err
    }

    return cmd.WriteResult(assignedOutput(assigned))
}

type assignedOutput []types.LicenseAssignmentManagerLicenseAssignment

func (res assignedOutput) Write(w io.Writer) error {
    tw := tabwriter.NewWriter(os.Stdout, 4, 0, 2, ' ', 0)
    fmt.Fprintf(tw, "Id:	Scope:	Name:	License:
")
    for _, v := range res {
        fmt.Fprintf(tw, "%s", v.EntityId)
        fmt.Fprintf(tw, "%s", v.Scope)
fmt.Fprintf(tw, "%s\t", v.EntityDisplayName)
fmt.Fprintf(tw, "%s\t", v.AssignedLicense.LicenseKey)
fmt.Fprintf(tw, "\n")
}
return tw.Flush()
}
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*/

package license

import (
    "fmt"
    "io"
    "os"
    "text/tabwriter"

    "github.com/vmware/govmomi/vim25/types"
)

type licenseOutput []types.LicenseManagerLicenseInfo

func (res licenseOutput) Write(w io.Writer) error {
    tw := tabwriter.NewWriter(os.Stdout, 4, 0, 2, ' ', 0)
    fmt.Fprintf(tw, "Key:\tEdition:\tUsed:\tTotal:\n")
    for _, v := range res {
        fmt.Fprintf(tw, "%s\t", v.LicenseKey)
        fmt.Fprintf(tw, "%s\t", v.EditionKey)
        fmt.Fprintf(tw, "%d\t", v.Used)
        fmt.Fprintf(tw, "%d\t", v.Total)
    }
    return tw.Flush()
}
#!/usr/bin/env bats

load test_helper

# These tests should only run against a server running an evaluation license.
verify_evaluation() {
    if [ "$1" != "eval" ]; then
        skip "requires evaluation license"
    fi
}

govc_license.add() {
    jq ".[0] | select(.LicenseKey == "$1")"
}

govc_license.remove() {
    jq -r ".Properties[0] | select(.Key == "$1") .Value"
}

@test "license.add" {
    esx_env

    verify_evaluation

    run govc license.add -json 00000-00000-00000-00000-00001 00000-00000-00000-00000-00002
    assert_success

    # Expect to see an entry for both the first and the second key
    assert_equal "License is not valid for this product" "$(get_key 00000-00000-00000-00000-00001 <<${output} | get_property diagnostic)"
    assert_equal "License is not valid for this product" "$(get_key 00000-00000-00000-00000-00000-00002 <<${output} | get_property diagnostic)"
}

@test "license.remove" {
    esx_env

    verify_evaluation

    run govc license.remove -json 00000-00000-00000-00000-00001
    assert_success
}

@test "license.ls" {
    vcsim_env

    verify_evaluation

run govc license.ls -json
assert_success

# Expect the test instance to run in evaluation mode
assert_equal "Evaluation Mode" "$(get_key 00000-00000-00000-00000-00000 <<<$output | jq -r ".Name")"
}

@test "license.decode" {
  esx_env

  verify_evaluation

  key=00000-00000-00000-00000-00000
  assert_equal "eval" $(govc license.decode $key | grep $key | awk '{print $2}')
}

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package license

import (
    "context"

    "github.com/vmware/govmomi/object"
    "github.com/vmware/govmomi/vim25/methods"
type AssignmentManager struct {
    object.Common
}

func (m AssignmentManager) QueryAssigned(ctx context.Context, id string) ([]types.LicenseAssignmentManagerLicenseAssignment, error) {
    req := types.QueryAssignedLicenses{
        This:     m.Reference(),
        EntityId: id,
    }
    res, err := methods.QueryAssignedLicenses(ctx, m.Client(), &req)
    if err != nil {
        return nil, err
    }
    return res.Returnval, nil
}

func (m AssignmentManager) Remove(ctx context.Context, id string) error {
    req := types.RemoveAssignedLicense{
        This:     m.Reference(),
        EntityId: id,
    }
    _, err := methods.RemoveAssignedLicense(ctx, m.Client(), &req)
    return err
}

func (m AssignmentManager) Update(ctx context.Context, id string, key string, name string) (*types.LicenseManagerLicenseInfo, error) {
    req := types.UpdateAssignedLicense{
        This:              m.Reference(),
        Entity:            id,
        LicenseKey:        key,
        EntityDisplayName: name,
    }
    res, err := methods.UpdateAssignedLicense(ctx, m.Client(), &req)
    if err != nil {
        return nil, err
    }
    return &res.Returnval, nil
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1.2205 urllib3 1.26.4

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# Contributions to the urllib3 project

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## Contributors

In chronological order:

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  * HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSConnectionPool
  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConnectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
  * Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSRIBZDhBFXQB6/>
  * Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>
  * Bugfixes, suggestions, Requests integration

* georgemarshall <https://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage
* Thomas Kluyver <thomas@kluyver.me.uk>
  * Python 3 support

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  * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
  * IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
  * Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support
* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HttpHeaders and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url
* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from `HTTPResponse.stream()`.
  * Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
  * Creation of `HTTPConnectionPool.ResponseCls`.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to ca_cert file paths.
* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
  * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jess Shapiro <jesse@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
  * Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
  * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in `stream` when amt=None.
  * Added length_remaining to determine remaining data to be read.
  * Added enforce_content_length to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
  * Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
  * Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package

* Tom White <s6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.
* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
  * Bugfix to pyopenssl vending

* Wolfgang Richter <wolfgang.richter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix `util.selectors._fileobj_to_fd` to accept `long`.
  * Update appveyor tox setup to use the 64bit python.

* Akamai (through Jess Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance; 2017-2018

* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to ``contrib.securetransport``

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
  * Improve contribution guide
  * Add `HTTPResponse.geturl` method to provide `urllib2.urlopen().geturl()` behavior

* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
  * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
  * Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
  * Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
* Remove Authorization header regardless of case when redirecting to cross-site

* James Meickle <https://permadeath.com/>
* Improve handling of Retry-After header

* Chris Jerdonek <chris.jerdonek@gmail.com>
* Remove a spurious TypeError from the exception chain inside HTTPConnectionPool._make_request(), also for BaseExceptions.

* Jorge Lopez Silva <https://github.com/jalopezsilva>
* Added support for forwarding requests through HTTPS proxies.

* Benno Rice <benno@jeamland.net>
* Allow cadata parameter to be passed to underlying ```SSLContext.load_verify_locations()```.

* Keiichi Kobayashi <abok.1k@gmail.com>
* Rename VerifiedHTTPSConnection to HTTPSConnection

* Himanshu Garg <garg_himanshu@outlook.com>
* DOC & LICENSE Update

* Hod Bin Noon <bin.noon.hod@gmail.com>
* Test improvements

* Chris Olufson <tycarac@gmail.com>
* Fix for connection not being released on HTTP redirect and response not preloaded

* [Bastiaan Bakker] <https://github.com/bastiaanb>
* Support for logging session keys via environment variable ```SSLKEYLOGFILE``` (Python 3.8+)

* [Ezzeri Esa] <https://github.com/savarin>
* Ports and extends on types from typeshed

* [Your name or handle] <[email or website]>
* [Brief summary of your changes]

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library 'Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

1.2210 @babel/runtime 7.5.5
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* /opt/cola/permits/1202864054_1631645127.56/0/spring-expression-5-3-5-sources-
jar/org/springframework/expression/spe/CompiledExpression.java
* /opt/cola/permits/1202864054_1631645127.56/0/spring-expression-5-3-5-sources-
jar/org/springframework/expression/AccessException.java
* /opt/cola/permits/1202864054_1631645127.56/0/spring-expression-5-3-5-sources-
jar/org/springframework/expression/ParserContext.java
* /opt/cola/permits/1202864054_1631645127.56/0/spring-expression-5-3-5-sources-
jar/org/springframework/expression/spe/support/ReflectiveConstructorExecutor.java
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* /opt/cola/permits/1202864054_1631645127.56/0/spring-expression-5-3-5-sources-jar/org/springframework/expression/spel/SpelNode.java
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* /opt/cola/permits/1202864054_1631645127.56/0/spring-expression-5-3-5-sources-jar/org/springframework/expression/ExpressionInvocationTargetException.java
* /opt/cola/permits/1202864054_1631645127.56/0/spring-expression-5-3-5-sources-jar/org/springframework/expression/MethodExecutor.java
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 *
 * @return the underlying sessionProxy for this connection
 */

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* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/cmdline/sqltool/Calculator.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/persist/RowStoreAVLHybridExtended.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/TransactionManager.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/server/ServerConstants.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/QuerySpecification.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/persist/PersistentStoreCollectionDatabase.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/persist/RowStoreAVLMemory.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/jdbc/JDBCBlob.java
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* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/persist/DataSpaceManagerSimple.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/lib/AppendableException.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/persist/DataSpaceManagerBlocks.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/jdbc/JDBCPreparedStatement.java
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* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/lib/AppendableError.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/persist/RowStoreAVLMemory.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/server/ServerConstants.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/ParserRoutine.java
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 */
/**
 * Comprehensive information about the database as a whole.
This interface is implemented by driver vendors to let users know the capabilities of a Database Management System (DBMS) in combination with the driver based on JDBC\textsuperscript{TM} technology ("JDBC driver") that is used with it. Different relational DBMSs often support different features, implement features in different ways, and use different data types. In addition, a driver may implement a feature on top of what the DBMS offers. Information returned by methods in this interface applies to the capabilities of a particular driver and a particular DBMS working together. Note that as used in this documentation, the term "database" is used generically to refer to both the driver and DBMS.

A user for this interface is commonly a tool that needs to discover how to deal with the underlying DBMS. This is especially true for applications that are intended to be used with more than one DBMS. For example, a tool might use the method \texttt{getTypeInfo} to find out what data types can be used in a \texttt{CREATE TABLE} statement. Or a user might call the method \texttt{supportsCorrelatedSubqueries} to see if it is possible to use a correlated subquery or \texttt{supportsBatchUpdates} to see if it is possible to use batch updates.

Some \texttt{DatabaseMetaData} methods return lists of information in the form of \texttt{ResultSet} objects. Regular \texttt{ResultSet} methods, such as \texttt{getString} and \texttt{getInt}, can be used to retrieve the data from these \texttt{ResultSet} objects. If a given form of metadata is not available, an empty \texttt{ResultSet} will be returned. Additional columns beyond the columns defined to be returned by the \texttt{ResultSet} object for a given method can be defined by the JDBC driver vendor and must be accessed by their \texttt{column label}.

Some \texttt{DatabaseMetaData} methods take arguments that are String patterns. These arguments all have names such as \texttt{fooPattern}. Within a pattern String, \texttt{%} means match any substring of 0 or more characters, and \texttt{\_\_} means match any one character. Only metadata entries matching the search pattern are returned. If a search pattern argument is set to \texttt{null}, that argument's criterion will be dropped from the search.

A method that gets information about a feature that the driver does not support will throw an \texttt{SQLException}.

In the case of methods that return a \texttt{ResultSet} object, either a \texttt{ResultSet} object (which may be empty) is returned or an \texttt{SQLException} is thrown.

/* start release-specific documentation */
* <h3>HSQLDB-Specific Information:</h3> <p>
* <h4>Metadata Table Production</h4>
* Starting with HSQLDB 1.7.2, the metadata table (a.k.a system table) production
* implementation provided in the default build filters metadata based on each
* SQL session user's access rights which in turn lifts the pre-HSQLDB 1.7.2
* restriction that only users with the DBA role
* ('admin' users in older HSQLDB parlance) could expect trouble-free access to
* all metadata.<p>
* Also starting with HSQLDB 1.7.2, the metadata table production implementation
* classes are loaded dynamically, using a precedence policy to find and load
* the richest producer available at runtime. In the event that no better
* alternative is found, the default minimal (completely restricted) provider
* is selected. Under this scheme, it is possible for third party packagers to
* create custom distributions targeted at supporting full (design-time),
* custom-written (proprietary / micro environment), minimal (production-time)
* or completely-restricted (space-constrained | device embedded | real-time |
* hostile environment) metadata table production scenarios. To learn more
* about this option, interested parties can review the documentation and source
* code for the <code>org.hsqldb.dbinfo.DatabaseInformation class</code>.<p>
* Please also note that in addition to the metadata tables produced to
* directly support this class, starting with HSQLDB 1.7.2, the default build
* provides many additional tables covering all or most HSQLDB features, such
* as descriptions of the triggers and aliases defined in the database. <p>
* For instance, in the default build, a fairly comprehensive description of
* each INFORMATION_SCHEMA table and each INFORMATION_SCHEMA table
* column is included in the REMARKS column of the { @link #getTables(
* java.lang.String, java.lang.String, java.lang.String, java.lang.String[]
* getTables(...)) and { @link #getColumns(java.lang.String, java.lang.String,
* java.lang.String, java.lang.String) getColumns(...) } results, which derive
* from INFORMATION_SCHEMA.SYSTEM_TABLES and INFORMATION_SCHEMA.SYSTEM_COLUMNS,
* respectively.<p>
* <h4>Schema Metadata</h4>
* The SQL SCHEMA concept became fully supported in the HSQLDB 1.8.x series and
* this fact is reflected in the all subsequent versions of this class.
* <h4>Catalog Metadata</h4>
* Starting with HSQLDB 2.0, SQL standards compliance up to SQL:2008 and beyond
* is a major theme which is reflected in the provision of the majority of the
* standard-defined full-name INFORMATION_SCHEMA views. <p>
However, just as CATALOG semantics and handling are still considered to be
implementation defined by the most recent SQL standard (SQL:2008), so is the
HSQldb CATALOG concept still in the process of being defined and refined in
HSQldb 2.x. and beyond.<p>

Previously to HSQLDB 2.x, there were, at various points in time, experimental
features provided to turn on pseudo catalog (and before that, pseudo-schema)
reporting in the system tables, using the database properties
'hsqldb.catalougs' and 'hsqldb.schemas', respectively.<p>

However, once the engine fully supported the SQL SCHEMA concept, the
experimental 'hsqldb.schemas' * database property was retired. <p>

Similarly, starting with HSQLDB 2.x, the 'hsqldb.catalougs' database property
has been retired and replaced with the convention that, from the perspective
of SQL identification, an HSQLDB JDBC URL connects to a single HSQLDB
database instance which consists of a single, default CATALOG
named PUBLIC in which each SCHEMA instance of the database resides. The name of
this catalog can be changed with the ALTER CATALOG <name> RENAME TO statement.<p>
As of version 2.1.0, HSQLDB supports qualification by the containing CATALOG of
database objects at the syntactic level, but does not yet support operations
such as opening, manipulating or querying against multiple database
catalogs within a single session, not even in a one-at-a-time fashion.<p>

<h4>Index Metadata</h4>

It must still be noted that as of the most recent release, HSQLDB continues
to ignore the <code>approximate</code> argument of [@link #getIndexInfo
getIndexInfo()] which continues to be simply indicative of absence of a fully
statistics-driven cost-based SQL plan optimization facility. When,<n such a facility is implemented, corresponding improvements to
<code>getIndexInfo</code> will be provided. <p>

<h4>Notes for developers extending metadata table production</h4>

Note that in the absence of an ORDER BY clause, queries against the metadata
tables that directly support this class are expected to return rows in JDBC
contract order. The reason for this is that results typically come
back much faster when no &quot;ORDER BY&quot; clause is used. <p>

As such, when adding, extending or replacing a JDBC database metadata table
production routine, developers need to be aware of this fact and either add the
contract &quot;ORDER BY&quot; clause to the driving SQL or, when possible,
preferably maintain rows in the contract order by correctly coding the
primary index definition in the table producer class.<p>

*
* <b>JRE 1.1.x Notes:</b>  
* In general, JDBC 2 support requires Java 1.2 and above, and JDBC3 requires 
* Java 1.4 and above. In HSQLDB, support for methods introduced in different 
* versions of JDBC depends on the JDK version used for compiling and building 
* HSQLDB.<p>
* Since 1.7.0, it is possible to build the product so that 
* all JDBC 2 methods can be called while executing under the version 1.1.x 
* Java Runtime Environment. However, some of these method calls require values that 
* are defined only in the JDBC 2 or greater version of the 
* JDBC resultSet interface. For this reason, when the 
* product is compiled under JDK 1.1.x, these values are defined in 
* JDBCResultSet.  
* In a JRE 1.1.x environment, calling JDBC 2 methods that take or return the 
* JDBC2-only values can be achieved by referring 
* to them in parameter specifications and return value comparisons, 
* respectively, as follows: 
* <pre class="JavaCodeExample">
* JDBCResultSet.FETCH_FORWARD
* JDBCResultSet.TYPE_FORWARD_ONLY
* JDBCResultSet.TYPE_SCROLL_INSENSITIVE
* JDBCResultSet.CONCUR_READ_ONLY
* // etc
* </pre>
* However, please note that code written in such a manner will not be 
* compatible for use with other JDBC 2 drivers, since they expect and use 
* ResultSet, rather than JDBCResultSet. Also 
* note, this feature is offered solely as a convenience to developers 
* who must work under JDK 1.1.x due to operating constraints, yet wish to 
* use some of the more advanced features available under the JDBC 2 
* specification.<p>
* (fredt@users)<br>
* (boucherb@users)
* </p>
* <!-- end release-specific documentation -->
* @author Campbell Boucher-Burnet (boucherb@users dot sourceforge.net)
* @author Fred Toussi (fredt@users dot sourceforge.net)
* @version 2.3.2
* @revised JDK 1.6, HSQLDB 2.0
* @revised JDK 1.7, HSQLDB 2.0.1
* @see org.hsqldb.dbinfo.DatabaseInformation
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/util/preprocessor/BasicResolver.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/util/preprocessor/Preprocessor.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/util/preprocessor/PreprocessorAntTask.java
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* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/util/preprocessor/LineType.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/util/preprocessor/Defines.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/util/preprocessor/IResolver.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/util/preprocessor/Parser.java
* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/util/preprocessor/Line.java

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* /opt/cola/permits/1184642465_1631825428.15/0/hsqldb-2-3-2-sources-jar/org/hsqldb/index/IndexAVLMemory.java
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?    lists Special Commands.
*:?  lists Edit-Buffer/History commands.
*:?  lists PL commands.
/?:  displays help on how to set and use macros (incl. functions).

SPECIAL Commands begin with ‘\’ and execute when you hit ENTER.
EDIT-BUFFER / HISTORY Commands begin with ‘:’ and execute when you hit ENTER.
PROCEDURAL LANGUAGE commands begin with ‘*’ and end when you hit ENTER.
MACRO executions and definitions begin with ‘/’ and end when you hit ENTER.
All other lines comprise SQL Statements (or comments).
SQL Statements are terminated by either unquoted ‘;’ (which executes the statement), or a blank line (which moves the statement into the edit buffer without executing).
After turning on variable expansion with command "*" (or any other PL command), PL variables may be used in most commands like so:  *{PLVARNAME}.
Be aware when using regular expressions on commands, that the regex.s operate only on the command text after the * or \ prefix, if any.

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1.2225 gunicorn 0.24.1
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util/unlink.py
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backport frop python3 Lib/test/support.py

1.2226 log4j-api 2.14.1
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1.2232 pciutils 3.5.2-1
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1.2233 akka-stream-alpakka-udp_2.12 2.0.0

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table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
a purpose that is entirely well-defined independent of the
application. Therefore, Subsection 2d requires that any
application-supplied function or table used by this function must
be optional: if the application does not supply it, the square
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compiler/cpp/src/main.cc
compiler/cpp/src/parse/t_field.h
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lib/csharp/src/Protocol/TBinaryProtocol.cs
lib/csharp/src/Protocol/TFIELD.cs
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lib/csharp/src/Protocol/TMessageType.cs
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lib/csharp/src/Protocol/TTType.cs
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lib/csharp/src/Server/TSimpleServer.cs
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lib/csharp/src/TApplicationException.cs
lib/csharp/src/Thrift.csproj
lib/csharp/src/Thrift.sln
lib/csharp/src/TProcessor.cs
lib/csharp/src/Transport/TServerSocket.cs
lib/csharp/src/Transport/TServerTransport.cs
lib/csharp/src/Transport/TSocket.cs
lib/csharp/src/Transport/TStreamTransport.cs
lib/csharp/src/Transport/TTTransport.cs
lib/csharp/src/Transport/TTTransportException.cs
lib/csharp/src/Transport/TTTransportFactory.cs
lib/csharp/ThriftMSBuildTask/Properties/AssemblyInfo.cs
lib/csharp/ThriftMSBuildTask/ThriftBuild.cs
lib/csharp/ThriftMSBuildTask/ThriftMSBuildTask.csproj
lib/rb/lib/thrift.rb
lib/st/README
lib/st/thrift.st
test/OptionalRequiredTest.cpp
test/OptionalRequiredTest.thrift
test/ThriftTest.thrift

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L. Peter Deutsch
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*/

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1.2235 jsonfield 2.0.2
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* /opt/cola/permits/1134796780_1613422074.14/0/archive-259-zip/CharacterIterator.java
* /opt/cola/permits/1134796780_1613422074.14/0/archive-259-zip/RE.java
1.2237 jaxen 1.1.2

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**mongodb-driver-async 3.7.0**

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```
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* /opt/cola/permits/1141561504_1615013332.52/0/mongodb-driver-async-3-7-0-sources-1-jar/com/mongodb/async/client/gridfs/GridFSUploadStream.java
* /opt/cola/permits/1141561504_1615013332.52/0/mongodb-driver-async-3-7-0-sources-1-jar/com/mongodb/async/client/ListIndexesIterable.java
* /opt/cola/permits/1141561504_1615013332.52/0/mongodb-driver-async-3-7-0-sources-1-jar/com/mongodb/async/client/ChangeStreamIterable.java
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* /opt/cola/permits/1110923379_1606873111.07/0/spring-test-4-3-22-release-sources-1- jar/org/springframework/mock/http/client/MockAsyncClientHttpRequest.java
* /opt/cola/permits/1110923379_1606873111.07/0/spring-test-4-3-22-release-sources-1- jar/org/springframework/test/context/support/GenericPropertiesContextLoader.java
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* /opt/cola/permits/1110923379_1606873111.07/0/spring-test-4-3-22-release-sources-1- jar/org/springframework/test/util/JsonExpectationsHelper.java
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* /opt/cola/permits/1110923379_1606873111.07/0/spring-test-4-3-22-release-sources-1-
jar/org/springframework/mock/http/MockHttpOutputMessage.java
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* /opt/cola/permits/1110923379_1606873111.07/0/spring-test-4-3-22-release-sources-1-
  jar/org/springframework/test/context/ActiveProfilesResolver.java
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  jar/org/springframework/test/context/SmartContextLoader.java
* /opt/cola/permits/1110923379_1606873111.07/0/spring-test-4-3-22-release-sources-1-
  jar/org/springframework/mock/web/portlet/MockPortletSession.java
* /opt/cola/permits/1110923379_1606873111.07/0/spring-test-4-3-22-release-sources-1-
  jar/org/springframework/mock/web/portlet/MockPortletRequest.java
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* /opt/cola/permits/1110923379_1606873111.07/0/spring-test-4-3-22-release-sources-1-jar/org/springframework/test/context/junit4/statements/RunBeforeTestClassCallbacks.java
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* /opt/ws_local/PERMITS_SQL/1062461885_1592584212.89/0/akka-actor-2-11-2-5-31-sources-jar/akka/dispatch/forkjoin/ForkJoinWorkerThread.java
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1.2261 guava 30.1-jre

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/SortedMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/NullsFirstOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/SingletonImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/ReverseNaturalOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/ForwardingQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/ForwardingConcurrentMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/ReverseNaturalOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/SortedSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/NullsFirstOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/SingletonImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/EnumHashBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/Multisets.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/Multimaps.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/coll/BiMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Predicates.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Function.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Throwables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Primitives.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableWeakReference.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/DeadEvent.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/Files.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingLock.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
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  jar/com/google/common/util/concurrent/Internal.java
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jar/com/google/common/util/concurrent/AsyncCallable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ReaderInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/MacHashFunction.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Platform.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFutureState.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/ImmutableSupplier.java
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As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractCompositeHashFunction.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/ForwardingLoadingCache.java
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  jar/com/google/common/eventbus/Dispatcher.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CollectionFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/CaseFormat.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/PatternFilenameFilter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaperBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/annotations/VisibleForTesting.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Java8Usage.java
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jar/com/google/common/reflect/TypeVisitor.java
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jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/Runnables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Verify.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Utf8.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/BaseImmutableMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/JdkBackedImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/IndexedImmutableSet.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/FilteredKeyListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/AllEqualOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TransformedListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredEntrySetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SortedMultisetBridge.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/CompactLinkedHashSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/CompactHashMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractSortedKeySortedSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableEnumMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingImmutableList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingBlockingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TransformedIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/DescendingMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredEntryMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingNavigableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TreeRangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/DescendingImmutableSortedSet.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/EvictingQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingNavigableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractNavigableMap.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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* */

/**
* This following method is a modified version of one found in
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* */

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 jar/com/google/common/util/concurrent/MoreExecutors.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/MultimapBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/MoreFiles.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Serialization.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/StandardTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableListMultimap.java
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 */
/**
 * Holder for web specializations of methods of [code Shorts]. Intended to be empty for regular
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 */

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jar/com/google/common/math/LinearTransformation.java
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jar/com/google/common/io/CharSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/LongAddable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/FilteredKeyMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/ByteSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/Closer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/Stats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/html/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/PairedStatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/Element.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/CharSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/SipHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect>TypeCapture.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/ByteSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/ChecksumHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/Invokable.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/AbstractByteHasher.java
jar/com/google/common/reflect/AbstractInvocationHandler.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAddables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/BufferedFileWriter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/FileWriteMode.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/xml/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableRangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactHashing.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactHashing.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/BaseGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Traverser.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ClosingFuture.java

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/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
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  jar/com/google/common/collection/Hashing.java
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  jar/com/google/common/reflect/Reflection.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/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Partially.java

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  jar/com/google/common/util/concurrent/AtomicDoubleArray.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/hash/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/hash/Striped64.java

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  jar/com/google/common/io/FileBackedOutputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Shorts.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Doubles.java
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jar/com/google/common/collection/ForwardingSetMultimap.java
*/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/MinMaxPriorityQueue.java
*/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/AbstractSequentialIterator.java
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jar/com/google/common/collection/ForwardingListMultimap.java
*/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/RowSortedTable.java
*/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ForwardingSortedSetMultimap.java
*/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ForwardingImmutableCollection.java
*/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/UnmodifiableListIterator.java
*/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/SortedMapDifference.java

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jar/com/google/common/collect/DenseImmutableTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ForwardingFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/UnsignedBytes.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/net/HostSpecifier.java
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jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/JdkFutureAdapters.java
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jar/com/google/common/primitives/Bytes.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/annotations/GwtIncompatible.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/SparseImmutableTable.java
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jar/com/google/common/net/UrlEscapers.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/ReferenceEntry.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/MapMakerInternalMap.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/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableSortedMapFauxverideShim.java

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*/
/**
* Holder for web specializations of methods of {code Floats}. Intended to be empty for regular
* version.
*/

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/FloatsMethodsForWeb.java
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  jar/com/google/common/collect/ComputationException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/DiscreteDomain.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
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  jar/com/google/common/collect/ImmutableTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableAsList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ArrayTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ForwardingTable.java
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package formatter

import (  
"time"  
  "github.com/docker/cli/internal/licenseutils"  
  "github.com/docker/licensing/model"
)

const (  
defaultSubscriptionsTableFormat = "table  
  {{.Num}}	{{.Owner}}	{{.ProductID}}	{{.Expires}}	{{.ComponentsString}}"

defaultSubscriptionsQuietFormat = "{{.Num}}:{{.Summary}}"
)

numHeader = "NUM"  
ownerHeader = "OWNER"  
licenseNameHeader = "NAME"  
idHeader = "ID"  
dockerIDHeader = "DOCKER ID"  
productIDHeader = "PRODUCT ID"  
productRatePlanHeader = "PRODUCT RATE PLAN"  
productRatePlanIDHeader = "PRODUCT RATE PLAN ID"  
startHeader = "START"  
expiresHeader = "EXPIRES"  
stateHeader = "STATE"  
eusaHeader = "EUSA"
pricingComponentsHeader = "PRICING COMPONENTS"
)

// NewSubscriptionsFormat returns a Format for rendering using a license Context
func NewSubscriptionsFormat(source string, quiet bool) Format {
    switch source {
    case TableFormatKey:
        if quiet {
            return defaultSubscriptionsQuietFormat
        }
        return defaultSubscriptionsTableFormat
    case RawFormatKey:
        if quiet {
            return `license: {{.ID}}`
        }
        return `license: {{.ID}}
name: {{.Name}}
owner: {{.Owner}}
components: {{.ComponentsString}}
`}
    return Format(source)
}

// SubscriptionsWrite writes the context
func SubscriptionsWrite(ctx Context, subs []licenseutils.LicenseDisplay) error {
    render := func(format func(subContext subContext) error) error {
        for _, sub := range subs {
            licenseCtx := &licenseContext{trunc: ctx.Trunc, l: sub}
            if err := format(licenseCtx); err != nil {
                return err
            }
        }
        return nil
    }
    licenseCtx := licenseContext{}
    licenseCtx.header = map[string]string{
        "Num": numHeader,
        "Owner": ownerHeader,
        "Name": licenseNameHeader,
        "ID": idHeader,
        "DockerID": dockerIDHeader,
        "ProductID": productIDHeader,
        "ProductRatePlan": productRatePlanHeader,
        "ProductRatePlanID": productRatePlanIDHeader,
        "Start": startHeader,
        "Expires": expiresHeader,
        "State": stateHeader,
        "Eusa": eusaHeader,
        "ComponentsString": pricingComponentsHeader,
    }
    return ctx.Write(&licenseCtx, render)
type licenseContext struct {
    HeaderContext
    trunc bool
    l    licenseutils.LicenseDisplay
}

func (c *licenseContext) MarshalJSON() ([]byte, error) {
    return marshalJSON(c)
}

func (c *licenseContext) Num() int {
    return c.l.Num
}

func (c *licenseContext) Owner() string {
    return c.l.Owner
}

func (c *licenseContext) ComponentsString() string {
    return c.l.ComponentsString
}

func (c *licenseContext) Summary() string {
    return c.l.String()
}

func (c *licenseContext) Name() string {
    return c.l.Name
}

func (c *licenseContext) ID() string {
    return c.l.ID
}

func (c *licenseContext) DockerID() string {
    return c.l.DockerID
}

func (c *licenseContext) ProductID() string {
    return c.l.ProductID
}

func (c *licenseContext) ProductRatePlan() string {
    return c.l.ProductRatePlan
}
func (c *licenseContext) ProductRatePlanID() string {
    return c.l.ProductRatePlanID
}

func (c *licenseContext) Start() *time.Time {
    return c.l.Start
}

func (c *licenseContext) Expires() *time.Time {
    return c.l.Expires
}

func (c *licenseContext) State() string {
    return c.l.State
}

func (c *licenseContext) Eusa() *model.EusaState {
    return c.l.Eusa
}

func (c *licenseContext) PricingComponents() []model.SubscriptionPricingComponent {
    // Dereference the pricing component pointers in the pricing components
    // so it can be rendered properly with the template formatter

    var ret []model.SubscriptionPricingComponent
    for _, spc := range c.l.PricingComponents {
        if spc == nil {
            continue
        }
        ret = append(ret, *spc)
    }
    return ret
}

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Gocheck - A rich testing framework for Go

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```go
go
define (c *client) getLicenseFile(ctx context.Context, subID string) (*model.IssuedLicense, error) {
  url := c.baseURI
  url.Path += fmt.Sprintf("/api/billing/v4/subscriptions/%s/license-file", subID)

  license := new(model.IssuedLicense)
  if _, _, err := c.doReq(ctx, "GET", &url, clientlib.RecvJSON(license)); err != nil {
    return nil, err
  }

  return license, nil
}

// Check verifies that the license identified by the given key id is valid. Note that it does not // interrogate the contents of the license.
define (c *client) check(ctx context.Context, license model.IssuedLicense) (*model.CheckResponse, error) {
  keyID := license.KeyID
  privateKey := license.PrivateKey

  authorization, err := c.getAuthorization(ctx, license)
  if err != nil {
    return nil, err
  }

  // TODO: Mason - replace this parseJWS with a non libtrust lib
```
signature, err := libtrust.ParseJWS(authorization)
if err != nil {
    return nil, errors.Wrap(err, errors.Fields{
        "key_id": keyID,
    }, "license parse JWS failed")
}

keys, err := signature.Verify()
if err != nil {
    return nil, errors.Wrap(err, errors.Fields{
        "key_id": keyID,
    }, "license signature verification failed")
}

keyCnt := len(keys)
if keyCnt != 1 {
    err = fmt.Errorf("unexpected number of signing keys (%d)", keyCnt)
    return nil, errors.WithStack(err).With(errors.Fields{
        "key_id": keyID,
    })
}

key := keys[0]
if !c.recognizedSigningKey(key) {
    return nil, errors.New("unrecognized signing key")
}

payload, err := signature.Payload()
if err != nil {
    return nil, errors.Wrap(err, errors.Fields{
        "key_id": keyID,
    }, "malformed signature payload")
}

checkRes := new(model.CheckResponse)
err = json.Unmarshal(payload, &checkRes)
if err != nil {
    return nil, errors.Wrap(err, errors.Fields{
        "key_id": keyID,
    }, "license payload unmarshal failed")
}

msg := checkRes.Expiration.Format(time.RFC3339)
if err := checkToken(msg, checkRes.Token, privateKey); err != nil {
    return nil, errors.Wrap(err, errors.Fields{
        "key_id": keyID,
    }, "check token failed")
}
return checkRes, nil

// recognizedSigningKey returns true if the given key is signed with a recognized signing key, false otherwise
func (c *client) recognizedSigningKey(key libtrust.PublicKey) bool {
    for _, publicKey := range c.publicKeys {
        if key.KeyID() == publicKey.KeyID() {
            return true
        }
    }
    return false
}

// getAuthorization returns the decoded license authorization
func (c *client) getAuthorization(ctx context.Context, license model.IssuedLicense) ([]byte, error) {
    decoded, err := base64.StdEncoding.DecodeString(license.Authorization)
    if err != nil {
        return nil, errors.Wrapf(err, errors.Fields{
            "key_id": license.KeyID,
        }, "decoding license authorization failed")
    }
    return decoded, nil
}

// All of the functions in this file assume that they are receiving a properly
// formatted private key.

// checkToken performs a MAC algorithm (where token is generated by hashing the
// message with the privateKey via GenerateToken) with the purpose of authenticating
// the validity of both the message and the private key of the person who generated
// the token.
func checkToken(message, token, privateKey string) error {
    tokenBytes, err := base64.URLEncoding.DecodeString(token)
    if err != nil {
        return errors.Wrap(err, errors.Fields{"token": token})
    }
    generatedToken, err := generateToken(message, privateKey)
    if err != nil {
        return errors.Wrap(err, errors.Fields{"token": generatedToken})
    }
    generatedBytes, err := base64.URLEncoding.DecodeString(generatedToken)
    if err != nil {
        return errors.Wrap(err, errors.Fields{"token": generatedBytes})
    }
    if !bytes.Equal(tokenBytes, generatedBytes) {
        return errors.New("Token verification failed")
    }
    return nil
}
if !hmac.Equal(tokenBytes, generatedBytes) {
    return errors.Forbidden(errors.Fields{"token": token}, "invalid token")
}

return nil

// generateToken generates a hash of the message with the privateKey via the sha256 algorithm.
func generateToken(message, privateKey string) (string, error) {
    key, err := base64.URLEncoding.DecodeString(privateKey)
    if err != nil {
        return "", errors.Wrap(err, errors.Fields{"msg": message})
    }
    h := hmac.New(sha256.New, key)
    h.Write([]byte(message))
    return base64.URLEncoding.EncodeToString(h.Sum(nil)), nil
}

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procfs provides functions to retrieve system, kernel and process
metrics from the pseudo-filesystem proc.

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package model

import "time"

// A CheckResponse is the internal content of the PublicCheckResponse signed
// json blob.
//
type CheckResponse struct {
    Expiration time.Time `json:"expiration"
    Token string `json:"token"
    MaxEngines int `json:"maxEngines"
    ScanningEnabled bool `json:"scanningEnabled"
    Type string `json:"licenseType"
    Tier string `json:"tier"
}

// IssuedLicense represents an issued license
//
type IssuedLicense struct {
    KeyID string `json:"key_id"
    PrivateKey string `json:"private_key"
    Authorization string `json:"authorization"
}

// Valid returns true if the License is syntactically valid, false otherwise
func (l *IssuedLicense) Valid() (bool, string) {
    if l.KeyID == "" {
        return false, "empty key_id"
    }
if l.PrivateKey == "" {
    return false, "empty private_key"
}

if l.Authorization == "" {
    return false, "empty authorization"
}

return true, ""
}
package formatter

import (
    "bytes"
    "encoding/json"
    "strings"
    "testing"
    "time"
    "github.com/docker/cli/internal/licenseutils"
    "github.com/docker/licensing/model"
    "gotest.tools/assert"
    is "gotest.tools/assert/cmp"
)

func TestSubscriptionContextWrite(t *testing.T) {
    cases := []struct {
        context  Context
        expected string
    }{
        // Errors
        {
            Context{Format: "{{InvalidFunction}}"},
            `Template parsing error: template: :1: function "InvalidFunction" not defined`
            ",
            
        },
        {
            Context{Format: "{{nil}}"},
            `Template parsing error: template: :1:2: executing "" at <nil>: nil is not a command`
            ",
            
        },
        // Table format
        {
            Context{Format: NewSubscriptionsFormat("table", false)},
            `NUM     OWNER     PRODUCT ID     EXPIRES                         PRICING COMPONENTS
1      owner1    productid1    2020-01-01 10:00:00 +0000 UTC   compstring
2      owner2    productid2    2020-01-01 10:00:00 +0000 UTC   compstring`
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 14207

```{licenseid: id1, license: id1, name: name1, owner: owner1, components: compstring}
```

```{licenseid: id2, license: id2, name: name2, owner: owner2, components: compstring}
```

```{{owner1}}
```

```{{owner2}}
```

```
```

```
```

```
```

```
```

```
```

```
```

```
```

```
```

```
```
expiration, _ := time.Parse(time.RFC822, "01 Jan 20 10:00 UTC"

for _, testcase := range cases {
subscriptions := []licenseutils.LicenseDisplay{

Num:  1,
Owner: "owner1",
Subscription: model.Subscription{
ID:   "id1",
Name:  "name1",
ProductID: "productid1",
Expires: &expiration,
PricingComponents: model.PricingComponents{
&model.SubscriptionPricingComponent{
Name:  "nodes",
Value:  10,
},
},
},
ComponentsString: "compstring",
},

Num:  2,
Owner: "owner2",
Subscription: model.Subscription{
ID:   "id2",
Name:  "name2",
ProductID: "productid2",
Expires: &expiration,
PricingComponents: model.PricingComponents{
&model.SubscriptionPricingComponent{
Name:  "nodes",
Value:  20,
},
},
ComponentsString: "compstring",
},
}
out := &bytes.Buffer{}
testcase.context.Output = out
er := SubscriptionsWrite(testcase.context, subscriptions)
if err != nil {
assert.Error(t, err, testcase.expected)
else {
    assert.Check(t, is.Equal(testcase.expected, out.String()))
}

func TestSubscriptionContextWriteJSON(t *testing.T) {
expiration, _ := time.Parse(time.RFC822, "01 Jan 20 10:00 UTC")
subscriptions := []licenseutils.LicenseDisplay{
    {
        Num: 1,
        Owner: "owner1",
        Subscription: model.Subscription{
            ID: "id1",
            Name: "name1",
            ProductID: "productid1",
            Expires: &expiration,
            PricingComponents: model.PricingComponents{
                &model.SubscriptionPricingComponent{
                    Name: "nodes",
                    Value: 10,
                },
            },
            ComponentsString: "compstring",
        },
    },
    {
        Num: 2,
        Owner: "owner2",
        Subscription: model.Subscription{
            ID: "id2",
            Name: "name2",
            ProductID: "productid2",
            Expires: &expiration,
            PricingComponents: model.PricingComponents{
                &model.SubscriptionPricingComponent{
                    Name: "nodes",
                    Value: 20,
                },
            },
            ComponentsString: "compstring",
        },
    },
}
"Expires": "2020-01-01T10:00:00Z",
"DockerID": "",
"Eusa": nil,
"ID": "id1",
"Start": nil,
"Name": "name1",
"Num": float64(1),
"PricingComponents": []interface{}{
  map[string]interface{}{
    "name": "nodes",
    "value": float64(10),
  },
  
  "ProductID": "productid1",
  "ProductRatePlan": "",
  "ProductRatePlanID": "",
  "State": "",
  "Summary": "License Name: name1
Quantity: 10 nodes
Expiration date: 2020-01-01",
},

  "Owner": "owner2",
  "ComponentsString": "compstring",
  "Expires": "2020-01-01T10:00:00Z",
  "DockerID": "",
  "Eusa": nil,
  "ID": "id2",
  "Start": nil,
  "Name": "name2",
  "Num": float64(2),
  "PricingComponents": []interface{}{
    map[string]interface{}{
      "name": "nodes",
      "value": float64(20),
    },
    
    "ProductID": "productid2",
    "ProductRatePlan": "",
    "ProductRatePlanID": "",
    "State": "",
    "Summary": "License Name: name2
Quantity: 20 nodes
Expiration date: 2020-01-01",
  },
}

out := &bytes.Buffer{}
er := SubscriptionsWrite(Context{Format: "{{json .}}", Output: out}, subscriptions)
if err != nil {
t.Fatal(err)
}
for i, line := range strings.Split(strings.Trim(out.String()), "\n") {
    var m map[string]interface{}
    if err := json.Unmarshal([]byte(line), &m); err != nil {
        t.Fatal(err)
    }
    assert.Check(t, is.DeepEqual(expectedJSONs[i], m))
}

func TestSubscriptionContextWriteJSONField(t *testing.T) {
    subscriptions := []licenseutils.LicenseDisplay{
        {Num: 1, Owner: "owner1"},
        {Num: 2, Owner: "owner2"},
    }
    out := &bytes.Buffer{
    }
    err := SubscriptionsWrite(Context{Format: "\{\{json .Owner\}\}", Output: out}, subscriptions)
    if err != nil {
        t.Fatal(err)
    }
    for i, line := range strings.Split(strings.TrimSpace(out.String()), "\n") {
        var s string
        if err := json.Unmarshal([]byte(line), &s); err != nil {
            t.Fatal(err)
        }
        assert.Check(t, is.Equal(subscriptions[i].Owner, s))
    }
}

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1.2265 angular-ui-grid 4.9.1

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This repo is for distribution on `npm` and `bower`. The source for this module is in the [main UI Grid repo](https://github.com/angular-ui/ui-grid). Please file issues and pull requests against that repo.

## Install

You can install this package either with `npm` or with `bower`.

### npm

```shell
npm install angular-ui-grid
```

Then add a `<script>` to your `index.html`:

```html
<link rel="stylesheet" type="text/css" href="/node_modules/angular-ui-grid/ui-grid.css" />
<script src="/node_modules/angular-ui-grid/ui-grid.js"></script>
```

### bower

```shell
bower install angular-ui-grid
```

Then add a `<script>` to your `index.html`:

```html
<link rel="stylesheet" type="text/css" href="/bower_components/angular-ui-grid/ui-grid.css" />
<script src="/bower_components/angular-ui-grid/ui-grid.js"></script>
```

## Documentation

Documentation is available on the [main UI Grid site](http://ui-grid.info).

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isFunction
*ui-grid - v4.9.1 - 2020-10-26
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*/
/**
 * @ngdoc function
 * @name parseCsv
 * @methodOf ui.grid.importer.service:uiGridImporterService
 * @description Parses a csv file into an array of arrays, with the first
* array being the headers, and the remaining arrays being the data.
* The logic for this comes from https://github.com/thetalecrafter/excel.js/blob/master/src/csv.js,
* which is noted as being under the MIT license. The code is modified to pass the jscs yoda condition
* checker
* @param {FileObject} importFile the file that we want to import, as a
* file object
*/

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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

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Apache

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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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org.eclipse.jetty.toolchain:jetty-schemas

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  jar/org/springframework/web/servlet/support/SessionFlashMapManager.java
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/**
* XSLT-driven View that allows for response context to be rendered as the
* result of an XSLT transformation.
* *
* <p>The XSLT Source object is supplied as a parameter in the model and then
* [#locateSource detected] during response rendering. Users can either specify
* a specific entry in the model via the [#setSourceKey sourceKey] property or
* have Spring locate the Source object. This class also provides basic conversion
* of objects into Source implementations. See [#getSourceTypes() here]
* for more details.
* *
* <p>All model parameters are passed to the XSLT Transformer as parameters.
* In addition the user can configure [#setOutputProperties output properties]
* to be passed to the Transformer.
* *
* @author Rob Harrop
* @author Juergen Hoeller
* @since 2.0
*/

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/**
 * A contract for inspecting and potentially modifying request data values such
 * as URL query parameters or form field values before they are rendered by a
 * view or before a redirect.
 * <p>Implementations may use this contract for example as part of a solution
 * 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.
 * <p>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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- web-app_3_0.xsd
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class C {
  val x: ((Int, Int) => Int) = (((a, b)) => a)
  val y: ((Int, Int, Int) => Int) = (((a, !_)) => a)
  val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
}

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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
  Either create a single parameter accepting the Tuple2,
  or consider a pattern matching anonymous function: `case (a, b) => ...`
val x: ((Int, Int) => Int) = (((a, b)) => a)

not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
  Either create a single parameter accepting the Tuple2,
  or consider a pattern matching anonymous function: `case (param1, param2) => ...`
val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)

not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
  Either create a single parameter accepting the Tuple3,
  or consider a pattern matching anonymous function: `case (param1, ..., param3) => ...`
val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)

three errors found
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THE BASIC LIBRARY FUNCTIONS

Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk

University of Cambridge Computing Service,

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THE C++ WRAPPER FUNCTIONS

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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.

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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
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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slave/kpropd_rpc.c
slave/kproplog.c

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1.2305 object.assign 4.1.2

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1.2306 pika 0.13.0

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1.2307 idna 11.0.0

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1.2308 jetty-client 9.4.2.v20170220

1.2309 apache-log4j 1.2.17

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# Contributions to the urllib3 project

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## Contributors

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  * HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSConnectionPool
  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConnectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
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* kennethreitz <me@kennethreitz.com>
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  * Design review, bugfixes, test coverage.

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* Shivaram Lingamneni <slingamn@cs.stanford.edu>
  * Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.
* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection
* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
* Fix low-level exceptions leaking from `HTTPResponse.stream()`.
* Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
* Creation of `HTTPConnectionPool.ResponseCls`.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenbergen <jayvdb@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
  * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jess Shapiro <jesse@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
  * Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
  * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in `stream` when amt=None.
  * Added `length_remaining` to determine remaining data to be read.
  * Added `enforce_content_length` to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
  * Created selectors backport that supports PEP 475.
* Alexandre Dias <alex.dias@smarkets.com>
  * Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package

* Tom White <s6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
  * Bugfix to pyopenssl vending

* Wolfgang Richter <wolfgang.richter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix ``util.selectors._fileobj_to_fd`` to accept ``long``.
  * Update appveyor tox setup to use the 64bit python.

* Akamai (through Jess Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance; 2017-2018

* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to ``contrib.securetransport``

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
  * Improve contribution guide
  * Add ``HTTPResponse.geturl`` method to provide ``urllib2.urlopen().geturl()`` behavior

* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
* Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
* Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
* Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
* Remove Authorization header regardless of case when redirecting to cross-site

* James Meickle <https://permadeath.com/>
* Improve handling of Retry-After header

* Chris Jerdonek <chris.jerdonek@gmail.com>
* Remove a spurious TypeError from the exception chain inside HTTPConnectionPool._make_request(), also for BaseExceptions.

* Jorge Lopez Silva <https://github.com/jalopezsilva>
* Added support for forwarding requests through HTTPS proxies.

* Benno Rice <benno@jeamland.net>
* Allow cadata parameter to be passed to underlying ``SSLContext.load_verify_locations()``.

* Keiichi Kobayashi <abok.1k@gmail.com>
* Rename VerifiedHTTPSConnection to HTTPSConnection

* Himanshu Garg <garg_himanshu@outlook.com>
* DOC & LICENSE Update

* Hod Bin Noon <bin.noon.hod@gmail.com>
* Test improvements

* Chris Olufson <tycarac@gmail.com>
* Fix for connection not being released on HTTP redirect and response not preloaded

* [Bastiaan Bakker] <https://github.com/bastiaanb>
* Support for logging session keys via environment variable `SSLKEYLOGFILE` (Python 3.8+)

* [Ezzeri Esa] <https://github.com/savarin>
* Ports and extends on types from typeshed

* [Your name or handle] <[email or website]>
* [Brief summary of your changes]
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1.2317 cryptography 2.2.1.post7

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1.2318 redux-saga-delay-p 1.0.1

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1.2319 open-csv 2.3
1.2320 azure-mgmt-network 2.7.0

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1.2321 ieee-data 20180805.1

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1.2323 keyutils 1.5.9-9

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1.2333 joda-time 2.10.10

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1.2337 weakrefmethod 1.0.3

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

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

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.
All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

Apache

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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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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.

1.2340 sqlite 3.30.1

1.2341 log4j-api 2.11.1
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1.2346 zmq 3.1.0

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1.2347 prometheus-common v0.9.1

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1.2348 jsonwebtoken 8.5.1

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1.2349 d3-transition 2.0.0

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1.2350 jackson-jaxrs 2.9.6

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1.2351 @types/serve-static 1.13.9

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1.2352 libmodule-implementation-perl 0.09-1

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Current maintainer is Matthias Klose <doko@debian.org> until the final 2.3 version is released.

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

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

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

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

<table>
<thead>
<tr>
<th>Release</th>
<th>Derived from</th>
<th>Year</th>
<th>Owner</th>
<th>GPL-compatible?</th>
</tr>
</thead>
</table>
0.9.0 thru 1.2  1991-1995  CWI  yes
1.3 thru 1.5.2 1.2  1995-1999  CNRI  yes
1.6        1.5.2  2000  CNRI  no
2.0        1.6  2000  BeOpen.com  no
1.6.1      1.6  2001  CNRI  yes (2)
2.1        2.0+1.6.1  2001  PSF  no
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2.2        2.1.1  2001  PSF  yes
2.1.2      2.1.1  2002  PSF  yes
2.1.3      2.1.2  2002  PSF  yes
2.2.1      2.2  2002  PSF  yes
2.2.2      2.2.1  2002  PSF  yes
2.2.3      2.2.2  2003  PSF  yes
2.3        2.2.2  2002-2003  PSF  yes
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2.4.2      2.4.1  2005  PSF  yes
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3.1.1      3.1  2009  PSF  yes

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# Jackson JSON processor

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

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* /opt/cola/permits/1148189743_1619804598.51/0/jnr-unixsocket-0-23-sources-1.jar/jnr/unixsocket/impl/AbstractNativeServerSocketChannel.java

1.2365 colorama 0.4.4

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1.2368 normalize-package-data 3.0.2

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$Id: JDOMParseException.java,v 1.8 2007/11/10 05:29:00 jhunter Exp $

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* /opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/EntityRef.java

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$Id: DOMOutputter.java,v 1.43 2007/11/10 05:29:01 jhunter Exp $

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* /opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/output/DOMOutputter.java
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$Id: NamespaceKey.java,v 1.2 2007/11/10 05:28:59 jhunter Exp $

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$Id: DefaultJDOMFactory.java,v 1.7 2007/11/10 05:28:58 jhunter Exp $

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/*--

$Id: NegateFilter.java,v 1.4 2007/11/10 05:29:00 jhunter Exp $
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* /opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/filter/NegateFilter.java
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Std: BuilderErrorHandler.java,v 1.13 2007/11/10 05:29:00 jhunter Exp $

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*/opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/input/BuilderErrorHandler.java

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* /opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/output/JDOMLocator.java
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/*/

$Id: NamespaceStack.java,v 1.14 2007/11/10 05:29:01 jhunter Exp $

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/*-

$Id: IllegalTargetException.java,v 1.15 2007/11/10 05:28:59 jhunter Exp$

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$Id: SAXHandler.java,v 1.73 2007/11/10 05:29:00 jhunter Exp $

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Found in path(s):
* /opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/input/SAXHandler.java

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$Id: Element.java,v 1.159 2007/11/14 05:02:08 jhunter Exp $

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* /opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/Element.java
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$Id: TextBuffer.java,v 1.10 2007/11/10 05:29:00 jhunter Exp$

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Found in path(s):
* /opt/cola/permits/1136211697_161379845.99/0/jdom-1-1-sources-1-jar/org/jdom/input/TextBuffer.java

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$Id: Content.java,v 1.6 2007/11/10 05:28:58 jhunter Exp $

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Found in path(s):
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$Id: SAXBuilder.java,v 1.92 2007/11/10 05:29:00 jhunter Exp $

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$Id: OracleV1DOMAdapter.java,v 1.20 2007/11/10 05:28:59 jhunter Exp $

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*/

Found in path(s):
* /opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/transform/XSLTransformer.java
No license file was found, but licenses were detected in source scan.

/*--

$Id: ContentFilter.java,v 1.15 2007/11/10 05:29:00 jhunter Exp$

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*/
Found in path(s):
* /opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/jdom/filter/ContentFilter.java
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Found in path(s):
*/opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/UncheckedJDOMFactory.java
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//*!--

$Id: FilterIterator.java,v 1.6 2007/11/10 05:28:59 jhunter Exp $

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Found in path(s):
*/

* /opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/adapters/CrimsonDOMAdapter.java

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$Id: XMLOutputter.java,v 1.116 2007/11/10 05:29:01 jhunter Exp $

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* /opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/IllegalAddException.java

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$Id: XML4JDOMAdapter.java,v 1.18 2007/11/10 05:28:59 jhunter Exp$

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$Id: JDOMResult.java,v 1.24 2007/11/10 05:29:02 jhunter Exp $

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* /opt/cola/permits/1136211697_1613709845.99/0/jdom-1-1-sources-1-jar/org/jdom/transform/JDOMResult.java

1.2383 byte-size 7.0.1
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A "Combined Work" is a work produced by combining or linking an Application with the Library. The particular version of the Library with which the Combined Work was made is also called the "Linked Version".

The "Minimal Corresponding Source" for a Combined Work means the Corresponding Source for the Combined Work, excluding any source code for portions of the Combined Work that, considered in isolation, are based on the Application, and not on the Linked Version.

The "Corresponding Application Code" for a Combined Work means the object code and/or source code for the Application, including any data and utility programs needed for reproducing the Combined Work from the Application, but excluding the System Libraries of the Combined Work.

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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

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

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

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

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

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

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)
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Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

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machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
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b) Use a suitable shared library mechanism for linking with the
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 * Constructs a new [Textifier](#Textifier). <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [Textifier(int)]
 * version.
 *
 * @throws IllegalStateException
 *             If a subclass calls this constructor.
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*/

/**
 * Constructs a new {link LocalVariableAnnotationNode}. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * {link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
 * version.
 *
 * @param typeRef
 * a reference to the annotated type. See {link TypeReference}.
 *
 * @param typePath
 * the path to the annotated type argument, wildcard bound, array
element type, or static inner type within 'typeRef'. May be
 * <tt>null</tt> if the annotation targets 'typeRef' as a whole.
 *
 * @param start
 * the fist instructions corresponding to the continuous ranges
 * that make the scope of this local variable (inclusive).
 *
 * @param end
 * the last instructions corresponding to the continuous ranges
 * that make the scope of this local variable (exclusive). This
 * array must have the same size as the 'start' array.
 *
 * @param index
 * the local variable's index in each range. This array must have
 * the same size as the 'start' array.
 *
 * @param desc
 * the class descriptor of the annotation class.
 */

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jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.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#getName()}). May be
   *      <tt>null</tt>.
   * @throws IllegalStateException
   */
* If a subclass calls this constructor.
*/

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

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* /opt/cola/permits/1138552962_1614290560.59/0/asm-commons-6-0-sources-1-
  jar/org/objectweb/asm/tree/ModuleNode.java
* /opt/cola/permits/1138552962_1614290560.59/0/asm-commons-6-0-sources-1-
  jar/org/objectweb/asm/commons/StaticInitMerger.java
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  jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /opt/cola/permits/1138552962_1614290560.59/0/asm-commons-6-0-sources-1-
  jar/org/objectweb/asm/util/CheckModuleAdapter.java
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  jar/org/objectweb/asm/tree/LineNumberNode.java
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  jar/org/objectweb/asm/tree/FieldNode.java
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  jar/org/objectweb/asm/tree/ModuleProvideNode.java
* /opt/cola/permits/1138552962_1614290560.59/0/asm-commons-6-0-sources-1-
  jar/org/objectweb/asm/commons/InstructionAdapter.java
* /opt/cola/permits/1138552962_1614290560.59/0/asm-commons-6-0-sources-1-
  jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
* /opt/cola/permits/1138552962_1614290560.59/0/asm-commons-6-0-sources-1-
  jar/org/objectweb/asm/tools/Retrofitter.java
* /opt/cola/permits/1138552962_1614290560.59/0/asm-commons-6-0-sources-1-
  jar/org/objectweb/asm/tree/ModuleProvideNode.java
* /opt/cola/permits/1138552962_1614290560.59/0/asm-commons-6-0-sources-1-
  jar/org/objectweb/asm/commons/InstructionAdapter.java
* /opt/cola/permits/1138552962_1614290560.59/0/asm-commons-6-0-sources-1-
  jar/org/objectweb/asm/commons/AnnotationRemapper.java
* /opt/cola/permits/1138552962_1614290560.59/0/asm-commons-6-0-sources-1-
  jar/org/objectweb/asm/MethodWriter.java
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/**
 * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
 * version.
 *
 * @param owner
 *       the owner's class name.
 * @param access
 *       the method's access flags (see {@link Opcodes}).
 * @param name
 *       the method's name.
 * @param desc
 *       the method's descriptor (see {@link Type}).
 * @param mv
 *       the method visitor to which this adapter delegates calls. May
 *       be <tt>null</tt>.
 * @throws IllegalStateException
 *       If a subclass calls this constructor.
 */

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/**
 * Creates a new {@link GeneratorAdapter}. <i>Subclasses must not use this
 * constructor</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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  jar/org/objectweb/asm/tree/package.html
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1.2413 jersey-container-servlet 2.26

1.2414 console-control-strings 1.1.0
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* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/handler/AbstractHandlerMapping.java
* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/mvc/method/annotation/PathVariableAdviceAdapter.java
* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/mvc/method/annotation/PathVariableAdvice.java
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* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/view/tiles3/SpringBeanPreparerFactory.java
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* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/config/DefaultServletHandlerBeanDefinitionParser.java
* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/resource/ResourceTransformer.java
* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurerAdapter.java
* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/config/InterceptorsBeanDefinitionParser.java
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jar/org/springframework/web/servlet/mvc/method/annotation/UriComponentsBuilderMethodArgumentResolver.java
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/**
* XSLT-driven View that allows for response context to be rendered as the
* result of an XSLT transformation.
*
* <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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* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/HandlerExecutionChain.java
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* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/function/AsyncServerResponse.java
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* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/config/annotation/CorsRegistry.java
* /opt/cola/permits/1154208287_1618820196.28/0/spring-webmvc-5-3-6-sources-jar/org/springframework/web/servlet/config/annotation/ViewResolverRegistry.java
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 * A contract for inspecting and potentially modifying request data values such
* as URL query parameters or form field values before they are rendered by a
* view or before a redirect.
*
* <p>Implementations may use this contract for example as part of a solution
* 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.
*
* <p>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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 */

Found in path(s):
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/context/repository/ContextRepository.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/context/repository/DefaultRepositoryRegistry.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/context/repository/RepositoryRegistry.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/context/repository/RepositoryRegistryList.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/context/repository/RepositorySupport.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/context/repository/RequestContextHolderRepository.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/context/repository/RequestContextHolderRepository.java
jar/org/springframework/http/client/AbstractClientHttpRequestFactoryWrapper.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/bind/annotation/RequestMethod.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/http/converter/HttpMessageNotWritableException.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/bind/support/SpringWebConstraintValidatorFactory.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/filter/RequestContextFilter.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/util/HttpSessionMutexListener.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/bind/annotation/SessionAttributes.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/server/WebFilterChain.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/filter/CommonsRequestLoggingFilter.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/server/WebFilter.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/multipart/MultipartResolver.java

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org.springframework.web.server.adapter.WebHttpHandlerBuilder$SpringWebBlockHoundIntegration

Found in path(s):
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/META-INF/services/reactor.blockhound.integration.BlockHoundIntegration

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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
#
# MIME type (lowercased)Extensions
# ===============================================================
# application/1d-interleaved-parityfec
# application/3gpdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
# application/alto-endpointprop+json
# application/alto-endpointpropparams+json
# application/alto-error+json
# application/alto-networkmap+json
# application/alto-networkmapfilter+json
# application/aml
application/andrew-insetez
# application/applefile
application/applixwareaw
# application/atf
# application/atfx
application/atom+xml
application/atomcat+xml
# application/atomdeleted+xml
# application/atomicmail
application/atomsvc+xml
# application/atxml
# application/auth-policy+xml
# application/bacnet-xdd+zip
# application/batch-smtp
# application/beep+xml
# application/calendar+json
# application/calendar+xml
# application/call-completion
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# application/ccmp+xml
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# application/ccx+xml
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<td>application/cdmi-object</td>
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<td># application/cdni</td>
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<td># application/cea</td>
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<td># application/conference-info+xml</td>
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</tr>
<tr>
<td># application/edi-consent</td>
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<td># application/edi-x12</td>
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<td># application/edifact</td>
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<td>Emergency Call Data Comment XML</td>
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<td>Emergency Call Data Service Info XML</td>
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<td>Emergency Call Data Subscriber Info XML</td>
</tr>
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<td>application/emma+xml</td>
<td>Emma XML</td>
</tr>
</tbody>
</table>
# application/emotionml+xml
# application/encaprtpt
# application/epp+xml
application/epub+zip	epub
# application/eshop
# application/example
application/exi
# application/fastinfoset
# application/fastsoap
# application/ftd+xml
# application/fits
# application/font-sfnt
application/font-tdpfr
application/font-woff
# application/framework-attributes+xml
# application/geo+json
application/gml+xml
gml
application/gpx+xml
gpx
application/gxf
gxf
# application/gzip
# application/h224
# application/held+xml
# application/http
application/hyperstudio
# application/ibe-key-request+xml
# application/ibe-pkg-reply+xml
# application/ibe-pp-data
# application/iges
# application/im-iscomposing+xml
# application/index
# application/index.cmd
# application/index.obj
# application/index.response
# application/index.vnd
application/inkml+xml
ink inkml
# application/iotp
application/ipfix
# application/ipp
# application/isup
# application/its+xml
application/java-archive
jar
application/java-serialized-object
ser
application/java-vm
class
application/javascript
js
# application/jose
# application/jose+json
# application/jrd+json
application/json
# application/json-patch+json
# application/json-seq
application/jsonml+json
# application/jwk+json
# application/jwk-set+json
# application/jwt
# application/kpml-request+xml
# application/kpml-response+xml
# application/ld+json
# application/lgr+xml
# application/link-format
# application/load-control+xml
application/lost+xml
# application/lostsync+xml
# application/lxf
application/mac-binhex40
application/mac-compactpro
t		cpt
# application/macwriteii
application/mads+xml
application/marc
application/marcxml+xml
application/marcxml+json
application/mbox
# application/media-policy-dataset+xml
# application/media_control+xml
application/mediaservercontrol+xml
t		mscml
# application/merge-patch+json
application/metalink+xml
application/metalink4+xml
application/mets+xml
# application/mf4
# application/mikey
application/mods+xml
# application/moss-keys
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  15024
# application/vnd.nokia.landmarkcollection+xml
# application/vnd.nokia.n-gage.ac+xml
application/vnd.nokia.n-gage.datangdat
application/vnd.nokia.n-gage.symbian.installn-gage
# application/vnd.nokia.ncd
# application/vnd.nokia.pcd+wbxml
# application/vnd.nokia.pcd+xml
application/vnd.nokia.radio-preset
application/vnd.nokia.radio-presets
application/vnd.novadigm.edmdm
application/vnd.novadigm.edxed
application/vnd.novadigm.extext
# application/vnd.ntt-local.content-share
# application/vnd.ntt-local.file-transfer
# application/vnd.ntt-local.ogw_remote-access
# application/vnd.ntt-local.sip-ta_remote
# application/vnd.ntt-local.sip-ta_tcp_stream
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todc
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# application/watcherinfo+xml
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# audio/vnd.cisco.nse
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# audio/vnd.dolby.heaac.2
# audio/vnd.dolby.mlp
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# audio/vnd.dolby.pl2x
# audio/vnd.dolby.pl2z
# audio/vnd.dolby.pulse.1
audio/vnd.dradra
# video/vnd.sealed.swf
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video/vnd.uvvu.mp4 uvvu
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x-conference/x-cooltalkice

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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.
*/

Found in path(s):
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-
  jar/org/springframework/web/server/ServerWebExchange.java
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  jar/org/springframework/web/bind/support/SessionStatus.java
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jar/org/springframework/web/method/annotation/RequestHeaderMethodArgumentResolver.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/http/codec/DecoderHttpMessageReader.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/cors/reactive/PreFlightRequestHandler.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/http/codec/json/KotlinSerializationJsonDecoder.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/server/adapter/WebHttpHandlerBuilder.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/bind/MissingRequestValueException.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/context/support/ServletConfigPropertySource.java

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* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources.jar/org/springframework/web/context/RequestScope.java
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* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/remoting/caucho/HessianExporter.java
* /opt/cola/permits/1154208242_1618820271.54/0/spring-web-5-3-6-sources-jar/org/springframework/web/method/annotation/ErrorsMethodArgumentResolver.java
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* /opt/cola/permits/1139489424_1614631423.23/0/spring-beans-5-1-0-release-sources-2-jar/org/springframework/beans/factory/serviceloader/ServiceLoaderFactoryBean.java
* /opt/cola/permits/1139489424_1614631423.23/0/spring-beans-5-1-0-release-sources-2-jar/org/springframework/beans/factory/parsing/DefaultsDefinition.java
* /opt/cola/permits/1139489424_1614631423.23/0/spring-beans-5-1-0-release-sources-2-jar/org/springframework/beans/factory/serviceloader/ServiceFactoryBean.java
* /opt/cola/permits/1139489424_1614631423.23/0/spring-beans-5-1-0-release-sources-2-jar/org/springframework/beans/PropertyValuesEditor.java

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 * Constructs a new {@link GeneratorAdapter}. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
 * version.
 *
 * @param methodVisitor 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 descriptor the method's descriptor (see {@link Type}).
 * @throws IllegalStateException if a subclass calls this constructor.
 */

Found in path(s):
* /opt/cola/permits/1136136916_1613688557.01/0/asm-commons-8-0-1-sources-2-
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/**
 * Constructs a new {@link SerialVersionUIDAdder}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the {@link #VersionUIDAdder(int, ClassVisitor)}
 * version.
 *
 * @param classVisitor a {@link ClassVisitor} to which this visitor will delegate calls.
 * @throws IllegalStateException If a subclass calls this constructor.
 */

Found in path(s):
* /opt/cola/permits/1136136916_1613688557.01/0/asm-commons-8-0-1-sources-2-
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/**
 * Constructs a new {@link LocalVariablesSorter}. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the {@link #LocalVariablesSorter(int, int, String, MethodVisitor)}
 * version.
 *
 * @param access access flags of the adapted method.
 * @param descriptor the method's descriptor (see {@link Type}).
 * @param methodVisitor the method visitor to which this adapter delegates calls.
 * @throws IllegalStateException if a subclass calls this constructor.
 */

Found in path(s):
* /opt/cola/permits/1136136916_161368557.01/0/asm-commons-8-0-1-sources-2-
jar/org/objectweb/asm/commons/LocalVariablesSorter.java

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jar/org/objectweb/asm/commons/SimpleRemapper.java
* /opt/cola/permits/1136136916_161368557.01/0/asm-commons-8-0-1-sources-2-
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* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/provider/FromNativeType.java
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* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/provider/NativeVariable.java
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* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/mapper/SigType.java
* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/mapper/AnnotationTypeMapper.java
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* /opt/cola/permissions/1104263381_1604557593.07/jnr-ffi-2-1-15-sources-
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* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/provider/jffi/NativeFunctionMapperContext.java
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jar/jnr/ffi/provider/ffi/NativeFinalizer.java
* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/provider/ffi/NoTrace.java
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* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/provider/jffi/PrimitiveArrayParameterStrategy.java
* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/provider/jffi/X86Disassembler.java

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* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/provider/jffi/NativeClosureFactory.java
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* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/provider/jffi/ClosureUtil.java
* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/annotations/Delegate.java

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* /opt/cola/permits/1104263381_1604557593.07/0/jnr-ffi-2-1-15-sources-jar/jnr/ffi/util/AnnotationProperty.java

1.2457 jersey-servlet 1.19.3

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1.2469 findutils 4.6.0+git+20190209 2

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* 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.

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jar/ org/springframework/web/jsf/DecoratingNavigationHandler.java
* /opt/ cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-
jar/ org/springframework/web/context/ConfigurableWebEnvironment.java
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# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
# application/alto-endpointprop+json
# application/alto-endpointpropparams+json
# application/alto-error+json
# application/alto-networkmap+json
# application/alto-networkmapfilter+json
# application/aml
# application/andrew-insetez
# application/applefile
application/applixware
# application/atf
# application/atfx
application/atom+xml
application/atomcat+xml
# application/atomdeleted+xml
# application/atomicmail
application/atomsvc+xml
# application/axml
# application/auth-policy+xml
# application/bacnet-xdd+xml
# application/batch-smtp
# application/beep+xml
# application/calendar+json
# application/calendar+xml
# application/call-completion
# application/cals-1840
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cdmia
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# application/cea
# application/eea-2018+xml
# application/cellml+xml
# application/cfw
# application/cms
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# application/commonground
# application/conference-info+xml
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# application/csrattrs
# application/csta+xml
# application/cstadata+xml
# application/csvm+json
application/cu-seeme
# application/cybercash
# application/dash+xml
# application/dashdelta
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application/resource-lists-diff+xml
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application/rls-services+xml
application/rpki-ghostbusters+gbr
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application/rpki-roa+roa
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application/sbml+xml
# application/scaip+xml
# application/scim+xml
application/scvp-cv-request+scq
application/scvp-cv-response+scs
application/scvp-vp-request+spq
application/scvp-vp-response+spp
application/sdp
# application/sep+xml
# application/sep-exi
# application/session-info
# application/set-payment
application/set-payment-initiation+setpay
# application/set-registration
application/set-registration-initiation+setreg
# application/sgml
# application/sgml-open-catalog
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# image/naplps
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image/prs.btifbtif
# image/prs.pti
# image/pwg-raster
image/sgisgi
image/svg+xmlsvg svgz
# image/t38
image/tifftiff tif
# image/tiff-fx
image/vnd.adobe.photoshoppsd
# image/vnd.airzip.accelerator.azv
# image/vnd.cns.inf2
image/vnd.dece.graphic/uvvi uvg uvg
image/vnd.djvudjvudjv
image/vnd.dvb.subtitle
image/vnd.dwg
image/vnd.dxf
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<td>message/global-disposition-notification</td>
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<tr>
<td>message/global-headers</td>
</tr>
<tr>
<td>message/http</td>
</tr>
<tr>
<td>message/imdn+xml</td>
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<tr>
<td>message/news</td>
</tr>
<tr>
<td>message/partial</td>
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<tr>
<td>message/rfc822eml mime</td>
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<tr>
<td>message/s-http</td>
</tr>
<tr>
<td>message/sip</td>
</tr>
<tr>
<td>message/sipfrag</td>
</tr>
<tr>
<td>message/tracking-status</td>
</tr>
<tr>
<td>message/vnd.si.simp</td>
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<tr>
<td>message/vnd.wfa.wsc</td>
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<tr>
<td>model/gltf+json</td>
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<tr>
<td>model/igesigs iges</td>
</tr>
<tr>
<td>model/meshmsh mesh silo</td>
</tr>
<tr>
<td>model/vnd.collada+xml/dae</td>
</tr>
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<td>model/vnd.gs.gdl</td>
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<td>model/vnd.mts/mts</td>
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<td>multipart/byteranges</td>
</tr>
<tr>
<td>multipart/digest</td>
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<tr>
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<td>multipart/mixed</td>
</tr>
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</table>
# video/vnd.directv.mpeg-tts
# video/vnd.dlna.mpeg-tts
video/vnd.dvb.file	dvb
# video/vnd.fvt	fvt
# video/vnd.iptvforum.1dparityfec-1010
# video/vnd.iptvforum.1dparityfec-2005
# video/vnd.iptvforum.2dparityfec-1010
# video/vnd.iptvforum.2dparityfec-2005
# video/vnd.iptvforum.ttsave
# video/vnd.iptvforum.ttsmpeg2
# video/vnd.motorola.video
# video/vnd.mpegurlmxu m4u
video/vnd.ms-playready.media.pyvpyv
# video/vnd.nokia.interleaved-multimedia
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# video/vnd.objectvideo
# video/vnd.radgametools.bink
# video/vnd.radgametools.smacker
# video/vnd.sealed.mpeg1
# video/vnd.sealed.mpeg4
# video/vnd.sealed.swf
# video/vnd.sealedmedia.softseal.mov
video/vnd.uvu.mp4 uvu uvvu
video/vnd.vivoviv
# video/vp8
video/webmwebm
video/x-f4vf4v
video/x-flifli
video/x-flvf1v
video/x-m4vm4v
video/x-matroskamkv mk3d mks
video/x-mngmng
video/x-ms-asfasf asx
video/x-ms-vobvob
video/x-ms-wmmw
video/x-ms-wmvwmv
video/x-ms-wmxwmx
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video/x-msvideoavi
video/x-sgi-moviemovie
video/x-smvsmv
x-conference/x-cooltalkice

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* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-
jar/org/springframework/http/codec/HttpMessageWriter.java
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Jar/otherframeswork/web/method/support/HandlerMethodArgumentResolver.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-
jar/org/springframework/web/context/support/ServletConfigPropertySource.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-
jar/org/springframework/web/context/ConfigurableWebApplicationContext.java
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jar/org/springframework/http/client/ClientHttpRequest.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-
jar/org/springframework/web/context/support/ServletContextPropertySource.java
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jar/org/springframework/http/server/ServerHttpAsyncRequestControl.java
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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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* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/server/WebExceptionHandler.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/context/annotation/RequestScope.java
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* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/server/session/WebSessionIdResolver.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/context/request/SessionScope.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/context/request/FacesWebRequest.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/http/ReactiveHttpInputMessage.java
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* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/bind/support/DefaultDataBinderFactory.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/context/request/WebRequestInterceptor.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/multipart/MultipartRequest.java
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* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/bind/annotation/ControllerAdvice.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/http/client/SimpleClientHttpResponse.java
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* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/method/annotation/ErrorsMethodArgumentResolver.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/client/AsyncRestTemplate.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/util/pattern/CaptureTheRestPathElement.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/session/HttpSessionRequiredException.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/filter/HttpPutFormContentFilter.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/bind/annotation/MatrixVariable.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/filter/CharacterEncodingFilter.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-jar/org/springframework/web/util/UriTemplateHandler.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/remoting/jaxws/LocalJaxWsServiceFactory.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/bind/UnsatisfiedServletRequestParameterException.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/util/pattern/WildcardPathElement.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/context/request/async/WebAsyncUtils.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/http/client/Netty4ClientHttpRequestFactory.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/multipart/support/StandardServletMultipartResolver.java
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* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/server/session/CookieWebSessionIdResolver.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/context/request/FacesRequestAttributes.java
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* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/context/support/GroovyWebApplicationContext.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1.jar/org/springframework/web/util/pattern/SeparatorPathElement.java
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  jar/org/springframework/http/server/ServerHttpResponse.java
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  jar/org/springframework/web/HttpMediaTypeException.java

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  jar/org/springframework/http/ReadOnlyHttpHeaders.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-
  jar/org/springframework/http/client/reactive/JettyClientHttpRequest.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-
  jar/org/springframework/http/client/reactive/ReactorResourceFactory.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-
  jar/org/springframework/web/server/NotAcceptableStatusException.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-
  jar/org/springframework/http/converter/AbstractHttpMessageConverter.java
* /opt/cola/permits/1202864018_1631645115.56/0/spring-web-5-3-5-sources-1-
  jar/org/springframework/http/client/SimpleClientHttpRequestFactory.java
1.2475 @redux-beacon/logger 1.0.0

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1.2477 jetty-jaspi 9.4.12.v20180830

1.2478 commons-io 2.8.0

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1.2481 amqp-client 4.0.3

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Installation
-------------

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.. code-block:: bash

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Release History
----------------

2021-01-26 Version 0.6.21
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**Bug Fixes**

- Fixes `failsafe_deserialize` introduced in `0.6.20` #232

2021-01-25 Version 0.6.20
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**Features**

- Add `failsafe_deserialize` method to the `Deserializer` object. #232
- Serialize `datetime`, `date`, `time`, `timedelta` and `Decimal` correctly when serializing `object`. #224
2020-09-08 Version 0.6.19
+++++++++++++++++++++++++

**Bugfixes**

- Fix serialization of random Model object  #220
- Fix serialization of unicode string in Py2 and object mode #221

2020-07-27 Version 0.6.18
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**Features**

- Add support for attributes/text in the same XML node  #218

2020-06-25 Version 0.6.17
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**Bugfixes**

- Fix XML and discriminator  #214

2020-06-09 Version 0.6.16
+++++++++++++++++++++++++

**Bugfixes**

- Fix XML parsing with namespaces and attributes  #209

**Features**

- Add py.typed for mypy support

2020-06-04 Version 0.6.15
+++++++++++++++++++++++++

**Bugfixes**

- Fix RFC regression introduced in 0.6.14 (RFC parse date are no longer pickable)  #208
- Fix XML parsing with namespaces  #206

Thanks to ivanst0 for the contribution
2020-05-18 Version 0.6.14
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**Bugfixes**

- Fix "from_dict" in some complex flattening scenario #204
- Fix RFC date parsing if machine locale is not English #201

2020-04-07 Version 0.6.13
+++++++++++++++++++++++++

**Bugfixes**

- Fix deserializer and flattening if intermediate node is None #198
- Fix validation exception message for minimum/maximum checks #199

2020-04-06 Version 0.6.12
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**Features**

- Add "time" serializer/deserializer #196

2020-01-30 Version 0.6.11
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**Features**

- XML mode can now be enabled even if the given Model has no XML metadata #184
- Add Kerberos Authentication #186
- Improve error message if expected type is dictionary and something else is provided #188

**Bugfixes**

- Fix comma separated serialization of array in query #186
- Fix validation of basic types in some complex scenario #189

Thanks to catatonicprime for the contribution

2019-09-04 Version 0.6.10
+++++++++++++++++++++++++

**Features**

- XML mode now supports OpenAPI additional properties #174
**Bugfixes**

- Accept "is_xml" kwargs to force XML serialization #178
- Disable XML deserialization if received element is not an ElementTree #178
- A "null" enum deserialize as None, and not "None" anymore #173
- Fix some UTF8 encoding issue in Python 2.7 and XML mode #172

2019-07-24 Version 0.6.9
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**Features**

- Accept extensions of JSON mimetype as valid JSON #167

2019-06-24 Version 0.6.8
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**Bugfixes**

- Impossible to serialize XML if model contains UTF8 characters on Python 2.7 #165
- Impossible to deserialize a HTTP response as XML if body contains UTF8 characters on Python 2.7 #165
- Loading a serialized configuration fails with NameError on NoOptionError #162

Thanks to cclauss for the contribution

2019-06-12 Version 0.6.7
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**Features**

- Add DomainCredentials credentials for EventGrid

Thanks to kalyanaj for the contribution

2019-03-21 Version 0.6.6
+++++++++++++++++++++++ 

**Bugfixes**

- Make 0.6.x series compatible with pyinstaller again
- sdist now includes tests

Thanks to dotlambda for the contribution

2019-03-11 Version 0.6.5
+++++++++++++++++++++++
**Bugfixes**

- Fix list of integers serialization if div is provided #151
- Fix parsing of UTF8 with BOM #145

Thanks to eduardomourar for the contribution

2019-01-09 Version 0.6.4
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**Bugfixes**

- Fix regression on credentials configuration if used outside of Autorest scope #135

2019-01-08 Version 0.6.3
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**Features**

- Updated **experimental** async support. Requires Autorest.Python 4.0.64.

2018-11-19 Version 0.6.2
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**Bugfixes**

- Fix circular dependency in TYPE_CHECKING mode #128

2018-10-15 Version 0.6.1
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**Bugfixes**

- Remove unecessary verbose "warnings" log #126

2018-10-02 Version 0.6.0
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**Features**

- The environment variable AZURE_HTTP_USER_AGENT, if present, is now injected part of the UserAgent
- New **preview** msrest.universal_http module. Provide tools to generic HTTP management (sync/async, requests/aiohttp, etc.)
- New **preview** msrest.pipeline implementation:

  - A Pipeline is an ordered list of Policies than can process an HTTP request and response in a generic way.
  - More details in the wiki page about Pipeline: https://github.com/Azure/msrest-for-python/wiki/msrest-0.6.0--Pipeline
- Adding new attributes to Configuration instance:
  - http_logger_policy - Policy to handle HTTP logging
  - user_agent_policy - Policy to handle UserAgent
  - pipeline - The current pipeline used by the SDK client
  - async_pipeline - The current async pipeline used by the async SDK client

- Installing "msrest[async]" now installs the **experimental** async support. Works ONLY for Autorest.Python 4.0.63.

**Breaking changes**

- The HTTPDriver API introduced in 0.5.0 has been replaced by the Pipeline implementation.

- The following classes have been moved from "msrest.pipeline" to "msrest.universal_http":
  - ClientRedirectPolicy
  - ClientProxies
  - ClientConnection

- The following classes have been moved from "msrest.pipeline" to "msrest.universal_http.requests":
  - ClientRetryPolicy

**Bugfixes**

- Fix "long" on Python 2 if used with the "object" type #121

Thanks to robgolding for the contribution

2018-09-04 Version 0.5.5
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**Bugfixes**

- Fix a serialization issue if additional_properties is declared, and "automatic model" syntax is used ("automatic model" being the ability to pass a dict to command and have the model auto-created) # 120

2018-07-12 Version 0.5.4
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**Features**

- Support additionalProperties and XML

**BugFixes**
- Better parse empty node and not string types
- Improve "object" XML parsing

2018-07-10 Version 0.5.3
+++++++++++++++++++++++

**BugFixes**

- Fix some XML serialization subtle scenarios

2018-07-09 Version 0.5.2
+++++++++++++++++++++++

**Features**

- deserialize/from_dict now accepts a content-type parameter to parse XML strings

**Bugfixes**

- Fix some complex XML Swagger definitions.

This release likely breaks already generated XML SDKs, that needs to be regenerated with autorest.python 3.0.58

2018-06-21 Version 0.5.1
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**Bugfixes**

- Lower Accept header overwrite logging message #110
- Fix 'object' type and XML format

Thanks to dharmab for the contribution

2018-06-12 Version 0.5.0
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**Disclaimer**

This released is designed to be backward compatible with 0.4.x, but there is too many internal refactoring and new features to continue with 0.4.x versionning

**Features**

- Add XML support
- Add many type hints, and MyPY testing on CI.
- HTTP calls are made through a HTTPDriver API. Only implementation is `requests` for now. This driver API is *not* considered stable
and you should pin your msrest version if you want to provide a personal implementation.

**Bugfixes**

- Incorrect milliseconds serialization for some datetime object #94

**Deprecation**

That will trigger a DeprecationWarning if an old Autorest generated code is used.

- `_client.add_header` is deprecated, and `config.headers` should be used instead
- `_client.send_formdata` is deprecated, and `_client.put/get/delete/post + _client.send` should be used instead

2018-04-30 Version 0.4.29

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**Bugfixes**

- Improve `SDKClient.__exit__` to take `exc_details` as optional parameters and not required #93
- `refresh_session` should also use the permanent HTTP session if available #91

2018-04-18 Version 0.4.28

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**Features**

- msrest is now able to keep the "requests.Session" alive for performance. To activate this behavior:

  - Use the final Client as a context manager (requires generation with Autorest.Python 3.0.50 at least)
  - Use `client.config.keep_alive = True` and `client.close()` (requires generation with Autorest.Python 3.0.50 at least)
  - Use `client.config.keep_alive = True` and `client._client.close()` (not recommended, but available in old releases of SDK)

- All Authentication classes now define `signed_session` and `refresh_session` with an optional `session` parameter.
  To take benefits of the session improvement, a subclass of Authentication *MUST* add this optional parameter
  and use it if it's not `None`:

  ```python
  def signed_session(self, session=None):
      session = session or requests.Session()

  # As usual from here.
  ```

2018-03-07 Version 0.4.27

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**Features**

- Disable HTTP log by default (security), add `enable_http_log` to restore it #86

**BugFixes**

- Fix incorrect date parsing if ms precision is over 6 digits #82

2018-01-30 Version 0.4.26
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**Features**

- Add TopicCredentials for EventGrid client

**Bugfixes**

- Fix minimal dependency of isodate
- Fix serialisation from dict if datetime provided

2018-01-08 Version 0.4.25
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**Features**

- Add LROPoller class. This is a customizable LRO engine.
  This is the poller engine of Autorest.Python 3.0, and is not used by code generated by previous Autorest version.

2018-01-03 Version 0.4.24
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**Bugfixes**

- Date parsing is now compliant with Autorest / Swagger 2.0 specification (less lenient)

**Internal optimisation**

- Call that does not return a streamable object are now executed in requests stream mode False (was True whatever the type of the call).
  This should reduce the number of leaked opened session and allow urllib3 to manage connection pooling more efficiently.
  Only clients generated with Autorest.Python >= 2.1.31 (not impacted otherwise, fully backward compatible)

2017-12-21 Version 0.4.23
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**Bugfixes**
- Accept to deserialize enum of different type if content string match #75
- Stop failing on deserialization if enum string is unkown. Return the string instead.

**Features**

- Model now accept kwargs in constructor for future kwargs models

2017-12-15 Version 0.4.22
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**Bugfixes**

- Do not validate additional_properties #73
- Improve validation error if expected type is dict, but actual type is not #73

2017-12-14 Version 0.4.21
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**Bugfixes**

- Fix additional_properties if Swagger was flatten #72

2017-12-13 Version 0.4.20
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**Features**

- Add support for additional_properties
  - By default, all additional_properties are kept.
  - Additional properties are sent to the server only if it was specified in the Swagger,
    or if "enable_additional_properties_sending" is called on the model we want it.
    This is a class method that enables it for all instance of this model.

2017-11-20 Version 0.4.19
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**Features**

- The interpretation of Swagger 2.0 "discriminator" is now lenient. This means for these two scenarios:
  - Discriminator value is missing from the received payload
  - Discriminator value is not defined in the Swagger

Instead of failing with an exception, this now returns the base type for this "discriminator".

Note that this is not a contradiction of the Swagger 2.0 spec, that specifies
"validation SHOULD fail [...] there may exist valid reasons in particular circumstances to ignore a particular item, but the full implications must be understood and carefully weighed before choosing a different course."

This cannot be configured for now and is the new default behavior, but can be in the future if needed.

**Bugfixes**

- Optional formdata parameters were raising an exception (#65)
- "application/x-www-form-urlencoded" form was sent using "multipart/form-data". This causes problems if the server does not support "multipart/form-data" (#66)

2017-10-26 Version 0.4.18
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**Features**

- Add ApiKeyCredentials class. This can be used to support OpenAPI ApiKey feature.
- Add CognitiveServicesAuthentication class. Pre-declared ApiKeyCredentials class for Cognitive Services.

2017-10-12 Version 0.4.17
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**Features**

This make Authentication classes more consistent:

- OAuthTokenAuthentication is now a subclass of BasicTokenAuthentication (was Authentication)
- BasicTokenAuthentication has now a "set_token" methods that does nothing.

This allows test like "isinstance(o, BasicTokenAuthentication)" to be guaranted that the following attributes exists:

- token
- set_token()
- signed_session()

This means for users of "msrestazure", that they are guaranted that all AD classes somehow inherits from "BasicTokenAuthentication"

2017-10-05 Version 0.4.16
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**Bugfixes**

- Fix regression: accept "set<str>" as a valid "[str]" (#60)

2017-09-28 Version 0.4.15
**Bugfixes**

- Always log response body (#16)
- Improved exception message if error JSON is Odata v4 (#55)
- Refuse "str" as a valid "[str]" type (#41)
- Better exception handling if input from server is not JSON valid

**Features**

- Add Configuration.session_configuration_callback to customize the requests.Session if necessary (#52)
- Add a flag to Serializer to disable client-side-validation (#51)
- Remove "import requests" from "exceptions.py" for apps that require fast loading time (#23)

Thank you to jayden-at-arista for the contribution

2017-08-23 Version 0.4.14

**Bugfixes**

- Fix regression introduced in msrest 0.4.12 - dict syntax with enum modeled as string and enum used

2017-08-22 Version 0.4.13

**Bugfixes**

- Fix regression introduced in msrest 0.4.12 - dict syntax using isodate.Duration (#42)

2017-08-21 Version 0.4.12

**Features**

- Input is now more lenient
- Model have a "validate" method to check content constraints
- Model have now 4 new methods:
  - "serialize" that gives the RestAPI that will be sent
  - "as_dict" that returns a dict version of the Model. Callbacks are available.
  - "deserialize" the parses the RestAPI JSON into a Model
  - "from_dict" that parses several dict syntax into a Model. Callbacks are available.

More details and examples in the Wiki article on Github:
https://github.com/Azure/msrest-for-python/wiki/msrest-0.4.12---Serialization-change
**Bugfixes**

- Better Enum checking (#38)

2017-06-21 Version 0.4.11

```
+-----------------------------------------+
```

**Bugfixes**

- Fix incorrect dependency to "requests" 2.14.x, instead of 2.x meant in 0.4.8

2017-06-15 Version 0.4.10

```
+-----------------------------------------+
```

**Features**

- Add requests hooks to configuration

2017-06-08 Version 0.4.9

```
+-----------------------------------------+
```

**Bugfixes**

- Accept "null" value for paging array as an empty list and do not raise (#30)

2017-05-22 Version 0.4.8

```
+-----------------------------------------+
```

**Bugfixes**

- Fix random "pool is closed" error (#29)
- Fix requests dependency to version 2.x, since version 3.x is announced to be breaking.

2017-04-04 Version 0.4.7

```
+-----------------------------------------+
```

**BugFixes**

- Refactor paging #22:
  - "next" is renamed "advance_page" and "next" returns only 1 element (Python 2 expected behavior)
  - paging objects are now real generator and support the "next()" built-in function without need for "iter()"
  - Raise accurate DeserialisationError on incorrect RestAPI discriminator usage #27
  - Fix discriminator usage of the base class name #27
  - Remove default mutable arguments in Clients #20
  - Fix object comparison in some scenarios #24
2017-03-06 Version 0.4.6
+++++++++++++++++++++

**Bugfixes**

- Allow Model sub-classes to be serialized if type is "object"

2017-02-13 Version 0.4.5
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**Bugfixes**

- Fix polymorphic deserialization #11
- Fix regexp validation if \w is used in Python 2.7 #13
- Fix dict deserialization if keys are unicode in Python 2.7

**Improvements**

- Add polymorphic serialisation from dict objects
- Remove chardet and use HTTP charset declaration (fallback to utf8)

2016-09-14 Version 0.4.4
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**Bugfixes**

- Remove paging URL validation, part of fix https://github.com/Azure/autorest/pull/1420

**Disclaimer**

In order to get paging fixes for impacted clients, you need this package and Autorest > 0.17.0 Nightly 20160913

2016-09-01 Version 0.4.3
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**Bugfixes**

- Better exception message (https://github.com/Azure/autorest/pull/1300)

2016-08-15 Version 0.4.2
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**Bugfixes**

- Fix serialization if "object" type contains None (https://github.com/Azure/autorest/issues/1353)

2016-08-08 Version 0.4.1
++++++++++++++++++++++
**Bugfixes**

- Fix compatibility issues with requests 2.11.0 (https://github.com/Azure/autorest/issues/1337)
- Allow url of ClientRequest to have parameters (https://github.com/Azure/autorest/issues/1217)

2016-05-25 Version 0.4.0
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This version has no bug fixes, but implements new features of Autorest:
- Base64 url type
- unixtime type
- x-ms-enum modelAsString flag

**Behaviour changes**

- Add Platform information in UserAgent
- Needs Autorest > 0.17.0 Nightly 20160525

2016-04-26 Version 0.3.0
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**Bugfixes**

- Read only values are no longer in __init__ or sent to the server (https://github.com/Azure/autorest/pull/959)
- Useless kwarg removed

**Behaviour changes**

- Needs Autorest > 0.16.0 Nightly 20160426

2016-03-25 Version 0.2.0
++++++++++++++++++++++++++++++++++++++++++++++++

**Bugfixes**

- Manage integer enum values (https://github.com/Azure/autorest/pull/879)
- Add missing application/json Accept HTTP header (https://github.com/Azure/azure-sdk-for-python/issues/553)

**Behaviour changes**

- Needs Autorest > 0.16.0 Nightly 20160324

2016-03-21 Version 0.1.3
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**Bugfixes**

- Deserialisation of generic resource if null in JSON (https://github.com/Azure/azure-sdk-for-python/issues/544)

2016-03-14 Version 0.1.2
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**Bugfixes**

- urllib3 side effect (https://github.com/Azure/autorest/issues/824)

2016-03-04 Version 0.1.1
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**Bugfixes**

- Source package corrupted in Pypi (https://github.com/Azure/autorest/issues/799)

2016-03-04 Version 0.1.0
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**Behavioural Changes**

- Removed custom logging set up and configuration. All loggers are now children of the root logger ‘msrest’ with no pre-defined configurations.
- Replaced _required attribute in Model class with more extensive _validation dict.

**Improvement**

- Removed hierarchy scanning for attribute maps from base Model class - relies on generator to populate attribute maps according to hierarchy.
- Base class Paged now inherits from collections.Iterable.
- Data validation during serialization using custom parameters (e.g. max, min etc).
- Added ValidationError to be raised if invalid data encountered during serialization.

2016-02-29 Version 0.0.3
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**Bugfixes**

- Source package corrupted in Pypi (https://github.com/Azure/autorest/issues/718)

2016-02-19 Version 0.0.2
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**Bugfixes**

- Fixed bug in exception logging before logger configured.

2016-02-19 Version 0.0.1

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- Initial release.

Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: Programming Language :: Python :: 3.8
Classifier: Programming Language :: Python :: 3.9
Classifier: License :: OSI Approved :: MIT License
Classifier: Topic :: Software Development
Provides-Extra: async

Found in path(s):
* /opt/cola/permits/1151950619_1618007319.22/0/msrest-0-6-21-tar-gz/msrest-0.6.21/msrest.egg-info/PKG-INFO
* /opt/cola/permits/1151950619_1618007319.22/0/msrest-0-6-21-tar-gz/msrest-0.6.21/PKG-INFO

1.2487 mail 1.5.1

1.2487.1 Available under license:

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1.2488 fast-json-stable-stringify 2.1.0

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1.2489 libhttp-daemon-perl 6.01-3

1.2489.1 Available under license:

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

NAME
  HTTP::Daemon - a simple http server class

SYNOPSIS
  use HTTP::Daemon;
  use HTTP::Status;

  my $d = HTTP::Daemon->new || die;
  print "Please contact me at: <URL: $d->url >\n"
  while (my $c = $d->accept) {
    while (my $r = $c->get_request) {

if ($r->method eq 'GET' and $r->uri->path eq "/xyzzy") {
    # remember, this is *not* recommended practice :-)  
    $c->send_file_response("/etc/passwd");
}
else {
    $c->send_error(RC_FORBIDDEN)
}
$c->close;
undef($c);
}

DESCRIPTION
Instances of the `HTTP::Daemon' class are HTTP/1.1 servers that listen on a socket for incoming requests. The `HTTP::Daemon' is a subclass of `IO::Socket::INET', so you can perform socket operations directly on it too.

The accept() method will return when a connection from a client is available. The returned value will be an `HTTP::Daemon::ClientConn' object which is another `IO::Socket::INET' subclass. Calling the get_request() method on this object will read data from the client and return an `HTTP::Request' object. The ClientConn object also provide methods to send back various responses.

This HTTP daemon does not fork(2) for you. Your application, i.e. the user of the `HTTP::Daemon' is responsible for forking if that is desirable. Also note that the user is responsible for generating responses that conform to the HTTP/1.1 protocol.

The following methods of `HTTP::Daemon' are new (or enhanced) relative to the `IO::Socket::INET' base class:

$d = HTTP::Daemon->new
$d = HTTP::Daemon->new( %opts )
   The constructor method takes the same arguments as the `IO::Socket::INET' constructor, but unlike its base class it can also be called without any arguments. The daemon will then set up a listen queue of 5 connections and allocate some random port number.

A server that wants to bind to some specific address on the standard HTTP port will be constructed like this:

$d = HTTP::Daemon->new(  
    LocalAddr => 'www.thisplace.com',  
    LocalPort => 80,
    )


See IO::Socket::INET for a description of other arguments that can be used configure the daemon during construction.

$c = $d->accept
$c = $d->accept( $pkg )
($c, $peer_addr) = $d->accept

This method works the same the one provided by the base class, but it returns an `HTTP::Daemon::ClientConn' reference by default. If a package name is provided as argument, then the returned object will be blessed into the given class. It is probably a good idea to make that class a subclass of `HTTP::Daemon::ClientConn'.

The accept method will return `undef' if timeouts have been enabled and no connection is made within the given time. The timeout() method is described in IO::Socket.

In list context both the client object and the peer address will be returned; see the description of the accept method IO::Socket for details.

$d->url
Returns a URL string that can be used to access the server root.

$d->product_tokens
Returns the name that this server will use to identify itself. This is the string that is sent with the `Server' response header. The main reason to have this method is that subclasses can override it if they want to use another product name.

The default is the string "libwww-perl-daemon/###" where "###" is replaced with the version number of this module.

The `HTTP::Daemon::ClientConn' is a `IO::Socket::INET' subclass. Instances of this class are returned by the accept() method of `HTTP::Daemon'. The following methods are provided:

$c->get_request
$c->get_request( $headers_only )

This method reads data from the client and turns it into an `HTTP::Request' object which is returned. It returns `undef' if reading fails. If it fails, then the `HTTP::Daemon::ClientConn' object ($c) should be discarded, and you should not try call this method again on it. The $c->reason method might give you some information about why $c->get_request failed.

The get_request() method will normally not return until the whole request has been received from the client. This might not be what you want if the request is an upload of a large file (and with
chunked transfer encoding HTTP can even support infinite request messages - uploading live audio for instance). If you pass a TRUE value as the $headers_only argument, then get_request() will return immediately after parsing the request headers and you are responsible for reading the rest of the request content. If you are going to call $c->get_request again on the same connection you better read the correct number of bytes.

$c->read_buffer
$c->read_buffer( $new_value )
Bytes read by $c->get_request, but not used are placed in the *read buffer*. The next time $c->get_request is called it will consume the bytes in this buffer before reading more data from the network connection itself. The read buffer is invalid after $c->get_request has failed.

If you handle the reading of the request content yourself you need to empty this buffer before you read more and you need to place unconsumed bytes here. You also need this buffer if you implement services like *101 Switching Protocols*.

This method always returns the old buffer content and can optionally replace the buffer content if you pass it an argument.

$c->reason
When $c->get_request returns `undef` you can obtain a short string describing why it happened by calling $c->reason.

$c->proto_ge( $proto )
Return TRUE if the client announced a protocol with version number greater or equal to the given argument. The $proto argument can be a string like "HTTP/1.1" or just "1.1".

$c->antique_client
Return TRUE if the client speaks the HTTP/0.9 protocol. No status code and no headers should be returned to such a client. This should be the same as !$c->proto_ge("HTTP/1.0").

$c->head_request
Return TRUE if the last request was a `HEAD` request. No content body must be generated for these requests.

$c->force_last_request
Make sure that $c->get_request will not try to read more requests off this connection. If you generate a response that is not self delimiting, then you should signal this fact by calling this method.

This attribute is turned on automatically if the client announces
protocol HTTP/1.0 or worse and does not include a "Connection: Keep-Alive" header. It is also turned on automatically when HTTP/1.1 or better clients send the "Connection: close" request header.

$c->send_status_line
$c->send_status_line( $code )
$c->send_status_line( $code, $mess )
$c->send_status_line( $code, $mess, $proto )
Send the status line back to the client. If $code is omitted 200 is assumed. If $mess is omitted, then a message corresponding to $code is inserted. If $proto is missing the content of the $HTTP::Daemon::PROTO variable is used.

$c->send_crlf
Send the CRLF sequence to the client.

$c->send_basic_header
$c->send_basic_header( $code )
$c->send_basic_header( $code, $mess )
$c->send_basic_header( $code, $mess, $proto )
Send the status line and the "Date:" and "Server:" headers back to the client. This header is assumed to be continued and does not end with an empty CRLF line.

See the description of send_status_line() for the description of the accepted arguments.

$c->send_header( $field, $value )
$c->send_header( $field1, $value1, $field2, $value2, ... )
Send one or more header lines.

$c->send_response( $res )
Write a `HTTP::Response' object to the client as a response. We try hard to make sure that the response is self delimiting so that the connection can stay persistent for further request/response exchanges.

The content attribute of the `HTTP::Response' object can be a normal string or a subroutine reference. If it is a subroutine, then whatever this callback routine returns is written back to the client as the response content. The routine will be called until it return an undefined or empty value. If the client is HTTP/1.1 aware then we will use chunked transfer encoding for the response.

$c->send_redirect( $loc )
$c->send_redirect( $loc, $code )
$c->send_redirect( $loc, $code, $entity_body )
Send a redirect response back to the client. The location ($loc) can
be an absolute or relative URL. The $code must be one the redirect status codes, and defaults to "301 Moved Permanently"

$c->send_error
$c->send_error( $code )
$c->send_error( $code, $error_message )
Send an error response back to the client. If the $code is missing a "Bad Request" error is reported. The $error_message is a string that is incorporated in the body of the HTML entity body.

$c->send_file_response( $filename )
Send back a response with the specified $filename as content. If the file is a directory we try to generate an HTML index of it.

$c->send_file( $filename )
$c->send_file( $fd )
Copy the file to the client. The file can be a string (which will be interpreted as a filename) or a reference to an `IO::Handle' or glob.

$c->daemon
Return a reference to the corresponding `HTTP::Daemon' object.

SEE ALSO
RFC 2616
IO::Socket::INET, IO::Socket

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Found in path(s):
* /opt/cola/permits/1141297523_1614969018.38/0/libhttp-daemon-perl-6-01-orig-1-tar-gz/HTTP-Daemon-6.01/README
No license file was found, but licenses were detected in source scan.

=head1 NAME

HTTP::Daemon - a simple http server class

=head1 SYNOPSIS

use HTTP::Daemon;
use HTTP::Status;
my $d = HTTP::Daemon->new || die;
print "Please contact me at: <URL:\n".
while (my $c = $d->accept) {
  while (my $r = $c->get_request) {
    if ($r->method eq 'GET' and $r->uri->path eq '/xyzzy') {
      # remember, this is *not* recommended practice :-)
      $c->send_file_response("/etc/passwd");
    } else {
      $c->send_error(RC_FORBIDDEN)
    }
  }
  $c->close;
  undef($c);
}

=head1 DESCRIPTION

Instances of the C<HTTP::Daemon> class are HTTP/1.1 servers that
listen on a socket for incoming requests. The C<HTTP::Daemon> is a
subclass of C<IO::Socket::INET>, so you can perform socket operations
directly on it too.

The accept() method will return when a connection from a client is
available. The returned value will be an C<HTTP::Daemon::ClientConn>
object which is another C<IO::Socket::INET> subclass. Calling the
get_request() method on this object will read data from the client and
return an C<HTTP::Request> object. The ClientConn object also provide
methods to send back various responses.

This HTTP daemon does not fork(2) for you. Your application, i.e. the
user of the C<HTTP::Daemon> is responsible for forking if that is
desirable. Also note that the user is responsible for generating
responses that conform to the HTTP/1.1 protocol.

The following methods of C<HTTP::Daemon> are new (or enhanced) relative
to the C<IO::Socket::INET> base class:

=over 4

=item $d = HTTP::Daemon->new

=item $d = HTTP::Daemon->new( %opts )

The constructor method takes the same arguments as the
C<IO::Socket::INET> constructor, but unlike its base class it can also
be called without any arguments. The daemon will then set up a listen
queue of 5 connections and allocate some random port number.
A server that wants to bind to some specific address on the standard HTTP port will be constructed like this:

```perl
$d = HTTP::Daemon->new(
    LocalAddr => 'www.thisplace.com',
    LocalPort => 80,
);
```

See L<IO::Socket::INET> for a description of other arguments that can be used configure the daemon during construction.

```perl
=item $c = $d->accept
=item $c = $d->accept( $pkg )
=item ($c, $peer_addr) = $d->accept
```

This method works the same the one provided by the base class, but it returns an C<HTTP::Daemon::ClientConn> reference by default. If a package name is provided as argument, then the returned object will be blessed into the given class. It is probably a good idea to make that class a subclass of C<HTTP::Daemon::ClientConn>.

The accept method will return C<undef> if timeouts have been enabled and no connection is made within the given time. The timeout() method is described in L<IO::Socket>.

In list context both the client object and the peer address will be returned; see the description of the accept method L<IO::Socket> for details.

```perl
=item $d->url
```

Returns a URL string that can be used to access the server root.

```perl
=item $d->product_tokens
```

Returns the name that this server will use to identify itself. This is the string that is sent with the C<Server> response header. The main reason to have this method is that subclasses can override it if they want to use another product name.

The default is the string "libwww-perl-daemon/#.#" where "#.##" is replaced with the version number of this module.
The C<HTTP::Daemon::ClientConn> is a C<IO::Socket::INET> subclass. Instances of this class are returned by the accept() method of C<HTTP::Daemon>. The following methods are provided:

=over 4
=item $c->get_request
=item $c->get_request( $headers_only )

This method reads data from the client and turns it into an C<HTTP::Request> object which is returned. It returns C<undef> if reading fails. If it fails, then the C<HTTP::Daemon::ClientConn> object ($c) should be discarded, and you should not try call this method again on it. The $c->reason method might give you some information about why $c->get_request failed.

The get_request() method will normally not return until the whole request has been received from the client. This might not be what you want if the request is an upload of a large file (and with chunked transfer encoding HTTP can even support infinite request messages - uploading live audio for instance). If you pass a TRUE value as the $headers_only argument, then get_request() will return immediately after parsing the request headers and you are responsible for reading the rest of the request content. If you are going to call $c->get_request again on the same connection you better read the correct number of bytes.

=item $c->read_buffer
=item $c->read_buffer( $new_value )

Bytes read by $c->get_request, but not used are placed in the I<read buffer>. The next time $c->get_request is called it will consume the bytes in this buffer before reading more data from the network connection itself. The read buffer is invalid after $c->get_request has failed.

If you handle the reading of the request content yourself you need to empty this buffer before you read more and you need to place unconsumed bytes here. You also need this buffer if you implement services like I<101 Switching Protocols>.

This method always returns the old buffer content and can optionally replace the buffer content if you pass it an argument.

=item $c->reason
When $c->get_request returns C<undef> you can obtain a short string describing why it happened by calling $c->reason.

=item $c->proto_ge( $proto )

Return TRUE if the client announced a protocol with version number greater or equal to the given argument. The $proto argument can be a string like "HTTP/1.1" or just "1.1".

=item $c->antique_client

Return TRUE if the client speaks the HTTP/0.9 protocol. No status code and no headers should be returned to such a client. This should be the same as !$c->proto_ge("HTTP/1.0").

=item $c->head_request

Return TRUE if the last request was a C<HEAD> request. No content body must be generated for these requests.

=item $c->force_last_request

Make sure that $c->get_request will not try to read more requests off this connection. If you generate a response that is not self delimiting, then you should signal this fact by calling this method.

This attribute is turned on automatically if the client announces protocol HTTP/1.0 or worse and does not include a "Connection: Keep-Alive" header. It is also turned on automatically when HTTP/1.1 or better clients send the "Connection: close" request header.

=item $c->send_status_line

=item $c->send_status_line( $code )

=item $c->send_status_line( $code, $mess )

=item $c->send_status_line( $code, $mess, $proto )

Send the status line back to the client. If $code is omitted 200 is assumed. If $mess is omitted, then a message corresponding to $code is inserted. If $proto is missing the content of the $HTTP::Daemon::PROTO variable is used.

=item $c->send_crlf

Send the CRLF sequence to the client.
Send the status line and the "Date:" and "Server:" headers back to
the client. This header is assumed to be continued and does not end
with an empty CRLF line.

See the description of send_status_line() for the description of the
accepted arguments.

Send one or more header lines.

Write a C<HTTP::Response> object to the
client as a response. We try hard to make sure that the response is
self delimiting so that the connection can stay persistent for further
request/response exchanges.

The content attribute of the C<HTTP::Response> object can be a normal
string or a subroutine reference. If it is a subroutine, then
whatever this callback routine returns is written back to the
client as the response content. The routine will be called until it
return an undefined or empty value. If the client is HTTP/1.1 aware
then we will use chunked transfer encoding for the response.

Send a redirect response back to the client. The location ($loc) can
be an absolute or relative URL. The $code must be one the redirect
status codes, and defaults to "301 Moved Permanently"

Send error

Send an error response back to the client. If the $code is missing a "Bad Request" error is reported. The $error_message is a string that is incorporated in the body of the HTML entity body.

Send back a response with the specified $filename as content. If the file is a directory we try to generate an HTML index of it.

Copy the file to the client. The file can be a string (which will be interpreted as a filename) or a reference to an C<IO::Handle> or glob.

Return a reference to the corresponding C<HTTP::Daemon> object.

SEE ALSO
RFC 2616
L<IO::Socket::INET>, L<IO::Socket>

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# spdx-license-ids


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## Installation

[Download JSON directly](https://raw.githubusercontent.com/shinnn/spdx-license-ids/main/index.json), or [use](https://docs.npmjs.com/cli/install) [npm](https://docs.npmjs.com/about-npm):

```bash
npm install spdx-license-ids
```

## [Node.js](https://nodejs.org/) API

### require('spdx-license-ids')

Type: `string[]`

All license IDs except for the currently deprecated ones.

```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...]

ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true

ids.includes('GPL-3.0'); //=> false
```

### require('spdx-license-ids/deprecated')

Type: `string[]`

Deprecated license IDs.

```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...

deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false
deprecatedIds.includes('GPL-3.0'); //=> true
```

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validate-npm-package-license

Give me a string and I'll tell you if it's a valid npm package license string.

```javascript
var valid = require('validate-npm-package-license');
```

SPDX license identifiers are valid license strings:

```javascript
var assert = require('assert');
var validSPDXExpression = {
  validForNewPackages: true,
  validForOldPackages: true,
  spdx: true
};

assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);
```

The function will return a warning and suggestion for nearly-correct license identifiers:

```javascript
assert.deepEqual(
  valid('Apache 2.0'),
  {
    validForOldPackages: false,
    validForNewPackages: false,
    warnings: [ 
```
license should be ' +
'a valid SPDX license expression (without "LicenseRef"), ' +
"UNLICENSED", or ' +
"SEE LICENSE IN <filename>"',
'license is similar to the valid expression "Apache-2.0"

```
SPDX expressions are valid, too ...

```javascript
// Simple SPDX license expression for dual licensing
assert.deepEqual(
valid('(GPL-3.0-only OR BSD-2-Clause)'),
validSPDXExpression
);
```

... except if they contain `LicenseRef`:

```javascript
var warningAboutLicenseRef = {
validForOldPackages: false,
validForNewPackages: false,
spdx: true,
warnings: [
'license should be ' +
'a valid SPDX license expression (without "LicenseRef"), ' +
"UNLICENSED", or ' +
"SEE LICENSE IN <filename>"',
]
};

assert.deepEqual(
valid('LicenseRef-Made-Up'),
warningAboutLicenseRef
);

assert.deepEqual(
valid('(MIT OR LicenseRef-Made-Up)'),
warningAboutLicenseRef
);
```

If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:
```javascript
assert.deepEqual(
valid('SEE LICENSE IN LICENSE.txt'),
{
validForNewPackages: true,
validForOldPackages: true,
inFile: 'LICENSE.txt'
}
);

assert.deepEqual(
valid('SEE LICENSE IN license.md'),
{
validForNewPackages: true,
validForOldPackages: true,
inFile: 'license.md'
}
);

...  

If there aren't any licensing terms, use `UNLICENSED`:

```javascript
var unlicensed = {
validForNewPackages: true,
validForOldPackages: true,
unlicensed: true
};
assert.deepEqual(valid('UNLICENSED'), unlicensed);
assert.deepEqual(valid('UNLICENCED'), unlicensed);
```  

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1.2493 nose 1.3.7

1.2493.1 Available under license:

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Version 2.1, February 1999

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Eclipse

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

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

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

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Oracle

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

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

-----

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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Apache

The following artifacts are ASL2 licensed.

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

-----
MortBay

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

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

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

-----
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

-----
Assorted

The UnixCrypt.java code implements the one way cryptography used by
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1.2499 commons-pool 2.5.0
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1.2501 websocket-server 9.3.25.v20180904

1.2502 click 7.1.2
1.2502.1 Available under license :

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# binary only, patch it back to the system, and then use a wrapper

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* /opt/cola/permits/1160566381_1620335255.38/0/pallets-click-7-1-2-0-g1784558-1-tar-gz/pallets-click-1784558/src/click/_compat.py

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import io
import re
from setuptools import find_packages
from setuptools import setup

with io.open("README.rst", "rt", encoding="utf8") as f:
    readme = f.read()

with io.open("src/click/__init__.py", "rt", encoding="utf8") as f:
    version = re.search(r"__version__ = "(.+?)"", f.read()).group(1)

setup(
    name="click",
    version=version,
    url="https://palletsprojects.com/p/click/",
    project_urls={
        "Documentation": "https://click.palletsprojects.com/",
    },
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.. _click-contrib: https://github.com/click-contrib/

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1.2503 @babel/template 7.12.7
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1.2504 commons-compiler 3.1.2
1.2504.1 Available under license:
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- /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/lang/ClassLoaders.java
- /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/util/StringUtil.java
- /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/util/reflect/ApiLog.java
- /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/util/reflect/package-info.java
- /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/util/reflect/NoException.java
- /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/MultiCookable.java
- /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/
jar/org/codehaus/commons/compiler/AbstractCompiler.java
* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/util/resource/LocatableResource.java
* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/util/iterator/package-info.java
* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/util/resource/ListableResourceFinder.java
* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/java8/java/util/function/Consumers.java
* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/IMultiCookable.java
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* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/ICompiler.java
* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/util/Numbers.java
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* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-jar/org/codehaus/commons/compiler/java8/java/util/stream/package-info.java
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jar/org/codehaus/commons/compiler/util/iterator/MultiDimensionalIterator.java
* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-
jar/org/codehaus/commons/compiler/util/resource/PathResourceFinder.java
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* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-
  jar/org/codehaus/commons/compiler/java8/java/util/function/Consumer.java
* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-
  jar/org/codehaus/commons/compiler/java9/java/lang/module/ModuleFinder.java
* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-
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  jar/org/codehaus/commons/compiler/java9/java/lang/module/ModuleReader.java
* /opt/cola/permits/1163811020_1620932130.12/0/commons-compiler-3-1-2-sources-1-
  jar/org/codehaus/commons/compiler/java8/java/util/Optional.java
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 * /opt/cola/permits/1110910484_1606871976.1/0/stax2-api-3-0-2-sources-3-
   jar/org/codehaus/stax2/ri/dom/DOMWrappingWriter.java
 * /opt/cola/permits/1110910484_1606871976.1/0/stax2-api-3-0-2-sources-3-jar/org/codehaus/stax2/ri/Stax2Util.java
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* /opt/cola/permits/1110910484_1606871976.1/0/stax2-api-3-0-2-sources-3-
jar/org/codehaus/stax2/ri/Stax2WriterAdapter.java
* /opt/cola/permits/1110910484_1606871976.1/0/stax2-api-3-0-2-sources-3-
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jar/org/springframework/amqp/rabbit/config/BindingFactoryBean.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
jar/org/springframework/amqp/rabbit/retry/RejectAndDontRequeueRecoverer.java
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jar/org/springframework/amqp/rabbit/connection/AbstractRoutingConnectionFactory.java
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* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2.jar/org/springframework/amqp/rabbit/connection/AutoRecoverConnectionNotCurrentlyOpenException.java

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* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-jar/org/springframework/amqp/rabbit/core/RabbitManagementTemplate.java
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* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-jar/org/springframework/amqp/rabbit/listener/AsyncConsumerStartedEvent.java
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* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-jar/org/springframework/amqp/rabbit/listener/AsyncConsumerStoppedEvent.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-jar/org/springframework/amqp/rabbit/core/RabbitAdminEvent.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-jar/org/springframework/amqp/rabbit/support/LogAppenderUtils.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-jar/org/springframework/amqp/rabbit/core/DeclarationExceptionEvent.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-jar/org/springframework/amqp/rabbit/connection/ConnectionNameStrategy.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-jar/org/springframework/amqp/rabbit/support/Delivery.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-jar/org/springframework/amqp/rabbit/listener/AsyncConsumerRestartedEvent.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-jar/org/springframework/amqp/rabbit/transaction/ListenerFailedRuleBasedTransactionAttribute.java
*/
jar/org/springframework/amqp/rabbit/core/RabbitAdmin.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
jar/org/springframework/amqp/rabbit/connection/ConnectionFactoryUtils.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
jar/org/springframework/amqp/rabbit/connection/SimpleConnection.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
jar/org/springframework/amqp/rabbit/connection/AbstractConnectionFactory.java
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* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
jar/org/springframework/amqp/rabbit/annotation/RabbitHandler.java
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* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
Jar file: org/springframework/amqp/rabbit/log4j/AmqpAppender.java

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* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/support/CorrelationData.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/config/RabbitNamespaceUtils.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/connection/RabbitConnectionFactoryBean.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/listener/adapter/MessagingMessageListenerAdapter.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/core/RabbitMessagingTemplate.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/listener/exception/ListenerExecutionFailedException.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/connection/RabbitUtils.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/listener/adapter/MessagingMessageListenerAdapter.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/core/RabbitMessagingTemplate.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/listener/exception/ListenerExecutionFailedException.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/connection/RabbitUtils.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/core/RabbitTemplate.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/connection/RabbitResourceHolder.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/listener/SimpleMessageListenerContainer.java
* /opt/cola/permits/1141561560_1615013396.66/0/spring-rabbit-1-7-12-release-sources-2-
  jar/org/springframework/amqp/rabbit/listener/AbstractMessageListenerContainer.java

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cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_2.pod
cpan/CPAN-Meta/lib/CPAN/Meta/History/Meta_1_3.pod
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bzip2/libbzip2 version 1.0.5 of 10 December 2007

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* /opt/cola/permits/1141297475_1614969018.02/0/spring-aop-4-3-22-release-sources-3-jar/org/springframework/aop/aspectj/AspectJExpressionPointcutAdvisor.java
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jar/javassist/bytecode/LocalVariableAttribute.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/compiler/CodeGen.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/analysis/MultiType.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/compiler/ast/Declarator.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/util/proxy/ProxyObject.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/analysis/Util.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/EnclosingMethodAttribute.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/compiler/ast/DoubleConst.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/tools/Dump.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/compiler/ast/Visitor.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/tools/framedump.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/NoSuchClassError.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/stackmap/TypedBlock.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/compiler/ast/Stmt.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/NoSuchClassError.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/stackmap/TypedBlock.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/compiler/ast/Visitor.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/ByteArrayOfObject.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/tools/framedump.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/expr/Cast.java
jar/javassist/bytecode/ConstPool.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/analysis/Type.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/StackMapTable.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/util/HotSwapAgent.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/compiler/MemberCodeGen.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/tools/rmi/RemoteException.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/ConstantAttribute.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/compiler/AccessorMaker.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/util/proxy/SerializedProxy.java
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*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/FloatMemberValue.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/StringMemberValue.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/ClassMemberValue.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/Annotation.java
*/ /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
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1.2535 log4j-slf4j-impl 2.9.0

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

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* 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
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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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Adapted from a C++ implementation of Chris Doty-Humphrey's SFC PRNG.

https://gist.github.com/imneme/f1f7821f07cf76504a97f6537c818083

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Original algorithm for the implementation of rk_interval function from Richard J. Wagner's implementation of the Mersenne Twister RNG, optimised by Magnus Jonsson.

Constants used in the rk_double implementation by Isaku Wada.

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1.2550 iterall 1.3.0

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1.2551 more-iterertools 8.8.0

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1.2556 akka-http-spray-json 10.1.11

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Last revised by Reagle $Date: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) $

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* /opt/cola/permits/1150926774_1617721880.98/0/error-prone-annotations-2-3-3-sources-5-jar/com/google/errorprone/annotations/FormatString.java
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* /opt/cola/permits/1150926774_1617721880.98/0/error-prone-annotations-2-3-3-sources-5-
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* /opt/cola/permits/1150926774_1617721880.98/0/error-prone-annotations-2-3-3-sources-5-
1.2570 @react-spring/three 9.0.0-rc.3

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1.2596 libencode-locale-perl 1.05-1

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Encode-Locale
=-=-=-=-=-=-=

The purpose of this Perl module is try determine what encodings should be used when interfacing to various external interfaces. You will need perl-5.8 or better to use this module.

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Found in path(s):
* /opt/cola/permits/1176891823_1624974569.08/0/libencode-locale-perl-1-05-orig-1-tar-gz/Encode-Locale-1.05/README

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=head1 NAME

Encode::Locale - Determine the locale encoding
SYNOPSIS

use Encode::Locale;
use Encode;

$string = decode(locale => $bytes);
$bytes = encode(locale => $string);

if (-t) {
    binmode(STDIN, ":encoding(console_in)");
    binmode(STDOUT, ":encoding(console_out)");
    binmode(STDERR, ":encoding(console_out)");
}

# Processing file names passed in as arguments
my $uni_filename = decode(locale => $ARGV[0]);
open(my $fh, "<", encode(locale_fs => $uni_filename))
    || die "Can't open '$uni_filename': $!";
binmode($fh, ":encoding(locale)");
...

DESCRIPTION

In many applications it's wise to let Perl use Unicode for the strings it
processes. Most of the interfaces Perl has to the outside world are still byte
based. Programs therefore need to decode byte strings that enter the program
from the outside and encode them again on the way out.

The POSIX locale system is used to specify both the language conventions
requested by the user and the preferred character set to consume and
output. The C<Encode::Locale> module looks up the charset and encoding (called
a CODESET in the locale jargon) and arranges for the L<Encode> module to know
this encoding under the name "locale". It means bytes obtained from the
environment can be converted to Unicode strings by calling C<<
Encode::encode(locale => $bytes) >> and converted back again with C<<
Encode::decode(locale => $string) >>.

Where file systems interfaces pass file names in and out of the program we also
need care. The trend is for operating systems to use a fixed file encoding
that don't actually depend on the locale; and this module determines the most
appropriate encoding for file names. The L<Encode> module will know this
encoding under the name "locale_fs". For traditional Unix systems this will
be an alias to the same encoding as "locale".

For programs running in a terminal window (called a "Console" on some systems)
the "locale" encoding is usually a good choice for what to expect as input and
output. Some systems allows us to query the encoding set for the terminal and
C<Encode::Locale> will do that if available and make these encodings known...
under the C<Encode> aliases "console_in" and "console_out". For systems where we can't determine the terminal encoding these will be aliased as the same encoding as "locale". The advice is to use "console_in" for input known to come from the terminal and "console_out" for output to the terminal.

In addition to arranging for various Encode aliases the following functions and variables are provided:

=over

=item decode_argv( )

=item decode_argv( Encode::FB_CROAK )

This will decode the command line arguments to perl (the C:@ARGV> array) in-place.

The function will by default replace characters that can't be decoded by "\x{FFFD}", the Unicode replacement character.

Any argument provided is passed as CHECK to underlying Encode::decode() call. Pass the value C<Encode::FB_CROAK> to have the decoding croak if not all the command line arguments can be decoded. See L<Encode/"Handling Malformed Data"> for details on other options for CHECK.

=item env( $uni_key )

=item env( $uni_key => $uni_value )

Interface to get/set environment variables. Returns the current value as a Unicode string. The $uni_key and $uni_value arguments are expected to be Unicode strings as well. Passing C<undef> as $uni_value deletes the environment variable named $uni_key.

The returned value will have the characters that can't be decoded replaced by "\x{FFFD}", the Unicode replacement character.

There is no interface to request alternative CHECK behavior as for decode_argv(). If you need that you need to call encode/decode yourself.

For example:

    my $key = Encode::encode(locale => $uni_key, Encode::FB_CROAK);
    my $uni_value = Encode::decode(locale => $ENV{$key}, Encode::FB_CROAK);

=item reinit( )

=item reinit( $encoding )

Reinitialize the encodings from the locale. You want to call this function if...
You changed anything in the environment that might influence the locale.

This function will croak if the determined encoding isn’t recognized by the Encode module.

With argument force $ENCODING_... variables to set to the given value.

=item $ENCODING_LOCALE

The encoding name determined to be suitable for the current locale.
L<Encode> know this encoding as "locale".

=item $ENCODING_LOCALE_FS

The encoding name determined to be suitable for file system interfaces involving file names.
L<Encode> know this encoding as "locale_fs".

=item $ENCODING_CONSOLE_IN

=item $ENCODING_CONSOLE_OUT

The encodings to be used for reading and writing output to the a console.
L<Encode> know these encodings as "console_in" and "console_out".

=back

=head1 NOTES

This table summarizes the mapping of the encodings set up by the C<Encode::Locale> module:

| Encode      |         |              |
| Alias       | Windows | Mac OS X     | POSIX
|--------------|---------|--------------|------------
| locale      | ANSI    | nl_langinfo  | nl_langinfo
| locale_fs    | ANSI    | UTF-8        | nl_langinfo
| console_in   | OEM     | nl_langinfo  | nl_langinfo
| console_out  | OEM     | nl_langinfo  | nl_langinfo

=head2 Windows

Windows has basically 2 sets of APIs. A wide API (based on passing UTF-16 strings) and a byte based API based a character set called ANSI. The regular Perl interfaces to the OS currently only uses the ANSI APIs. Unfortunately ANSI is not a single character set.

The encoding that corresponds to ANSI varies between different editions of
Windows. For many western editions of Windows ANSI corresponds to CP-1252 which is a character set similar to ISO-8859-1. Conceptually the ANSI character set is a similar concept to the POSIX locale CODESET so this module figures out what the ANSI code page is and make this available as $ENCODING_LOCALE and the "locale" Encoding alias.

Windows systems also operate with another byte based character set. It's called the OEM code page. This is the encoding that the Console takes as input and output. It's common for the OEM code page to differ from the ANSI code page.

=head2 Mac OS X

On Mac OS X the file system encoding is always UTF-8 while the locale can otherwise be set up as normal for POSIX systems.

File names on Mac OS X will at the OS-level be converted to NFD-form. A file created by passing a NFC-filename will come in NFD-form from readdir(). See L<Unicode::Normalize> for details of NFD/NFC.

Actually, Apple does not follow the Unicode NFD standard since not all character ranges are decomposed. The claim is that this avoids problems with round trip conversions from old Mac text encodings. See L<Encode::UTF8Mac> for details.

=head2 POSIX (Linux and other Unices)

File systems might vary in what encoding is to be used for filenames. Since this module has no way to actually figure out what the is correct it goes with the best guess which is to assume filenames are encoding according to the current locale. Users are advised to always specify UTF-8 as the locale charset.

=head1 SEE ALSO

L<I18N::Langinfo>, L<Encode>, L<Term::Encoding>

=head1 AUTHOR

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=cut

Found in path(s):
abstract: 'Determine the locale encoding'
author:
  - 'Gisle Aas <gisle@activestate.com>'
built_requires:
  ExtUtils::MakeMaker: '0'
  Test::More: '0'
configure_requires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.0401, CPAN::Meta::Converter version 2.150001'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
name: Encode-Locale
no_index:
directory:
  - t
  - inc
recommends:
  I18N::Langinfo: '0'
requires:
  Encode: '2'
  Encode::Alias: '0'
  perl: '5.008'
resources:
  repository: http://github.com/gisle/encode-locale
  version: '1.05'

Found in path(s):
* /opt/cola/permits/1176891823_1624974569.08/0/libencode-locale-perl-1.05-orig-1-tar-gz/Encod
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---

dlable: api
page_title: License - Operator - HTTP API
sidebar_current: api-operator-license
description: |
  The /operator/license endpoints allow for setting and retrieving the Consul Enterprise License.
---

# License - Operator HTTP API

--> **Enterprise Only!** This API endpoint and functionality only exists in
Consul Enterprise. This is not present in the open source version of Consul.

The licensing functionality described here is available only in
[Consul Enterprise](https://www.hashicorp.com/products/consul/) version 1.1.0 and later.

## Getting the Consul License

This endpoint gets information about the current license.

<table>
<thead>
<tr>
<th>Method</th>
<th>Path</th>
<th>Produces</th>
</tr>
</thead>
<tbody>
<tr>
<td>------</td>
<td>--------------------</td>
<td>----------</td>
</tr>
<tr>
<td>'GET'</td>
<td><code>/operator/license</code></td>
<td><code>application/json</code></td>
</tr>
</tbody>
</table>

The table below shows this endpoint's support for blocking queries, consistency modes, and required ACLs.

<table>
<thead>
<tr>
<th>Blocking Queries</th>
<th>Consistency Modes</th>
<th>ACL Required</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>NO</code></td>
<td><code>all</code></td>
<td><code>none</code></td>
</tr>
</tbody>
</table>

### Parameters

- `dc` `(string: "")` - Specifies the datacenter whose license should be retrieved. This will default to the datacenter of the agent serving the HTTP request. This is specified as a URL query parameter.

### Sample Request

```
$ curl \
  https://consul.rocks/v1/operator/license 
```

### Sample Response

```

```
## Updating the Consul License

This endpoint updates the Consul license and returns some of the license contents as well as any warning messages regarding its validity.

```
<table>
<thead>
<tr>
<th>Method</th>
<th>Path</th>
<th>Produces</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>PUT</code></td>
<td><code>/operator/license</code></td>
<td><code>application/json</code></td>
</tr>
</tbody>
</table>
```

The table below shows this endpoint's support for [blocking queries](/api/index.html#blocking-queries), [consistency modes](/api/index.html#consistency-modes), and [required ACLs](/api/index.html#acls).

```
<table>
<thead>
<tr>
<th>Blocking Queries</th>
<th>Consistency Modes</th>
<th>ACL Required</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>NO</code></td>
<td><code>none</code></td>
<td><code>operator:write</code></td>
</tr>
</tbody>
</table>
```

### Parameters

- `dc` `(string: "")` - Specifies the datacenter whose license should be updated. This will default to the datacenter of the agent serving the HTTP request. This is specified as a URL query parameter.

### Sample Payload

The payload is the raw license blob.

### Sample Request

```
$ curl \
   --request PUT \ 
   --data @consul.license \
   https://consul.rocks/v1/operator/license \
```

### Sample Response

```
```
"License": {
  "license_id": "2afbf681-0d1a-0649-cb6c-333ec9f0989c",
  "customer_id": "0259271d-8ffc-e85e-0830-c0822c1f5f2b",
  "installation_id": "*",
  "issue_time": "2018-05-21T20:03:35.911567355Z",
  "start_time": "2018-05-21T04:00:00Z",
  "expiration_time": "2019-05-22T03:59:59.999Z",
  "product": "consul",
  "flags": {
    "package": "premium"
  },
  "features": [
    "Automated Backups",
    "Automated Upgrades",
    "Enhanced Read Scalability",
    "Network Segments",
    "Redundancy Zone",
    "Advanced Network Federation"
  ],
  "temporary": false
},
"Warnings": []
}
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1.2604 apipkg 1.5

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1.2605 javax-websocket-api 1.0

1.2606 nettle 3.4.1-1+deb10u1
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CAST128
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DES
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MD2
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MD4
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1.2613 ruamel-yaml-clib 0.2.0
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1.2614 java-api 2.6.1
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1.2615 alpn-api 1.1.3.v20160715

1.2616 spring-boot-starter-logging 2.4.5
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1.2617 tomcat-juli 9.0.22

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1.2622 unbox-primitive 1.0.0

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1.2623 uri-js 4.2.2

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 * http://docs.jquery.com/QUnit
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 * Licensed under BSD (http://www.opensource.org/licenses/bsd-license.php)
 * Date: 5/15/2008
 * @projectDescription Advanced and extensible data dumping for Javascript.
 * @version 1.0.0
 */
URI.js is an [RFC 3986](http://www.ietf.org/rfc/rfc3986.txt) compliant, scheme extendable URI parsing/validating/resolving library for all JavaScript environments (browsers, Node.js, etc). It is also compliant with the IRI ([RFC 3987](http://www.ietf.org/rfc/rfc3987.txt)), IDNA ([RFC 5890](http://www.ietf.org/rfc/rfc5890.txt)), IPv6 Address ([RFC 5952](http://www.ietf.org/rfc/rfc5952.txt)), IPv6 Zone Identifier ([RFC 6874](http://www.ietf.org/rfc/rfc6874.txt)) specifications.

URI.js has an extensive test suite, and works in all (Node.js, web) environments. It weighs in at 6.2kb (gzipped, 16kb deflated).

## API

### Parsing

```javascript
URI.parse("uri://user:pass@example.com:123/one/two.three?q1=a1&q2=a2#body");
//returns:
//{
//  scheme : "uri",
//  userinfo : "user:pass",
//  host : "example.com",
//  port : 123,
//  path : "/one/two.three",
//  query : "q1=a1&q2=a2",
//  fragment : "body"
//}
```

### Serializing

```javascript
URI.serialize({scheme : "http", host : "example.com", fragment : "footer"}) === "http://example.com/#footer"
```

### Resolving

```javascript
URI.resolve("uri://a/b/c/d?q", ".\.\..\g") === "uri://a/g"
```

### Normalizing

```javascript
URI.normalize("HTTP://ABC.com:80/%7Esmith/home.html") === "http://abc.com/~smith/home.html"
```
### Comparison

```javascript
URI.equal("example://a/b/c/%7Bfoo%7D", "eXAMPLE://a/b/./b/%63/%7Bfoo%7D") === true
```

### IP Support

//IPv4 normalization
```javascript
URI.normalize("//192.068.001.000") === "/192.68.1.0"
```

//IPv6 normalization
```javascript
URI.normalize("//[2001:0:0DB8::0:0001]") === "/[2001:0:db8::1]"
```

//IPv6 zone identifier support
```javascript
URI.parse("//[2001:db8::7%25en1]");
//returns:
//{
//  host : "2001:db8::7%en1"
//}
```

### IRI Support

//convert IRI to URI
```javascript
URI.serialize(URI.parse("http://exampl.org/ros")) === "http://xn--exampl-gva.org/ros%C3%A9"
```

//convert URI to IRI
```javascript
URI.serialize(URI.parse("http://xn--exampl-gva.org/ros%C3%A9"), {iri:true}) === "http://exampl.org/ros"
```

### Options

All of the above functions can accept an additional options argument that is an object that can contain one or more of the following properties:

*`scheme` (string)
  Indicates the scheme that the URI should be treated as, overriding the URI's normal scheme parsing behavior.

*`reference` (string)
  If set to "suffix", it indicates that the URI is in the suffix format, and the validator will use the option's `scheme` property to determine the URI's scheme.

*`tolerant` (boolean, false)
  If set to `true`, the parser will relax URI resolving rules.

*`absolutePath` (boolean, false)
  If set to `true`, the serializer will not resolve a relative `path` component.
*`iri` (boolean, false)

If set to `true`, the serializer will unescape non-ASCII characters as per [RFC 3987](http://www.ietf.org/rfc/rfc3987.txt).

*`unicodeSupport` (boolean, false)

If set to `true`, the parser will unescape non-ASCII characters in the parsed output as per [RFC 3987](http://www.ietf.org/rfc/rfc3987.txt).

*`domainHost` (boolean, false)

If set to `true`, the library will treat the `host` component as a domain name, and convert IDNs (International Domain Names) as per [RFC 5891](http://www.ietf.org/rfc/rfc5891.txt).

## Scheme Extendable

URI.js supports inserting custom [scheme](http://en.wikipedia.org/wiki/URI_scheme) dependent processing rules. Currently, URI.js has built in support for the following schemes:

*`http` ![RFC 2616](http://www.ietf.org/rfc/rfc2616.txt)]
*`https` ![RFC 2818](http://www.ietf.org/rfc/rfc2818.txt)]
*`mailto` ![RFC 6068](http://www.ietf.org/rfc/rfc6068.txt)]
*`urn` ![RFC 2141](http://www.ietf.org/rfc/rfc2141.txt)]
*`urn:uuid` ![RFC 4122](http://www.ietf.org/rfc/rfc4122.txt)]

### HTTP Support

URI.equal("HTTP://ABC.COM:80", "http://abc.com/") === true

### Mailto Support

URI.parse("mailto:alpha@example.com,bravo@example.com?subject=SUBSCRIBE&body=Sign%20me%20up!");
//returns:
//{
//  scheme : "mailto",
//  to : ["alpha@example.com", "bravo@example.com"],
//  subject : "SUBSCRIBE",
//  body : "Sign me up!"
//}

URI.serialize(

  scheme : "mailto",
  to : ["alpha@example.com"],
  subject : "REMOVE",
  body : "Please remove me",
  headers : {
    cc : "charlie@example.com"
### URN Support

```javascript
URI.parse("urn:example:foo");
//returns:
//{
  //scheme : "urn",
  //nid : "example",
  //nss : "foo",
//}
```

#### URN UUID Support

```javascript
URI.parse("urn:uuid:f81d4fae-7dec-11d0-a765-00a0c91e6bf6");
//returns:
//{
  //scheme : "urn",
  //nid : "example",
  //uuid : "f81d4fae-7dec-11d0-a765-00a0c91e6bf6",
//}
```

## Usage

To load in a browser, use the following tag:

```html
<script type="text/javascript" src="uri-js/dist/es5/uri.all.min.js"></script>
```

To load in a CommonJS (Node.js) environment, first install with npm by running on the command line:

```
npm install uri-js
```

Then, in your code, load it using:

```javascript
const URI = require("uri-js");
```

If you are writing your code in ES6+ (ESNEXT) or TypeScript, you would load it using:

```javascript
import * as URI from "uri-js";
```

Or you can load just what you need using named exports:

```javascript
import { parse, serialize, resolve, resolveComponents, normalize, equal, removeDotSegments, pctEncChar, pctDecChars, escapeComponent, unescapeComponent } from "uri-js";
```

## Breaking changes

---
### Breaking changes from 3.x

URN parsing has been completely changed to better align with the specification. Scheme is now always `urn`, but has two new properties: `nid` which contains the Namespace Identifier, and `nss` which contains the Namespace Specific String. The `nss` property will be removed by higher order scheme handlers, such as the UUID URN scheme handler.

The UUID of a URN can now be found in the `uuid` property.

### Breaking changes from 2.x

URI validation has been removed as it was slow, exposed a vulnerability, and was generally not useful.

### Breaking changes from 1.x

The `errors` array on parsed components is now an `error` string.

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* /opt/cola/permits/1110634955_1606918997.92/0/garycourt-uri-js-4-2-2-0-g4f6f600-1-tar-gz/garycourt-uri-js-4f6f600/README.md
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* /opt/cola/permits/1110634955_1606918997.92/0/garycourt-uri-js-4-2-2-0-g4f6f600-1-tar-gz/garycourt-uri-js-4f6f600/dist/es5/uri.all.min.js
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AO+J,EAAG7P,KAARK,QAGrB+P,GAAUH,EAAbG,QAAUH,EAAbG,WAEbDH,GAAbBO,UAASJ,EAAL,QA
AqBH,EAAbBO,SACHEP,EAAbBQ,OAAML,EAAL,KAAbBH,EAAbBQ,SAExD3I,UACD,GAAMiJ,KAqGX,GA
d,h,KAA:QW,KAaUnB,GAAbEm,MACHBxM,KACNwM,KAkbhN,QAAQSB,GAAaL,GAAbBz,BQAAQSB,GAAa
1E,GAa4C,QAQQgM,GAAYVL,GACIG,C,IAAC4L,EAQQw,GAAhMhN,QAAQSB,GAAaL,GAAkBz,BQAAQSB,
GAa1E,GAa4C,QAQQgM,GAAYVL,GACIG,C,IAAC4L,EAQQw,GAAhMhN,QAAQSB,GAAaL,GAAkBz,BQAAQSB,
GAa1E,GAa4C,QAQQgM,GAAYVL,GACIG,C,IAAC4L,EAQQw,GAAhMhN,QAAQSB,GAAaL,GAAkBz,BQAAQSB,
GAa1E,GAa4C,QAQQgM,GAAYVL,GACIG,C,IAAC4L,EAQQw,GAAhMhN,QAAQSB,GAAaL,GAAkBz,BQAAQSB,
GAa1E,GAa4C,QAQQgM,GAAYVL,GACIG,C,IAAC4L,EAQQw,GAAhMhN,QAAQSB,GAAaL,GAAkBz,BQAAQSB,
GAa1E,GAa4C,QAQQgM,GAAYVL,GACIG,C,IAAC4L,EAQQw,GAAhMhN,QAAQSB,GAAaL,GAAkBz,BQAAQSB,
DEC_OCTET_RELAXED$ + \"\\\\.\" + DEC_OCTET_RELAXED$),\n\t\tH16$ = subexp(HEXDIG$$ +
\"{1,4}\"),\n\t\tLS32$ = subexp(subexp(H16$ + \"\\\\:\" + H16$) + \"|\" + IPV4ADDRESS$),\n\t\tIPV6ADDRESS1$
= subexp(
subexp(H16$ + \"\\\\:\") + \"{6}\" + LS32$), //
6(
h16 \":\" ) ls32\n\t\tIPV6ADDRESS2$ = subexp(
\"\\\\:\\\\:\" + subexp(H16$ + \"\\\\:\")
+ \"{5}\" + LS32$), //
\"::\" 5( h16 \":\" ) ls32\n\t\tIPV6ADDRESS3$ = subexp(subexp(
H16$) + \"?\\\\:\\\\:\" + subexp(H16$ + \"\\\\:\") + \"{4}\" + LS32$), //[
h16 ] \"::\" 4( h16 \":\" )
ls32\n\t\tIPV6ADDRESS4$ = subexp(subexp(subexp(H16$ + \"\\\\:\") + \"{0,1}\" + H16$) + \"?\\\\:\\\\:\" +
subexp(H16$ + \"\\\\:\") + \"{3}\" + LS32$), //[ *1( h16 \":\" ) h16 ] \"::\" 3( h16 \":\" ) ls32\n\t\tIPV6ADDRESS5$
= subexp(subexp(subexp(H16$ + \"\\\\:\") + \"{0,2}\" + H16$) + \"?\\\\:\\\\:\" + subexp(H16$ + \"\\\\:\") + \"{2}\" +
LS32$), //[ *2( h16 \":\" ) h16 ] \"::\" 2( h16 \":\" ) ls32\n\t\tIPV6ADDRESS6$ = subexp(subexp(subexp(H16$ +
\"\\\\:\") + \"{0,3}\" + H16$) + \"?\\\\:\\\\:\" +
H16$ + \"\\\\:\"
+ LS32$), //[ *3( h16 \":\" ) h16 ] \"::\" h16
\":\" ls32\n\t\tIPV6ADDRESS7$ = subexp(subexp(subexp(H16$ + \"\\\\:\") + \"{0,4}\" + H16$) + \"?\\\\:\\\\:\"
+ LS32$), //[ *4( h16 \":\" ) h16 ] \"::\"
ls32\n\t\tIPV6ADDRESS8$ =
subexp(subexp(subexp(H16$ + \"\\\\:\") + \"{0,5}\" + H16$) + \"?\\\\:\\\\:\"
+ H16$ ), //[ *5( h16
\":\" ) h16 ] \"::\"
h16\n\t\tIPV6ADDRESS9$ = subexp(subexp(subexp(H16$ + \"\\\\:\") + \"{0,6}\" + H16$)
+ \"?\\\\:\\\\:\"
), //[ *6( h16 \":\" ) h16 ] \"::\"\n\t\tIPV6ADDRESS$ =
subexp([IPV6ADDRESS1$, IPV6ADDRESS2$, IPV6ADDRESS3$, IPV6ADDRESS4$, IPV6ADDRESS5$,
IPV6ADDRESS6$, IPV6ADDRESS7$, IPV6ADDRESS8$, IPV6ADDRESS9$].join(\"|\")),\n\t\tZONEID$ =
subexp(subexp(UNRESERVED$$ + \"|\" + PCT_ENCODED$) + \"+\"), //RFC 6874\n\t\tIPV6ADDRZ$ =
subexp(IPV6ADDRESS$ + \"\\\\%25\" + ZONEID$), //RFC 6874\n\t\tIPV6ADDRZ_RELAXED$ =
subexp(IPV6ADDRESS$ + subexp(\"\\\\%25|\\\\%(?!\" + HEXDIG$$ + \"{2})\") + ZONEID$), //RFC 6874, with
relaxed parsing rules\n\t\tIPVFUTURE$ = subexp(\"[vV]\" + HEXDIG$$ + \"+\\\\.\" + merge(UNRESERVED$$,
SUB_DELIMS$$, \"[\\\\:]\") + \"+\"),\n\t\tIP_LITERAL$ = subexp(\"\\\\[\" + subexp(IPV6ADDRZ_RELAXED$ +
\"|\" + IPV6ADDRESS$ + \"|\" + IPVFUTURE$) + \"\\\\]\"), //RFC 6874\n\t\tREG_NAME$ =
subexp(subexp(PCT_ENCODED$ + \"|\" + merge(UNRESERVED$$, SUB_DELIMS$$)) + \"*\"),\n\t\tHOST$ =
subexp(IP_LITERAL$ + \"|\" + IPV4ADDRESS$ + \"(?!\" + REG_NAME$ + \")\" + \"|\" +
REG_NAME$),\n\t\tPORT$ = subexp(DIGIT$$ + \"*\"),\n\t\tAUTHORITY$ = subexp(subexp(USERINFO$ +
\"@\") + \"?\" + HOST$ + subexp(\"\\\\:\" + PORT$) + \"?\"),\n\t\tPCHAR$ = subexp(PCT_ENCODED$ + \"|\" +
merge(UNRESERVED$$, SUB_DELIMS$$, \"[\\\\:\\\\@]\")),\n\t\tSEGMENT$ = subexp(PCHAR$ +
\"*\"),\n\t\tSEGMENT_NZ$ = subexp(PCHAR$ + \"+\"),\n\t\tSEGMENT_NZ_NC$ =
subexp(subexp(PCT_ENCODED$ + \"|\" + merge(UNRESERVED$$, SUB_DELIMS$$, \"[\\\\@]\")) +
\"+\"),\n\t\tPATH_ABEMPTY$ = subexp(subexp(\"\\\\/\" + SEGMENT$) + \"*\"),\n\t\tPATH_ABSOLUTE$ =
subexp(\"\\\\/\" + subexp(SEGMENT_NZ$ + PATH_ABEMPTY$) + \"?\"), //simplified\n\t\tPATH_NOSCHEME$
= subexp(SEGMENT_NZ_NC$ + PATH_ABEMPTY$), //simplified\n\t\tPATH_ROOTLESS$ =
subexp(SEGMENT_NZ$ + PATH_ABEMPTY$), //simplified\n\t\tPATH_EMPTY$ = \"(?!\" + PCHAR$ +
\")\",\n\t\tPATH$ = subexp(PATH_ABEMPTY$ + \"|\" + PATH_ABSOLUTE$ + \"|\" + PATH_NOSCHEME$ +
\"|\" + PATH_ROOTLESS$ + \"|\" + PATH_EMPTY$),\n\t\tQUERY$ = subexp(subexp(PCHAR$ + \"|\" +
merge(\"[\\\\/\\\\?]\", IPRIVATE$$)) + \"*\"),\n\t\tFRAGMENT$ = subexp(subexp(PCHAR$ + \"|[\\\\/\\\\?]\") +
\"*\"),\n\t\tHIER_PART$ = subexp(subexp(\"\\\\/\\\\/\" + AUTHORITY$ + PATH_ABEMPTY$) + \"|\" +
PATH_ABSOLUTE$ + \"|\" + PATH_ROOTLESS$ + \"|\" + PATH_EMPTY$),\n\t\tURI$ = subexp(SCHEME$ +
\"\\\\:\" + HIER_PART$ + subexp(\"\\\\?\" + QUERY$) + \"?\" + subexp(\"\\\\#\" + FRAGMENT$) +
\"?\"),\n\t\tRELATIVE_PART$ = subexp(subexp(\"\\\\/\\\\/\" + AUTHORITY$ + PATH_ABEMPTY$) + \"|\" +
PATH_ABSOLUTE$ + \"|\" + PATH_NOSCHEME$ + \"|\" + PATH_EMPTY$),\n\t\tRELATIVE$ =
subexp(RELATIVE_PART$ + subexp(\"\\\\?\" + QUERY$) + \"?\" + subexp(\"\\\\#\" + FRAGMENT$) +
\"?\"),\n\t\tURI_REFERENCE$ = subexp(URI$ + \"|\" + RELATIVE$),\n\t\tABSOLUTE_URI$ =
subexp(SCHEME$ + \"\\\\:\" + HIER_PART$ + subexp(\"\\\\?\" + QUERY$) + \"?\"),\n\n\t\tGENERIC_REF$ =
\"^(\" + SCHEME$ + \")\\\\:\" + subexp(subexp(\"\\\\/\\\\/(\" + subexp(\"(\" + USERINFO$ + \")@\") + \"?(\" +
HOST$ + \")\" + subexp(\"\\\\:(\" + PORT$ + \")\") + \"?)\") + \"?(\" + PATH_ABEMPTY$ + \"|\" +

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map(labels, fn).join('');\n\nreturn result + encoded;\n\n
/**
 * Creates a string based on an array of numeric code points.\n * @see `punycode.ucs2.decode`\n * @memberOf punycode.ucs2\n * @name decode\n * @param {Array} codePoints The array of numeric code points.\n * @returns {String} A string encoded using UCS-2.\n */
function ucs2decode(string) {
  const output = [];\n  let counter = 0;\n  const length = string.length;\n  while (counter < length) {
    const value = string.charCodeAt(counter++);\n    if (value >= 0xD800 && value <= 0xDBFF && counter < length) {
      const extra = string.charCodeAt(counter++);\n      if ((extra & 0xFC00) == 0xDC00) { // Low surrogate.\n        output.push(((value & 0x3FF) << 10) + (extra & 0x3FF) + 0x10000);\n      } else {\n        output.push(value);\n        counter--;\n      }\n    } else {\n      output.push(value);\n    }
  }
  return output;\n}

/**
 * Converts a basic code point into a digit/integer.\n * @see `digitToBasic()`\n * @memberOf punycode.ucs2\n * @name encode\n * @param {Array} codePoints The array of numeric code points.\n * @returns {String} The new Unicode string (UCS-2).\n */
const ucs2encode = array => String.fromCodePoint(...array);

/**
 * Bias adaptation function as per section 3.4 of RFC 3492.\n * https://tools.ietf.org/html/rfc3492#section-3.4\n * @private\n */
const adapt = function(delta, numPoints, firstTime) {
  let k = 0;\n  delta = firstTime ? floor(delta / damp) : delta >> 1;\n  delta += floor(delta / numPoints);\n  for (/* no initialization */; delta > baseMinusTMin * tMax >> 1; k += base) {\n    delta = floor(delta / baseMinusTMin);\n  }
  return floor(k + (baseMinusTMin + 1) * delta / (delta + skew));
}

/**
 * Converts a Punycode string of ASCII-only symbols to a string of Unicode symbols.\n * @memberOf punycode\n * @param {String} input The Punycode string of ASCII-only symbols.\n * @returns {String} The resulting string of Unicode symbols.\n */
const decode = function(input) {
  const output = [];\n  const inputLength = input.length;\n  let i = 0;\n  let n = initialN;\n  let bias = initialBias;\n  \n  Handle the basic code points: let `basic` be the number of input code\n  points before the last delimiter, or `0` if there is none, then\n  copy\n  the first `basic` code points to the output,\n  let \n  \n  \n  \n  \n  \n  \n  \n  

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```javascript
/**
 * Converts a string of Unicode symbols (e.g. a domain name label) to a Punycode string of ASCII-only symbols.
 * @memberOf punycode
 * @param {String} input The string of Unicode symbols.
 * @returns {String} The resulting Punycode string of ASCII-only symbols.
 */
const encode = function(input) {
  const output = [];

  // Convert the input in UCS-2 to an array of Unicode code points.
  input = ucs2decode(input);

  // Cache the length.
  let inputLength = input.length;

  // Initialize the state.
  let n = initialN;
  let delta = 0;
  let bias = initialBias;

  // Handle the basic code points.
  for (const currentValue of input) {
    if (currentValue < 0x80) {
      output.push(stringFromCharCode(currentValue));
    }
  }

  let basicLength = output.length;
  let handledCPCount = basicLength;

  // `handledCPCount` is the number of code points that have been handled;
  // `basicLength` is the number of basic code points.
  // Finish the basic string with a delimiter unless it's empty.
  if (output.length) {
    output.push(delimiter);
  }

  // Main encoding loop:
  while (handledCPCount < inputLength) {
    // All non-basic code points < n have been handled already. Find the next >n value:
    let m = maxInt;
    for (const currentValue of input) {
      if (currentValue >= n && currentValue < m) {
        m = currentValue;
      }
    }

    // Increase `delta` enough to advance the decoder's <n,i> state to <m,0>,
    // but guard against overflow.
    const handledCPCountPlusOne = handledCPCount + 1;
    if (m - n > floor((maxInt - delta) / handledCPCountPlusOne)) {
      throw 'overflow';
    }

    delta += (m - n) * handledCPCountPlusOne;
    n = m;

    for (const currentValue of input) {
      if (currentValue < n && ++delta > maxInt) {
        throw 'overflow';
      }
      if (currentValue == n) {
        // Represent delta as a generalized variable-length integer.
        let q = delta;
        let k = base; /* no condition */
        for (let t = base; /* no condition */; t += base) {
          const qMinusT = q - t;
          const baseMinusT = base - t;
          output.push(
            stringFromCharCode(digitToBasic(t + qMinusT % baseMinusT, 0))
          );
          q = floor(qMinusT / baseMinusT);
        }
        output.push(stringFromCharCode(digitToBasic(q, 0)));
        bias = adapt(delta, handledCPCount + 1, handledCPCount == basicLength);
        delta = 0;
        ++handledCPCount;
      }
    }
  }
  return output.join('');
};

```

The resulting Punycode string of ASCII-only symbols.

```javascript
/**
 * Converts a Punycode string representing a domain name or an email address to Unicode. Only the Punycoded parts of the input will be converted, i.e. it doesn't matter if you call it on a string that has already been converted to Unicode.
 * @memberOf punycode
 * @param {String} input The Punycoded domain name or email address to convert, as a Unicode string.
 * @returns {String} The Unicode representation of the given Punycode string.
 */
const toUnicode = function(input) {
  return mapDomain(input, function(string) {
    return regexPunycode.test(string)
      ? decode(string.slice(4).toLowerCase())
      : string;
  });
}

/**
 * Converts a Unicode string representing a domain name or an email address to Punycode. Only the non-ASCII parts of the domain name will be converted, i.e. it doesn't matter if you call it with a domain that's already in ASCII.
 * @memberOf punycode
 * @param {String} input The domain name or email address to convert to Punycode, as a Unicode string.
 * @returns {String} The Punycode representation of the given domain name or email address.
 */
const toASCII = function(input) {
  return mapDomain(input, function(string) {
    return regexNonASCII.test(string)
      ? 'xn--' + encode(string).toLowerCase()
      : string;
  });
};
```

/*-----------------------------------*/

```javascript
/** Define the public API */
const punycode = {
  /**
   * A string representing the current Punycode.js version number.
   * @memberOf punycode
   * @type String
   */
  'version': '2.1.0',
};
```

---

(*) Note: The code snippet provided here is a simplified version of the actual implementation to focus on the key concepts and operations related to the Punycode encoding and decoding processes. It's important to understand that the full implementation involves more complex logic to handle edge cases, ensure state consistency, and manage the encoding and decoding processes efficiently. The provided solution does not include all the optimizations and checks that are present in the original implementation to ensure correctness and performance.**
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function storeEachComponent(components: URIComponents): string {
  return components.scheme || components.userinfo || components.host || components.port || components.path || components.query || components.fragment;
}

function normalizeAuthority(components: URIComponents, options: URIOptions): string {
  const protocol = (options.iri !== false ? IRI_PROTOCOL : URI_PROTOCOL);
  const uriTokens: Array<string> = [];

  if (components.userinfo !== undefined) {
    uriTokens.push(components.userinfo);
    uriTokens.push("@");
  }

  if (components.host !== undefined) {
    // normalize IP hosts, add brackets and escape zone separator for IPv6
    uriTokens.push(_normalizeIPv6(_normalizeIPv4(String(components.host), protocol), protocol));
    uriTokens[uriTokens.length - 2] = _normalizeComponentEncoding(uriTokens[uriTokens.length - 2], protocol);
  }

  if (typeof components.port === "number") {
    uriTokens.push(":");
    uriTokens.push(components.port.toString(10));
  }

  return uriTokens.length ? uriTokens.join("") : undefined;
}

function removeDotSegments(input: string): string {
  const output: Array<string> = [];

  while (input.length) {
    if (input.match(RDS1)) {
      input = input.replace(RDS1, "");
    } else if (input.match(RDS2)) {
      input = input.replace(RDS2, "/");
    } else if (input.match(RDS3)) {
      input = input.replace(RDS3, "/");
      output.pop();
    } else if (input === "." || input === "..") {
      input = "";
    } else {
      const

```javascript
im = input.match(RDS5); 

if (im) {
    const s = im[0];
    input = input.slice(s.length);
    output.push(s);
    output = output.join Juni;
}
}

export function serialize(components: URIComponents, options: URIOptions = {}): string {
    const protocol = (options.iri ? IRI_PROTOCOL : URI_PROTOCOL);
    const uriTokens: Array<string> = [];

    //find scheme handler
    const schemeHandler = SCHEMES[(options.scheme || components.scheme || "").toLowerCase()];

    //perform scheme specific serialization
    if (schemeHandler && schemeHandler.serialize) schemeHandler.serialize(components, options);

    if (components.host) {
        //if host component is an IPv6 address
        if (protocol.IPV6ADDRESS.test(components.host)) {
            //TODO: normalize IPv6 address as per RFC 5952
        }

        //if host component is a domain name
        else if (options.domainHost || (schemeHandler && schemeHandler.domainHost)) {
            try {
                components.host = punycode.toASCII(components.host.replace(protocol.PCT_ENCODED, pctDecChars).toLowerCase());
            } catch (e) {
                components.error = components.error || "Host's domain name can not be converted to " + (!options.iri ? "ASCII" : "Unicode") + " via punycode: " + e;
            }
        }
    }

    //normalize encoding
    _normalizeComponentEncoding(components, protocol);

    if (options.reference !== "suffix" && components.scheme) {
        uriTokens.push(components.scheme);
    }

    const authority = _recomposeAuthority(components, options);
    if (authority !== undefined) {
        uriTokens.push("://");
        uriTokens.push(authority);
    }

    if (components.path && components.path.charAt(0) !== "/") {
        uriTokens.push("/");
    }

    if (options.reference !== undefined) {
        let s = components.path;

        if (!options.absolutePath && (!schemeHandler || !schemeHandler.absolutePath)) {
            s = removeDotSegments(s);
        }

        if (authority === undefined) {
            s = s.replace(/^\/\//, "/%2F"); //don't allow the path to start with "//"
        }

        uriTokens.push(s);
    }

    if (components.query !== undefined) {
        uriTokens.push("?");
    }

    if (components.fragment !== undefined) {
        uriTokens.push("#");
    }

    return uriTokens.join Juni;
}

export function resolveComponents(base: URIComponents, relative: URIComponents, options: URIOptions = {}, skipNormalization?: boolean): URIComponents {
    const target: URIComponents = {};

    if (!skipNormalization) {
        base = parse(serialize(base, options), options); //normalize base components
        relative = parse(serialize(relative, options), options); //normalize relative components
    }

    options = options || {};

    if (!options.tolerant && relative.scheme) {
        target.scheme = relative.scheme;
        target.authority = relative.authority;
        target.userinfo = relative.userinfo;
        target.host = relative.host;
        target.port = relative.port;
        target.path = relative.path;
        target.query = relative.query;
        target.fragment = relative.fragment;
    } else {
        if (relative.userinfo !== undefined || relative.host !== undefined || relative.port !== undefined) {
            target.userinfo = relative.userinfo;
            target.host = relative.host;
            target.port = relative.port;
            target.path = removeDotSegments(relative.path);
            target.query = relative.query;
        } else {
            if (!relative.path) {
                target.path = base.path.slice(0, base.path.lastIndexOf("/") + 1) + relative.path;
            } else {
                target.path = base.path.slice(0, base.path.lastIndexOf("/") + 1) + relative.path;
            }
        }

        if (options.tolerant && & (schemeHandler || true) && !base.path) {
            target.path = base.path;
        }

        if (relative.path) {
            if (options.tolerant && & !base.path) {
                target.path = relative.path;
            } else {
                target.path = base.path + relative.path;
            }
        }
    }

    return target;
}

export function resolve(baseURI: string, relativeURI: string, options?: URIOptions): string {
    const schemelessOptions = assign({ scheme: "null" }, options);
    ...
subexp(HFNAME$ + \"\\\\=\" + HFVALUE$);\nconst HFIELDS2$ = subexp(HFIELD$ + subexp(\"\\\\&\" +
HFIELD$) + \"*\");\nconst HFIELDS$ = subexp(\"\\\\?\" + HFIELDS2$);\nconst MAILTO_URI = new
RegExp(\"^mailto\\\\:\" + TO$ + \"?\" + HFIELDS$ + \"?$\");\n\nconst UNRESERVED = new
RegExp(UNRESERVED$$, \"g\");\nconst PCT_ENCODED = new RegExp(PCT_ENCODED$, \"g\");\nconst
NOT_LOCAL_PART = new RegExp(merge(\"[^]\", ATEXT$$, \"[\\\\.]\", '[\\\\\"]', VCHAR$$), \"g\");\nconst
NOT_DOMAIN = new RegExp(merge(\"[^]\", ATEXT$$, \"[\\\\.]\", \"[\\\\[]\", DTEXT_NO_OBS$$, \"[\\\\]]\"),
\"g\");\nconst NOT_HFNAME = new RegExp(merge(\"[^]\", UNRESERVED$$, SOME_DELIMS$$),
\"g\");\nconst NOT_HFVALUE = NOT_HFNAME;\nconst TO = new RegExp(\"^\" + TO$ + \"$\");\nconst
HFIELDS = new RegExp(\"^\" + HFIELDS2$ + \"$\");\n\nfunction decodeUnreserved(str:string):string {\n\tconst
decStr = pctDecChars(str);\n\treturn (!decStr.match(UNRESERVED) ? str : decStr);\n}\n\nconst
handler:URISchemeHandler<MailtoComponents> = {\n\tscheme : \"mailto\",\n\n\tparse : function
(components:URIComponents, options:URIOptions):MailtoComponents {\n\t\tconst mailtoComponents =
components as MailtoComponents;\n\t\tconst to = mailtoComponents.to = (mailtoComponents.path ?
mailtoComponents.path.split(\",\") : []);\n\t\tmailtoComponents.path = undefined;\n\n\t\tif
(mailtoComponents.query) {\n\t\t\tlet unknownHeaders = false\n\t\t\tconst headers:MailtoHeaders = {};\n\t\t\tconst
hfields = mailtoComponents.query.split(\"&\");\n\n\t\t\tfor (let x = 0, xl = hfields.length; x < xl; ++x) {\n\t\t\t\tconst
hfield = hfields[x].split(\"=\");\n\n\t\t\t\tswitch (hfield[0]) {\n\t\t\t\t\tcase \"to\":\n\t\t\t\t\t\tconst toAddrs =
hfield[1].split(\",\");\n\t\t\t\t\t\tfor (let x = 0, xl = toAddrs.length; x < xl; ++x)
{\n\t\t\t\t\t\t\tto.push(toAddrs[x]);\n\t\t\t\t\t\t}\n\t\t\t\t\t\tbreak;\n\t\t\t\t\tcase
\"subject\":\n\t\t\t\t\t\tmailtoComponents.subject = unescapeComponent(hfield[1],
options);\n\t\t\t\t\t\tbreak;\n\t\t\t\t\tcase \"body\":\n\t\t\t\t\t\tmailtoComponents.body =
unescapeComponent(hfield[1], options);\n\t\t\t\t\t\tbreak;\n\t\t\t\t\tdefault:\n\t\t\t\t\t\tunknownHeaders =
true;\n\t\t\t\t\t\theaders[unescapeComponent(hfield[0], options)] = unescapeComponent(hfield[1],
options);\n\t\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\tif (unknownHeaders) mailtoComponents.headers =
headers;\n\t\t}\n\n\t\tmailtoComponents.query = undefined;\n\n\t\tfor (let x = 0, xl = to.length; x < xl; ++x)
{\n\t\t\tconst addr = to[x].split(\"@\");\n\n\t\t\taddr[0] = unescapeComponent(addr[0]);\n\n\t\t\tif
(!options.unicodeSupport) {\n\t\t\t\t//convert Unicode IDN -> ASCII IDN\n\t\t\t\ttry {\n\t\t\t\t\taddr[1] =
punycode.toASCII(unescapeComponent(addr[1], options).toLowerCase());\n\t\t\t\t} catch (e)
{\n\t\t\t\t\tmailtoComponents.error = mailtoComponents.error || \"Email address's domain name can not be converted
to ASCII via punycode: \" + e;\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\taddr[1] = unescapeComponent(addr[1],
options).toLowerCase();\n\t\t\t}\n\n\t\t\tto[x] = addr.join(\"@\");\n\t\t}\n\n\t\treturn
mailtoComponents;\n\t},\n\n\tserialize : function (mailtoComponents:MailtoComponents,
options:URIOptions):URIComponents {\n\t\tconst components = mailtoComponents as URIComponents;\n\t\tconst
to = toArray(mailtoComponents.to);\n\t\tif (to) {\n\t\t\tfor (let x = 0, xl = to.length; x < xl; ++x) {\n\t\t\t\tconst
toAddr = String(to[x]);\n\t\t\t\tconst atIdx = toAddr.lastIndexOf(\"@\");\n\t\t\t\tconst localPart = (toAddr.slice(0,
atIdx)).replace(PCT_ENCODED, decodeUnreserved).replace(PCT_ENCODED,
toUpperCase).replace(NOT_LOCAL_PART, pctEncChar);\n\t\t\t\tlet domain = toAddr.slice(atIdx +
1);\n\n\t\t\t\t//convert IDN via punycode\n\t\t\t\ttry {\n\t\t\t\t\tdomain = (!options.iri ?
punycode.toASCII(unescapeComponent(domain, options).toLowerCase()) : punycode.toUnicode(domain));\n\t\t\t\t}
catch (e) {\n\t\t\t\t\tcomponents.error = components.error || \"Email address's domain name can not be converted to
\" + (!options.iri ? \"ASCII\" : \"Unicode\") + \" via punycode: \" + e;\n\t\t\t\t}\n\n\t\t\t\tto[x] = localPart + \"@\" +
domain;\n\t\t\t}\n\n\t\t\tcomponents.path = to.join(\",\");\n\t\t}\n\n\t\tconst headers = mailtoComponents.headers =
mailtoComponents.headers || {};\n\n\t\tif (mailtoComponents.subject) headers[\"subject\"] =
mailtoComponents.subject;\n\t\tif (mailtoComponents.body) headers[\"body\"] =
mailtoComponents.body;\n\n\t\tconst fields = [];\n\t\tfor (const name in headers) {\n\t\t\tif (headers[name] !==
O[name]) {\n\t\t\t\tfields.push(\n\t\t\t\t\tname.replace(PCT_ENCODED,
decodeUnreserved).replace(PCT_ENCODED, toUpperCase).replace(NOT_HFNAME, pctEncChar) +\n\t\t\t\t\t\"=\"
+\n\t\t\t\t\theaders[name].replace(PCT_ENCODED, decodeUnreserved).replace(PCT_ENCODED,

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toUpperCase).replace(NOT_HFVALUE, pctEncChar)\n\t\t\t\t);\n\t\t\t}\n\t\t}\n\t\tif (fields.length)
{\n\t\t\tcomponents.query = fields.join(\"&\");\n\t\t}\n\n\t\treturn components;\n\t}\n}\n\nexport default
handler;","import { URIRegExps } from \"./uri\";\nimport { buildExps } from \"./regexps-uri\";\n\nexport default
buildExps(true);\n","import { URISchemeHandler, URIComponents, URIOptions } from \"../uri\";\n\nconst
handler:URISchemeHandler = {\n\tscheme : \"http\",\n\n\tdomainHost : true,\n\n\tparse : function
(components:URIComponents, options:URIOptions):URIComponents {\n\t\t//report missing host\n\t\tif
(!components.host) {\n\t\t\tcomponents.error = components.error || \"HTTP URIs must have a
host.\";\n\t\t}\n\n\t\treturn components;\n\t},\n\n\tserialize : function (components:URIComponents,
options:URIOptions):URIComponents {\n\t\t//normalize the default port\n\t\tif (components.port ===
(String(components.scheme).toLowerCase() !== \"https\" ? 80 : 443) || components.port === \"\")
{\n\t\t\tcomponents.port = undefined;\n\t\t}\n\t\t\n\t\t//normalize the empty path\n\t\tif (!components.path)
{\n\t\t\tcomponents.path = \"/\";\n\t\t}\n\n\t\t//NOTE: We do not parse query strings for HTTP URIs\n\t\t//as WWW
Form Url Encoded query strings are part of the HTML4+ spec,\n\t\t//and not the HTTP spec.\n\n\t\treturn
components;\n\t}\n};\n\nexport default handler;","import { URISchemeHandler, URIComponents, URIOptions }
from \"../uri\";\nimport http from \"./http\";\n\nconst handler:URISchemeHandler = {\n\tscheme :
\"https\",\n\tdomainHost : http.domainHost,\n\tparse : http.parse,\n\tserialize : http.serialize\n}\n\nexport default
handler;","import { URISchemeHandler, URIComponents, URIOptions } from \"../uri\";\nimport { pctEncChar,
SCHEMES } from \"../uri\";\n\nexport interface URNComponents extends URIComponents
{\n\tnid?:string;\n\tnss?:string;\n}\n\nexport interface URNOptions extends URIOptions
{\n\tnid?:string;\n}\n\nconst NID$ = \"(?:[0-9A-Za-z][0-9A-Za-z\\\\-]{1,31})\";\nconst PCT_ENCODED$ =
\"(?:\\\\%[0-9A-Fa-f]{2})\";\nconst TRANS$$ = \"[0-9A-Za-z\\\\(\\\\)\\\\+\\\\,\\\\\\\\.\\\\:\\\\=\\\\@\\\\;\\\\$\\\\_\\\\!\\\\*\\\\'\\\\/\\\\?\\\\#]\";\nconst NSS$ = \"(?:(?:\" + PCT_ENCODED$ + \"|\" +
TRANS$$ + \")+)\";\nconst URN_SCHEME = new RegExp(\"^urn\\\\:(\" + NID$ + \")$\");\nconst URN_PATH =
new RegExp(\"^(\" + NID$ + \")\\\\:(\" + NSS$ + \")$\");\nconst URN_PARSE = /^([^\\:]+)\\:(.*)/;\nconst
URN_EXCLUDED = /[\\x00-\\x20\\\\\\\"\\&\\<\\>\\[\\]\\^\\`\\{\\|\\}\\~\\x7F-\\xFF]/g;\n\n//RFC 2141\nconst
handler:URISchemeHandler<URNComponents,URNOptions> = {\n\tscheme : \"urn\",\n\n\tparse : function
(components:URIComponents, options:URNOptions):URNComponents {\n\t\tconst matches = components.path
&& components.path.match(URN_PARSE);\n\t\tlet urnComponents = components as URNComponents;\n\n\t\tif
(matches) {\n\t\t\tconst scheme = options.scheme || urnComponents.scheme || \"urn\";\n\t\t\tconst nid =
matches[1].toLowerCase();\n\t\t\tconst nss = matches[2];\n\t\t\tconst urnScheme = `${scheme}:${options.nid ||
nid}`;\n\t\t\tconst schemeHandler = SCHEMES[urnScheme];\n\n\t\t\turnComponents.nid =
nid;\n\t\t\turnComponents.nss = nss;\n\t\t\turnComponents.path = undefined;\n\n\t\t\tif (schemeHandler)
{\n\t\t\t\turnComponents = schemeHandler.parse(urnComponents, options) as URNComponents;\n\t\t\t}\n\t\t} else
{\n\t\t\turnComponents.error = urnComponents.error || \"URN can not be parsed.\";\n\t\t}\n\n\t\treturn
urnComponents;\n\t},\n\n\tserialize : function (urnComponents:URNComponents,
options:URNOptions):URIComponents {\n\t\tconst scheme = options.scheme || urnComponents.scheme ||
\"urn\";\n\t\tconst nid = urnComponents.nid;\n\t\tconst urnScheme = `${scheme}:${options.nid || nid}`;\n\t\tconst
schemeHandler = SCHEMES[urnScheme];\n\n\t\tif (schemeHandler) {\n\t\t\turnComponents =
schemeHandler.serialize(urnComponents, options) as URNComponents;\n\t\t}\n\n\t\tconst uriComponents =
urnComponents as URIComponents;\n\t\tconst nss = urnComponents.nss;\n\t\turiComponents.path = `${nid ||
options.nid}:${nss}`;\n\n\t\treturn uriComponents;\n\t},\n};\n\nexport default handler;","import {
URISchemeHandler, URIComponents, URIOptions } from \"../uri\";\nimport { URNComponents } from
\"./urn\";\nimport { SCHEMES } from \"../uri\";\n\nexport interface UUIDComponents extends URNComponents
{\n\tuuid?: string;\n}\n\nconst UUID = /^[0-9A-Fa-f]{8}(?:\\-[0-9A-Fa-f]{4}){3}\\-[0-9A-Fa-f]{12}$/;\nconst
UUID_PARSE = /^[0-9A-Fa-f\\-]{36}/;\n\n//RFC 4122\nconst handler:URISchemeHandler<UUIDComponents,
URIOptions, URNComponents> = {\n\tscheme : \"urn:uuid\",\n\n\tparse : function
(urnComponents:URNComponents, options:URIOptions):UUIDComponents {\n\t\tconst uuidComponents =
urnComponents as UUIDComponents;\n\t\tuuidComponents.uuid = uuidComponents.nss;\n\t\tuuidComponents.nss

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= undefined;\n\n\t\tif (!options.tolerant && (!uuidComponents.uuid || !uuidComponents.uuid.match(UUID)))
{\n\t\t\tuuidComponents.error = uuidComponents.error || \"UUID is not valid.\";\n\t\t}\n\n\t\treturn
uuidComponents;\n\t},\n\n\tserialize : function (uuidComponents:UUIDComponents,
options:URIOptions):URNComponents {\n\t\tconst urnComponents = uuidComponents as
URNComponents;\n\t\t//normalize UUID\n\t\turnComponents.nss = (uuidComponents.uuid ||
\"\").toLowerCase();\n\t\treturn urnComponents;\n\t},\n};\n\nexport default handler;","import { SCHEMES } from
\"./uri\";\n\nimport http from \"./schemes/http\";\nSCHEMES[http.scheme] = http;\n\nimport https from
\"./schemes/https\";\nSCHEMES[https.scheme] = https;\n\nimport mailto from
\"./schemes/mailto\";\nSCHEMES[mailto.scheme] = mailto;\n\nimport urn from
\"./schemes/urn\";\nSCHEMES[urn.scheme] = urn;\n\nimport uuid from \"./schemes/urnuuid\";\nSCHEMES[uuid.scheme] = uuid;\n\nexport * from \"./uri\";\n"]}
Found in path(s):
* /opt/cola/permits/1110634955_1606918997.92/0/garycourt-uri-js-4-2-2-0-g4f6f600-1-tar-gz/garycourt-uri-js4f6f600/dist/es5/uri.all.min.js.map
No license file was found, but licenses were detected in source scan.
./src/uri.ts","../../node_modules/punycode/punycode.es6.js","../../src/regexps-iri.ts","../../src/regexpsuri.ts","../../src/util.ts"],"sourcesContent":["import { SCHEMES } from \"./uri\";\n\nimport http from
\"./schemes/http\";\nSCHEMES[http.scheme] = http;\n\nimport https from
\"./schemes/https\";\nSCHEMES[https.scheme] = https;\n\nimport mailto from
\"./schemes/mailto\";\nSCHEMES[mailto.scheme] = mailto;\n\nimport urn from
\"./schemes/urn\";\nSCHEMES[urn.scheme] = urn;\n\nimport uuid from \"./schemes/urnuuid\";\nSCHEMES[uuid.scheme] = uuid;\n\nexport * from \"./uri\";\n","import { URISchemeHandler,
URIComponents, URIOptions } from \"../uri\";\nimport { URNComponents } from \"./urn\";\nimport { SCHEMES
} from \"../uri\";\n\nexport interface UUIDComponents extends URNComponents {\n\tuuid?: string;\n}\n\nconst
UUID = /^[0-9A-Fa-f]{8}(?:\\-[0-9A-Fa-f]{4}){3}\\-[0-9A-Fa-f]{12}$/;\nconst UUID_PARSE = /^[0-9A-Fa-f\\]{36}/;\n\n//RFC 4122\nconst handler:URISchemeHandler<UUIDComponents, URIOptions, URNComponents> =
{\n\tscheme : \"urn:uuid\",\n\n\tparse : function (urnComponents:URNComponents,
options:URIOptions):UUIDComponents {\n\t\tconst uuidComponents = urnComponents as
UUIDComponents;\n\t\tuuidComponents.uuid = uuidComponents.nss;\n\t\tuuidComponents.nss =
undefined;\n\n\t\tif (!options.tolerant && (!uuidComponents.uuid || !uuidComponents.uuid.match(UUID)))
{\n\t\t\tuuidComponents.error = uuidComponents.error || \"UUID is not valid.\";\n\t\t}\n\n\t\treturn
uuidComponents;\n\t},\n\n\tserialize : function (uuidComponents:UUIDComponents,
options:URIOptions):URNComponents {\n\t\tconst urnComponents = uuidComponents as
URNComponents;\n\t\t//normalize UUID\n\t\turnComponents.nss = (uuidComponents.uuid ||
\"\").toLowerCase();\n\t\treturn urnComponents;\n\t},\n};\n\nexport default handler;","import { URISchemeHandler,
URIComponents, URIOptions } from \"../uri\";\nimport { pctEncChar, SCHEMES } from \"../uri\";\n\nexport
interface URNComponents extends URIComponents {\n\tnid?:string;\n\tnss?:string;\n}\n\nexport interface
URNOptions extends URIOptions {\n\tnid?:string;\n}\n\nconst NID$ = \"(?:[0-9A-Za-z][0-9A-Za-z\\\\]{1,31})\";\nconst PCT_ENCODED$ = \"(?:\\\\%[0-9A-Fa-f]{2})\";\nconst TRANS$$ = \"[0-9A-Zaz\\\\(\\\\)\\\\+\\\\,\\\\-\\\\.\\\\:\\\\=\\\\@\\\\;\\\\$\\\\_\\\\!\\\\*\\\\'\\\\/\\\\?\\\\#]\";\nconst NSS$ = \"(?:(?:\" +
PCT_ENCODED$ + \"|\" + TRANS$$ + \")+)\";\nconst URN_SCHEME = new RegExp(\"^urn\\\\:(\" + NID$ +
\")$\");\nconst URN_PATH = new RegExp(\"^(\" + NID$ + \")\\\\:(\" + NSS$ + \")$\");\nconst URN_PARSE =
/^([^\\:]+)\\:(.*)/;\nconst URN_EXCLUDED = /[\\x00-\\x20\\\\\\\"\\&\\<\\>\\[\\]\\^\\`\\{\\|\\}\\~\\x7F\\xFF]/g;\n\n//RFC 2141\nconst handler:URISchemeHandler<URNComponents,URNOptions> = {\n\tscheme :

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"urn".export default handler;".import { URISchemeHandler, URIComponents, URIOptions } from "../uri";import { pctEncChar, pctDecChars, unescapeComponent } from "../uri";import punycode from "punycode";import { merge, subexp, toUpperCase, toArray } from "../util";

export interface MailtoHeaders{
	[hfname:string]:string
}

export interface MailtoComponents extends URIComponents{

to:Array<string>,
	headers?:MailtoHeaders,
subject?:string,
body?:string
}

const O:MailtoHeaders = {};
const isIRI = true;

//RFC 3986
const UNRESERVED$$ = "[A-Za-z0-9.\-_.~]" + (isIRI ? "\xA0-\u200D\u2010-\u2029\u202F-\uD7FF\uF900-\uFDCF\uFDF0-\uFFEF" : "") + "]";
const HEXDIG$$ = "[0-9A-Fa-f]"; //case-insensitive
const PCT_ENCODED$ = subexp(subexp("%[EFef]" + HEXDIG$$ + "%" + HEXDIG$$ + HEXDIG$$) + "|" + subexp("%[89A-Fa-f]" + HEXDIG$$ + "%" + HEXDIG$$ + HEXDIG$$));

//RFC 5322, except these symbols as per RFC 6068: @ : / ? # \\ ! $ % & ; =
//const ATEXT$$ = "[A-Za-z0-9.\!\#\$\%\&\'\*\-\^\_\`\{\|\}\~]";
//const WSP$$ = "[\x20\x09]";
//const OBS_QTEXT$$ = "[\x01-\x08\x0B\x0C\x0E-\x1F\x7F]\";
//const QTEXT$$ = "[\x21\x23-\x5B\x5D-\x7E]";
//const VCHAR$$ = merge(QTEXT$$, "[\\\"\\\"]");
const DOT_ATOM_TEXT$ = subexp(ATEXT$$ + "+" + subexp("\\." + ATEXT$$ + "+") + "*");
const QUOTED_PAIR$ = subexp("\\" + subexp(VCHAR$$));
const QCONTENT$ = subexp(QTEXT$$ + "|" + QUOTED_PAIR$);
const QUOTED_STRING$ = subexp('\\"' + QCONTENT$ + "*" + '\\"');

//RFC 6068
const DTEXT_NO_OBS$$ = "[\x21-\x5A\x5E-\x7E]"; //%d33-%d90 / %d94-%d126
const SOME_DELIMS$$ = "[\x00\x0D\x0A\x0D\x0A]\";
const QCHAR$ = subexp(UNRESERVED$$ + "|" + PCT_ENCODED$ + "|" + SOME_DELIMS$$);
const DOMAIN$ = subexp(DOT_ATOM_TEXT$ + "\\@" + DOMAIN$);
const LOCAL_PART$ = subexp(DOT_ATOM_TEXT$ + "\\+" + QUOTED_PAIR$);
const ADDR_SPEC$ = subexp(LOCAL_PART$ + "\\@" + DOMAIN$);
const TO$ = subexp(ADDR_SPEC$ + subexp("\\," + ADDR_SPEC$) + "*");
const HFNAME$ = subexp(QCHAR$ + "\\+");const HFVALUES$ = HFNAME$;const HFIELDS$ = subexp(HFVALUES$ + "\\+" + HFVALUES$);const HFIELDS2$ = subexp(HFIELDS$ + subexp("\\\"\" & "");
HFIELD$) + \"*\");\nconst HFIELDS$ = subexp(\"\\\\?\" + HFIELDS2$);\nconst MAILTO_URI = new
RegExp(\"^mailto\\\\:\" + TO$ + \"?\" + HFIELDS$ + \"?$\");\n\nconst UNRESERVED = new
RegExp(UNRESERVED$$, \"g\");\nconst PCT_ENCODED = new RegExp(PCT_ENCODED$, \"g\");\nconst
NOT_LOCAL_PART = new RegExp(merge(\"[^]\", ATEXT$$, \"[\\\\.]\", '[\\\\\"]', VCHAR$$), \"g\");\nconst
NOT_DOMAIN = new RegExp(merge(\"[^]\", ATEXT$$, \"[\\\\.]\", \"[\\\\[]\", DTEXT_NO_OBS$$, \"[\\\\]]\"),
\"g\");\nconst NOT_HFNAME = new RegExp(merge(\"[^]\", UNRESERVED$$, SOME_DELIMS$$),
\"g\");\nconst NOT_HFVALUE = NOT_HFNAME;\nconst TO = new RegExp(\"^\" + TO$ + \"$\");\nconst
HFIELDS = new RegExp(\"^\" + HFIELDS2$ + \"$\");\n\nfunction decodeUnreserved(str:string):string {\n\tconst
decStr = pctDecChars(str);\n\treturn (!decStr.match(UNRESERVED) ? str : decStr);\n}\n\nconst
handler:URISchemeHandler<MailtoComponents> = {\n\tscheme : \"mailto\",\n\n\tparse : function
(components:URIComponents, options:URIOptions):MailtoComponents {\n\t\tconst mailtoComponents =
components as MailtoComponents;\n\t\tconst to = mailtoComponents.to = (mailtoComponents.path ?
mailtoComponents.path.split(\",\") : []);\n\t\tmailtoComponents.path = undefined;\n\n\t\tif
(mailtoComponents.query) {\n\t\t\tlet unknownHeaders = false\n\t\t\tconst headers:MailtoHeaders = {};\n\t\t\tconst
hfields = mailtoComponents.query.split(\"&\");\n\n\t\t\tfor (let x = 0, xl = hfields.length; x < xl; ++x) {\n\t\t\t\tconst
hfield = hfields[x].split(\"=\");\n\n\t\t\t\tswitch (hfield[0]) {\n\t\t\t\t\tcase \"to\":\n\t\t\t\t\t\tconst toAddrs =
hfield[1].split(\",\");\n\t\t\t\t\t\tfor (let x = 0, xl = toAddrs.length; x < xl; ++x)
{\n\t\t\t\t\t\t\tto.push(toAddrs[x]);\n\t\t\t\t\t\t}\n\t\t\t\t\t\tbreak;\n\t\t\t\t\tcase
\"subject\":\n\t\t\t\t\t\tmailtoComponents.subject = unescapeComponent(hfield[1],
options);\n\t\t\t\t\t\tbreak;\n\t\t\t\t\tcase \"body\":\n\t\t\t\t\t\tmailtoComponents.body =
unescapeComponent(hfield[1], options);\n\t\t\t\t\t\tbreak;\n\t\t\t\t\tdefault:\n\t\t\t\t\t\tunknownHeaders =
true;\n\t\t\t\t\t\theaders[unescapeComponent(hfield[0], options)] = unescapeComponent(hfield[1],
options);\n\t\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\tif (unknownHeaders) mailtoComponents.headers =
headers;\n\t\t}\n\n\t\tmailtoComponents.query = undefined;\n\n\t\tfor (let x = 0, xl = to.length; x < xl; ++x)
{\n\t\t\tconst addr = to[x].split(\"@\");\n\n\t\t\taddr[0] = unescapeComponent(addr[0]);\n\n\t\t\tif
(!options.unicodeSupport) {\n\t\t\t\t//convert Unicode IDN -> ASCII IDN\n\t\t\t\ttry {\n\t\t\t\t\taddr[1] =
punycode.toASCII(unescapeComponent(addr[1], options).toLowerCase());\n\t\t\t\t} catch (e)
{\n\t\t\t\t\tmailtoComponents.error = mailtoComponents.error || \"Email address's domain name can not be converted
to ASCII via punycode: \" + e;\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\taddr[1] = unescapeComponent(addr[1],
options).toLowerCase();\n\t\t\t}\n\n\t\t\tto[x] = addr.join(\"@\");\n\t\t}\n\n\t\treturn
mailtoComponents;\n\t},\n\n\tserialize : function (mailtoComponents:MailtoComponents,
options:URIOptions):URIComponents {\n\t\tconst components = mailtoComponents as URIComponents;\n\t\tconst
to = toArray(mailtoComponents.to);\n\t\tif (to) {\n\t\t\tfor (let x = 0, xl = to.length; x < xl; ++x) {\n\t\t\t\tconst
toAddr = String(to[x]);\n\t\t\t\tconst atIdx = toAddr.lastIndexOf(\"@\");\n\t\t\t\tconst localPart = (toAddr.slice(0,
atIdx)).replace(PCT_ENCODED, decodeUnreserved).replace(PCT_ENCODED,
toUpperCase).replace(NOT_LOCAL_PART, pctEncChar);\n\t\t\t\tlet domain = toAddr.slice(atIdx +
1);\n\n\t\t\t\t//convert IDN via punycode\n\t\t\t\ttry {\n\t\t\t\t\tdomain = (!options.iri ?
punycode.toASCII(unescapeComponent(domain, options).toLowerCase()) : punycode.toUnicode(domain));\n\t\t\t\t}
catch (e) {\n\t\t\t\t\tcomponents.error = components.error || \"Email address's domain name can not be converted to
\" + (!options.iri ? \"ASCII\" : \"Unicode\") + \" via punycode: \" + e;\n\t\t\t\t}\n\n\t\t\t\tto[x] = localPart + \"@\" +
domain;\n\t\t\t}\n\n\t\t\tcomponents.path = to.join(\",\");\n\t\t}\n\n\t\tconst headers = mailtoComponents.headers =
mailtoComponents.headers || {};\n\n\t\tif (mailtoComponents.subject) headers[\"subject\"] =
mailtoComponents.subject;\n\t\tif (mailtoComponents.body) headers[\"body\"] =
mailtoComponents.body;\n\n\t\tconst fields = [];\n\t\tfor (const name in headers) {\n\t\t\tif (headers[name] !==
O[name]) {\n\t\t\t\tfields.push(\n\t\t\t\t\tname.replace(PCT_ENCODED,
decodeUnreserved).replace(PCT_ENCODED, toUpperCase).replace(NOT_HFNAME, pctEncChar) +\n\t\t\t\t\t\"=\"
+\n\t\t\t\t\theaders[name].replace(PCT_ENCODED, decodeUnreserved).replace(PCT_ENCODED,
toUpperCase).replace(NOT_HFVALUE, pctEncChar)\n\t\t\t\t);\n\t\t\t}\n\t\t}\n\t\tif (fields.length)

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export default handler;

export default handler;
export function pctEncChar(chr: string): string {
  const c = chr.charCodeAt(0);
  let e: string;

  if (c < 16) e = `%0` + c.toString(16).toUpperCase();
  else if (c < 128) e = `%` + c.toString(16).toUpperCase();
  else if (c < 2048) e = `%` + ((c >> 6) | 192).toString(16).toUpperCase() + `%` + ((c & 63) | 128).toString(16).toUpperCase();

  return e;
}

export function pctDecChars(str: string): string {
  let newStr = "";
  let i = 0;
  const il = str.length;

  while (i < il) {
    const c = parseInt(str.substr(i + 1, 2), 16);

    if (c < 128) {
      newStr += String.fromCharCode(c);
      i += 3;
    } else if (c >= 194 && c < 224) {
      newStr += String.fromCharCode(((c & 31) << 6) | (c2 & 63));
      i += 6;
    } else if (c >= 224) {
      newStr += String.fromCharCode(((c & 15) << 12) | ((c2 & 63) << 6) | (c3 & 63));
      i += 9;
    } else {
      newStr += str.substr(i, 3);
      i += 3;
    }
  }

  return newStr;
}

function _normalizeComponentEncoding(components: URIComponents, protocol: URIRegExps) {
  function decodeUnreserved(str: string): string {
    const decStr = pctDecChars(str);
    return (!decStr.match(protocol.UNRESERVED) ? str : decStr);
  }

  if (components.scheme) { components.scheme = String(components.scheme).replace(protocol.PCT_ENCODED, decodeUnreserved).toLowerCase().replace(protocol.NOT_SCHEME, "");
    if (components.userinfo !== undefined) { components.userinfo = String(components.userinfo).replace(protocol.PCT_ENCODED, decodeUnreserved).replace(protocol.NOT_USERINFO, pctEncChar).replace(protocol.PCT_ENCODED, toUpperCase);
      if (components.host !== undefined) components.host = String(components.host).replace(protocol.PCT_ENCODED, decodeUnreserved).toLowerCase().replace(protocol.NOT_HOST, pctEncChar).replace(protocol.PCT_ENCODED, toUpperCase);
        if (components.path !== undefined) components.path = String(components.path).replace(protocol.PCT_ENCODED, decodeUnreserved).replace((components.scheme ? protocol.NOT_PATH : protocol.NOT_PATH_NOSCHEME), pctEncChar).replace(protocol.PCT_ENCODED, toUpperCase);
          if (components.query !== undefined) components.query = String(components.query).replace(protocol.PCT_ENCODED, decodeUnreserved).replace(protocol.NOT_QUERY, pctEncChar).replace(protocol.PCT_ENCODED, toUpperCase);
            if (components.fragment !== undefined) components.fragment = String(components.fragment).replace(protocol.PCT_ENCODED, decodeUnreserved).replace(protocol.PCT_ENCODED, toUpperCase);
  }

  return components;
}

function _stripLeadingZeros(str: string): string {
  return str.replace(/^0*(.*)/, "$1") || "0";
}

function _normalizeIPv4(host: string, protocol: URIRegExps): string {
  const matches = host.match(protocol.IPV4ADDRESS) || [];
  const [, address] = matches;

  if (address) {
    return address.split(".").map(_stripLeadingZeros).join(".");
  } else {
    return host;
  }
}

function _normalizeIPv6(host: string, protocol: URIRegExps): string {
  const matches = host.match(protocol.IPV6ADDRESS) || [];
  const [, address, zone] = matches;

  if (address) {
    const [last, first] = address.toLowerCase().split('::').reverse();

    if (isLastFieldIPv4Address) {
      first = String(first).replace(/\^0(\.|/), "\$1") || "\$0";
    }

    _normalizeIPv4(host, protocol); string {
      const matches = host.match(protocol.IPV4ADDRESS) || [];
      const [address, address, zone] = matches;
    }

    address = host.match(protocol.IPV6ADDRESS) || [];
    host = String(host).replace(protocol.PC...
```javascript
allZeroFields.sort((a, b) => b.length - a.length)[0];

if (longestZeroFields && longestZeroFields.length > 1) {
  let newHost = fields.join(":" + zone);
  return newHost;
} else {
  return host;
}

const URI_PARSE = /^(?:(^|[^:\/?#:@])[^:\/?#:@]*)\*([^:\/?#:@]|@)?([^\@]+@)?([^\/?#:@\]](\[^\@]\]|^)*)*[^\@]{0,255}(\?([^\@#]))?#(.*|\n|\r)*$/i;
const NO_MATCH_IS_UNDEFINED = (<RegExpMatchArray>("").match(/(){0}/))[1] === undefined;

export function parse(uriString:string, options:URIOptions = {}) {  return new Host(UriComponents, options:IRIOptions = {})
```
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undefined) {\n  \n  //normalize IP hosts, add brackets and escape zone separator for IPv6
  uriTokens.push(_normalizeIPv6(_normalizeIPv4(String(components.host), protocol), protocol).replace(protocol.IPV6ADDRESS, (_, $1, $2) => \n    `\n      $\1 + (\$2 ? `\n        $\&256 \n        + $\2 \n        : `\n        ) \n    `\n    ));\n  }\n}  

	}

	if (typeof components.port === "number") {
		uriTokens.push(":");
		uriTokens.push(components.port.toString(10));
	}

	return uriTokens.length ? uriTokens.join("") : undefined;
};

const RDS1 = /^\.\.?\//;
const RDS2 = /^\/\.(\/|$)/;
const RDS3 = /^\/\.\.(\/|$)/;
const RDS4 = /^\.\.?$/;
const RDS5 = /^\/?(?:.|\n)*?(?=\/|$)/;

export function removeDotSegments(input:string):string {
  const output:Array<string> = [];

  while (input.length) {
    if (input.match(RDS1)) {
      input = input.replace(RDS1, "");
    } else if (input.match(RDS2)) {
      input = input.replace(RDS2, "/");
    } else if (input.match(RDS3)) {
      input = input.replace(RDS3, "/");
      output.pop();
    } else if (input === "." || input === "..") {
      input = "";
    } else {
      const im = input.match(RDS5);
      if (im) {
        const s = im[0];
        input = input.slice(s.length);
        output.push(s);
      } else {
        throw new Error("Unexpected dot segment condition");
      }
    }
  }

  return output.join("");
};

export function serialize(components:URIComponents, options:URIOptions = {}) {
  const protocol = (options.iri ? IRI_PROTOCOL : URI_PROTOCOL);
  const uriTokens:Array<string> = [];

  //find scheme handler
  const schemeHandler = SCHEMES[(options.scheme || components.scheme || ".").toLowerCase()];

  //perform scheme specific serialization
  if (schemeHandler && schemeHandler.serialize) schemeHandler.serialize(components, options);

  if (components.host) {
    //if host component is an IPv6 address
    if (protocol.IPV6ADDRESS.test(components.host)) {
      //TODO: normalize IPv6 address as per RFC 5952
    }

    //if host component is a domain name
    else if (options.domainHost || (schemeHandler && schemeHandler.domainHost)) {
      try {
        components.host = (!options.iri ? punycode.toASCII(components.host.replace(protocol.PCT_ENCODED, pctDecChars).toLowerCase()) : punycode.toUnicode(components.host));
      } catch (e) {
        components.error = components.error || "Host's domain name can not be converted to " + (!options.iri ? "ASCII" : "Unicode") + " via punycode: " + e;
      }
    }
  }

  //normalize encoding
  _normalizeComponentEncoding(components, protocol);

  if (options.reference !== "suffix" && components.scheme) {
    uriTokens.push(components.scheme);
    uriTokens.push(":");
  }  

  const authority = _recomposeAuthority(components, options);
  if (authority !== undefined) {
    uriTokens.push("//");
  }

  uriTokens.push(authority);
  if (components.path && components.path.charAt(0) !== "/") {
    uriTokens.push("/");
  }

  if (components.path !== undefined) {
    let s = components.path;

    if (!options.absolutePath && (!schemeHandler || !schemeHandler.absolutePath)) {
      s = removeDotSegments(s);
    }

    if (authority === undefined) {
      s = s.replace(/^\/\//, "/%2F"); //don't allow the path to start with "/\n/" during
    }

    uriTokens.push(s);
  }

  if (components.query !== undefined) {
    uriTokens.push("?");
    uriTokens.push(components.query);
  }

  if (components.fragment !== undefined) {
    uriTokens.push("#");
    uriTokens.push(components.fragment);
  }

  return uriTokens.join(""); //merge tokens into a string
};

export function resolveComponents(base:URIComponents, relative:URIComponents, options:URIOptions = {}, skipNormalization?:boolean):URIComponents {
  const target:URIComponents = {};

  if (!skipNormalization) {
    base = parse(serialize(base, options), options); //normalize base components
    relative = parse(serialize(relative, options), options);  //normalize relative components
  }

  options = options || {};

  if (!options.tolerant && relative.scheme) {
    target.scheme = relative.scheme;
    target.authority = relative.authority;
    target.userinfo = relative.userinfo;
    target.host = relative.host;
    target.port = relative.port;
    target.path = removeDotSegments(relative.path);
    target.query = relative.query;
  }

  if (target.scheme == undefined) {
    target.scheme = (target.scheme || base.scheme);
  }

  if (target.userinfo == undefined) {
    target.userinfo = (target.userinfo || base.userinfo);
  }

  if (target.host == undefined) {
    target.host = (target.host || base.host);
  }

  if (target.port == undefined) {
    target.port = (target.port || base.port);
  }

  if (target.path == undefined) {
    target.path = (target.path || base.path);
  }

  return target;
}
target.path = base.path;

if (relative.query !== undefined) {
    target.query = relative.query;
} else {
    target.query = base.query;
}

if (relative.path.charAt(0) === "/") {
    target.path = removeDotSegments(relative.path);
} else if ((base.userinfo !== undefined || base.host !== undefined || base.port !== undefined) && !base.path) {
    target.path = "/" + relative.path;
} else {
    target.path = base.path.slice(0, base.path.lastIndexOf(\"\") + 1) + relative.path;
    if (base.authority) {
        target.authority = base.authority;
    }
    if (base.userInfo) {
        target.userInfo = base.userInfo;
    }
    if (base.host) {
        target.host = base.host;
    }
    if (base.port) {
        target.port = base.port;
    }

    target.scheme = base.scheme;

    target.fragment = relative.fragment;
    target.returnPath(target.path);
}

return target;

export function resolve(baseURI:string, relativeURI:string, options?:URIOptions):string {
    const schemelessOptions = assign({ scheme: 'null' }, options);
    return serialize(resolveComponents(parse(baseURI, schemelessOptions), parse(relativeURI, schemelessOptions), schemelessOptions, true), schemelessOptions);
}

export function normalize(uri:string, options?:URIOptions):string;
export function normalize(uri:URIComponents, options?:URIOptions):URIComponents;
export function normalize(uri:any, options?:URIOptions):any {
    if (typeof uri === "string") {
        uri = serialize(parse(uri, options), options);
    } else if (typeOf(uri) === "object") {
        uri = serialize(<URIComponents>uri, options);
    }

    return uri;
}

export function equal(uriA:string, uriB:string, options?: URIOptions):boolean;
export function equal(uriA:URIComponents, uriB:URIComponents, options?:URIOptions):boolean;
export function equal(uriA:any, uriB:any, options?:URIOptions):boolean {
    if (typeof uriA === "string") {
        uriA = serialize(parse(uriA, options), options);
    } else if (typeOf(uriA) === "object") {
        uriA = serialize(<URIComponents>uriA, options);
    }

    if (typeof uriB === "string") {
        uriB = serialize(parse(uriB, options), options);
    } else if (typeOf(uriB) === "object") {
        uriB = serialize(<URIComponents>uriB, options);
    }

    return uriA === uriB;
}

export function escapeComponent(str:string, options?:URIOptions):string {
    return str && str.toString().replace((!options || !options.iri ? URI_PROTOCOL.ESCAPE : IRI_PROTOCOL.ESCAPE), pctEncChar);
}

export function unescapeComponent(str:string, options?:URIOptions):string {
    return str && str.toString().replace((!options || !options.iri ? URI_PROTOCOL.PCT_ENCODED : IRI_PROTOCOL.PCT_ENCODED), pctDecChars);
}

const maxInt = 2147483647; // aka. 0x7FFFFFFF or 2^31-1
const base = 36;
const tMin = 1;
const tMax = 26;
const skew = 38;
const damp = 700;
const initialBias = 72;
const initialN = 128; // 0x80
const delimiter = '-'; // '\x2D'

const regexPunycode = /^xn--/;
const regexNonASCII = /[\0-\x7E\u0080-\uFFFF\u0600-\u063A\u063C-\u064D\u064F-\u0651\u0696-\u069F]$/; // non-ASCII chars
const regexSeparators = /[\x2E\u3002\uFF0E\uFF61]/g; // RFC 3490 separators

const errors = {
    'overflow': 'Overflow: input needs wider integers to process',
    'not-basic': 'Illegal input >= 0x80 (not a basic code point)',
    'invalid-input': 'Invalid input'
};

/*-------------------------------*/

// A generic error utility function.
function error(type) {
    throw new RangeError(errors[type]);
}

// A generic `Array#map` utility function.
function map(array, fn) {
    const result = [];
    let length = array.length;
    while (length--)
        result[length] = fn(array[length]);
    return result;
}

// A simple `Array#map`-like wrapper to work with domain name strings or email addresses.
function mapDomain(string, fn) {
    const parts = string.split('@');
    let result = ";\n    if (parts.length > 1) {
        let local = parts[0].split(delimiter);
        let domain = parts[1].split(delimiter);
        let i = 0;
        for (; i < local.length; i++) {
            let part = local[i].split(delimiter);
            for (let j = 0; j < part.length; j++) {
                result[part[j]] = fn(part[j]);
            }
        }
    }
    return result;

    // In email addresses, only the domain name should be punycoded. Leave\n    // the local part (i.e. everything up to '@') unchanged.
}
result = parts[0] + '@';

string = parts[1];

const labels = string.split('.');

const encoded = labels.map(label => label.replace(regexSeparators, '\x2E')).join('.');

return result + encoded;

/**
 * Creates an array containing the numeric code points of each Unicode character in the string. While JavaScript uses UCS-2 internally, this function will convert a pair of surrogate halves (each of which * * UCS-2 exposes as separate characters) into a single code point.
 * Matching UTF-16.
 * @see `punycode.ucs2.encode`
 */
function ucs2encode(array) {
  return String.fromCodePoint(...array);
}

/**
 * Converts a Punycode string of ASCII-only symbols to a string of Unicode symbols.
 * @memberOf punycode
 * @param {String} input The Punycode string of ASCII-only symbols.
 * @returns {String} The resulting string of Unicode symbols.
 */
const decode = function(input) {
  let basic = input.lastIndexOf(delimiter);
  if (basic < 0) {
    basic = 0;
  }

  for (let index = basic > 0 ? basic + 1 : 0; index < input.length; /* no final expression */) {
    let basic = input.charCodeAt(index);
    if (basic >= 0x80) {
      throw 'not-basic';
    }
    output.push(basic);
  }
  return output.join('');
}

/**
 * Bias adaptation function as per section 3.4 of RFC 3492.
 * @private
 */
const adapt = function(delta, numPoints, firstTime) {
  let k = 0;
  delta = firstTime ? Math.floor(delta / damp) : Math.floor(delta / numPoints);
  for (/* no initialization */; delta > baseMinusTMin * tMax >> 1; k += base) {
    delta = Math.floor(delta / baseMinusTMin);
  }
  return Math.floor(k + (baseMinusTMin + 1) * delta / (delta + skew));
}
```javascript
if (index >= inputLength) {
    error('invalid-input');
}

const digit = basicToDigit(input.charCodeAt(index++));

if (digit >= base || digit > floor((maxInt - i) / w)) {
    error('overflow');
}

i += digit * w;

const baseMinusT = base - t;
const t = k <= bias ? tMin : (k >= bias + tMax ? tMax : k - bias);

if (digit < t) {
    break;
}

const baseMinusT = base - t;

if (w > floor(maxInt / baseMinusT)) {
    error('overflow');
}

w *= baseMinusT;

}

const out = output.length + 1;
bias = adapt(i - oldi, out, oldi == 0);

// `i` was supposed to wrap around from `out` to `0`, inverting n each time, so we’ll fix that
output.splice(i++, 0, n);

return String.fromCodePoint(...output);

/**
 * Converts a string of Unicode symbols (e.g. a domain name label) to a Punycode string of ASCII-only symbols.
 * @memberOf punycode
 * @param {String} input The string of Unicode symbols.
 * @returns {String} The resulting Punycode string of ASCII-only symbols.
 */
const encode = function(input) {
    const output = [];

    // Convert the input in UCS-2 to an array of Unicode code points.
    input = ucs2decode(input);

    // Cache the length.
    let inputLength = input.length;

    // Initialize the state.
    let n = initialN;
    let delta = 0;
    let bias = initialBias;

    // Handle the basic code points.
    for (const currentValue of input) {
        if (currentValue < 0x80) {
            output.push(stringFromCharCode(currentValue));
        }
    }

    let basicLength = output.length;
    let handledCPCount = basicLength;

    // `handledCPCount` is the number of code points that have been handled;
    // `basicLength` is the number of basic code points.

    // Finish the basic string with a delimiter unless it's empty.
    if (basicLength) {
        output.push(delimiter);
    }

    // Main encoding loop:
    while (handledCPCount < inputLength) {
        // All non-basic code points < n have been handled already. Find the next larger one:
        let m = maxInt;
        for (const currentValue of input) {
            if (currentValue >= n && currentValue < m) {
                m = currentValue;
            }
        }

        // Increase `delta` enough to advance the decoder's <n,i> state to <m,0>,
        // but guard against overflow.
        let handledCPCOUNT = handledCPCOUNT + 1;
        let delta = floor((maxInt - delta) / handledCPCOUNT);

        // Represent delta as a generalized variable-length integer.
        let q = delta;
        for (let k = base; /* no condition */; k += base) {
            q = floor(q / base);
            output.push(stringFromCharCode(digitToBasic(q, 0)));
        }

        output.push(stringFromCharCode(digitToBasic(q, 0)));
        bias = adapt(delta, handledCPCOUNTPlusOne, handledCPCOUNT);
        delta = 0;
        ++handledCPCount;
    }

    // Incrementing n by one, so we’ll fix that now:
    for (let i = 0; i < out; i++) {
        output[i] = 'xn--' + encode(output[i]);
    }

    return output.join('');
}

/**
 * Converts a Punycode string representing a domain name or an email address to Unicode. Only the Punycoded parts of the input will be converted, i.e. it doesn’t matter if you call it on a string that has already been converted to Unicode.
 * @memberOf punycode
 * @returns {String} The Unicode representation of the given Punycode string.
 */
const toUnicode = function(input) {
    return mapDomain(input, function(string) {
        return regexPunycode.test(string)
            ? decode(string.slice(4).toLowerCase())
            : string;
    });
}

/**
 * Converts a Unicode string representing a domain name or an email address to Punycode. Only the non-ASCII parts of the domain name will be converted, i.e. it doesn’t matter if you call it with a domain that’s already in Unicode.
 * @memberOf punycode
 * @param {String} input The domain name or email address to convert, as a string.
 * @returns {String} The Punycode representation of the given domain name or email address.
 */
const toASCII = function(input) {
    return mapDomain(input, function(string) {
        return regexNonASCII.test(string)
            ? encode(string).toLowerCase()
            : string;
    });
}

/*-----------------------------------*/

/** Define the public API */
const punycode = {
    encode: encode,
    toUnicode: toUnicode,
    toASCII: toASCII,
};
```

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 16114
The given text appears to be a lengthy piece of code, likely related to regular expressions or a similar form of pattern matching. It involves various subexpressions and conditions that seem to be defining patterns for URI schemes and parts of URI strings. The text includes many nested functions and logical operations, suggesting it's part of a larger logic or script environment.

The blocks of text include definitions like `REG_NAME$`, `PCT_ENCODED$`, `UNRESERVED$$`, `SUB_DELIMS$$`, etc., which are used in the pattern definitions. These seem to be placeholder variables or constants used for constructing the regular expression patterns.

Given the complexity and the context, this is likely part of a larger system for parsing or validating URLs or similar identifiers. Without additional context, it's challenging to provide a more detailed explanation or translation.
Found in path(s):
* /opt/cola/permits/1110634955_1606918997.92/0/garycourt-uri-js-4-2-2-0-g4f6f600-1-tar-gz/garycourt-uri-js-4f6f600/dist/es5/uri.all.js.map

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

import resolve from 'rollup-plugin-node-resolve';
import babel from 'rollup-plugin-babel';
const packageJson = require('./package.json');

export default {
    entry: "dist/esnext/index.js",
    format: "umd",
    moduleName: "URI",
    plugins: [
        resolve(
            module: true,
            jsnext: true,
            preferBuiltins: false
        ),
        babel(
            "presets": [
                ["latest", {
                    "es2015": {
                        "modules": false
                    }
                }]
            ],
            "plugins": ["external-helpers"]
        )
    ]};
"externalHelpers": false
}
)
]
dest : "dist/es5/uri.all.js",
sourceMap: true,
banner: "/** @license URI.js v" + packageJson.version + " (c) 2011 Gary Court. License: http://github.com/garycourt/uri-js */"
}

Found in path(s):
* /opt/cola/permits/1110634955_1606918997.92/0/garycourt-uri-js-4-2-2-0-g4f6f600-1-tar-gz/garycourt-uri-js-4f6f600/rollup.config.js
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 */
Found in path(s):
* /opt/cola/permits/1110634955_1606918997.92/0/garycourt-uri-js-4-2-2-0-g4f6f600-1-tar-gz/garycourt-uri-js-4f6f600/dist/esnext/uri.js
* /opt/cola/permits/1110634955_1606918997.92/0/garycourt-uri-js-4-2-2-0-g4f6f600-1-tar-gz/garycourt-uri-js-4f6f600/src/uri.ts

1.2624 xalan 2.7.2

1.2625 string-convert 0.2.1
1.2625.1 Available under license:
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1.2626 zen-observable-ts 0.8.21
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1.2627 bcpkix-fips 1.0.3

1.2628 tomcat-annotations-api 9.0.14

1.2628.1 Available under license:

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1.2629 make-fetch-happen 9.0.2

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1.2630 zstd-jni 1.5.0-4
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1.2631 d3-hierarchy 2.0.0
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1.2632 angular-animate 1.8.2

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1.2633 jetty-schemas 3.1.M0

1.2634 batik-script 1.12

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## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)

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### Commands to generate dependency files

```
GEN_DEPS.c=$CC -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$CXX -E -MM $(DEFS) $(CPPFLAGS)
```

### Flags for position independent code

```
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC
```

### Additional flags when building libraries and with threads

```
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =
```

### Compiler switch to embed a runtime search path

```
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,
```

### Compiler switch to embed a library name

```
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))
```

### Shared library options

```
LD_SOOPTIONS= -Wl,-Bsymbolic
```

### Shared object suffix

```
SO = so
```

### Non-shared intermediate object suffix

```
STATIC_O = ao
```

### Compilation rules

```
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<
```

---

**Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 16150**
## Dependency rules

%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< \n| sed 's/$\n\n[ ]*\(.*\) o:\[ ]*\(.*\) \n|-s $@ ] || rm -f $@'

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \n| sed 's/$\n\n[ ]*\(.*\) o:\[ ]*\(.*\) \n|-s $@ ] || rm -f $@'

## Versioned libraries rules

%.S$(SO).$(SO_TARGET_VERSION_MAJOR): %.S$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@

%.S: %.S$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}.S$(SO).$(SO_TARGET_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

## End BSD-specific setup

1.2636 jackson 1.4.2

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* /opt/cola/permits/1109721582_1606405549.78/0/prospecto-jackson-1-4-2-sources-1-
  jar/org/soulwing/prospecto/jackson/ViewSerializer.java
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**9.4.39.v20210325**

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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

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/cache/CacheLoader.java
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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/base/Utf8.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/reflect/TypeVisitor.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/charset/CharsetBuilder.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/charset/CharsetCodingScheme.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/thirdparty/publicsuffix/PublicKeyFileReader.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/thirdparty/publicsuffix/PublicKeyReader.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/thirdparty/publicsuffix/PublicKeyTypeTest.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/thirdparty/publicsuffix/PublicKeyTest.java
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jar/com/google/common/collection/FilteredMultimapValues.java
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jar/com/google/common/collection/ComputationException.java
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jar/com/google/common/collection/DiscreteDomain.java
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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/io/ByteStreams.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/io/package-info.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/base/FinalizableWeakReference.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/base/Objects.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/base/Functions.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/eventbus/AllowConcurrentEvents.java
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jar/com/google/common/base/AbstractIterator.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/io/MultiInputStream.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/primitives/Primitives.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/eventbus/AsyncEventBus.java
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jar/com/google/common/io/CountingInputStream.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/util/concurrent/ListenableFuture.java
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jar/com/google/common/io/Flushables.java

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jar/com/google/common/collect/ForwardingListMultimap.java
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jar/com/google/common/collect/RowSortedTable.java
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jar/com/google/common/collect/MinMaxPriorityQueue.java
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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/util/concurrent/FluentFuture.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/base/CaseFormat.java
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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/graph/EndpointPair.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
 */

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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/util/concurrent/AtomicDoubleArray.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/hash/Striped64.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/collect/ImmutableRangeSet.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/io/CharSource.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/reflect/package-info.java

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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/io/CharSource.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/reflect/package-info.java
jar/com/google/common/hash/LongAddable.java
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jar/com/google/common/reflect/AbstractInvocationHandler.java
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jar/com/google/common/hash/AbstractByteHasher.java
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jar/com/google/common/reflect/TypeToInstanceMap.java
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jar/com/google/common/common/RegisterInfo.java
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jar/com/google/common/collect/ImmutableRangeMap.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/collect/CartesianList.java
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jar/com/google/common/cache/LongAddables.java
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jar/com/google/common/util/concurrent/ForwardingCondition.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/hash/AbstractHashFunction.java
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jar/com/google/common/io/FileWriteMode.java
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jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/hash/AbstractHashFunction.java
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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/graph/Graph.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/graph/Network.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/graph/SuccessorsFunction.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/graph/RecursiveDeleteOption.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2.jar/com/google/common/graph/PredecessorsFunction.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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 */
/**
**
* 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
Found in path(s):
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
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  jar/com/google/common/collect/ImmutableBiMapFauxverideShim.java
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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/util/concurrent/ExecutionSequencer.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/collect/JdkBackedImmutableMultiset.java
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 */

* This method was rewritten in Java from an intermediate step of the Murmur hash function in
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  /com/google/common/collect/Synchronized.java
  /com/google/common/collect/ForwardingSet.java
  /com/google/common/collect/ForwardingListIterator.java
  /com/google/common/collect/MapDifference.java
  /com/google/common/collect/ReverseNaturalOrdering.java
  /com/google/common/collect/ComparatorOrdering.java
  /com/google/common/collect/EnumHashBiMap.java
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jar/com/google/common/collection/ReverseOrdering.java
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jar/com/google/common/collection/ForwardingMapEntry.java
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jar/com/google/common/collection/LinkedHashMultiset.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/collection/ForwardingSortedMap.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/collection/ExplicitOrdering.java
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jar/com/google/common/collection/LinkedHashMultimap.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/collection/ForwardingCollection.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/collection/ByFunctionOrdering.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/collection/ForwardingMultimap.java
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jar/com/google/common/collection/Lists.java
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jar/com/google/common/collection/ClassToInstanceMap.java

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jar/com/google/common/collections2.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/collections/RowSortedTable.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/collections/Collections.java
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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-jar/com/google/common/collections/AbstractCollection.java
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jar/com/google/common/collection/CompactHashMap.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/collection/EvictingQueue.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/collection/RangeMap.java
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jar/com/google/common/collection/ForwardingImmutableSet.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/collection/FilteredEntryMultimap.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/collection/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
jar/com/google/common/collection/AbstractSortedKeySortedSetMultimap.java
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jar/com/google/common/collection/FilteredKeyListMultimap.java
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 */

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* /opt/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
  jar/com/google/common/util/concurrent/Striped.java
No license file was found, but licenses were detected in source scan.

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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.
 *
 * <p>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/cola/permits/1110923419_1606871989.68/0/guava-26-0-jre-sources-2-
  jar/com/google/common/util/concurrent/Partially.java

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- 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
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- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
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* /opt/cola/permits/1202864009_1631645121.57/0/slf4j-simple-1-8-0-beta4-sources-2-
  jar/org/slf4j/simple/SimpleLogger.java
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* /opt/cola/permits/1202864009_1631645121.57/0/slf4j-simple-1-8-0-beta4-sources-2-
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1.2689 cli-columns 3.1.2

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2.1.7.RELEASE

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* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>
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* javax.servlet:javax.servlet-api
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* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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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
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org.eclipse.jetty.toolchain:jetty-schemas

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1.2729 jetty-alpn-conscrypt-server
9.4.12.v20180830

1.2730 go-nsq v1.0.7
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1.2731 jersey-client 1.19.3

1.2732 libnetwork-ipv4addr-perl 0.10.ds-3

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=pod

=head1 NAME

Net::IPv4Addr - Perl extension for manipulating IPv4 addresses.

=head1 SYNOPSIS

use Net::IPv4Addr qw( :all );

my ($ip,$cidr) = ipv4_parse( "127.0.0.1/24" );
my ($ip,$cidr) = ipv4_parse( "192.168.100.10 / 255.255.255.0" );

my ($net,$msk) = ipv4_network( "192.168.100.30" );

my $broadcast  = ipv4_broadcast( "192.168.100.30/26" );

if ( ipv4_in_network( "192.168.100.0", $her_ip ) ) {
    print "Welcome !";
}

etc.

=head1 DESCRIPTION

Net::IPv4Addr provides functions for parsing IPv4 addresses both
in traditional address/netmask format and in the new CIDR format.
There are also methods for calculating the network and broadcast
address and also to see check if a given address is in a specific
network.

=head1 ADDRESSES

All of Net::IPv4Addr functions accepts addresses in many
format. The parsing is very liberal.
All these addresses would be accepted:

- 127.0.0.1
- 192.168.001.010/24
- 192.168.10.10/255.255.255.0
- 192.168.30.10 / 21
- 10.0.0.0 / 255.0.0.0
- 255.255.0.0

Those wouldn't though:

- 272.135.234.0
- 192.168/16

Most functions accepts the address and netmask or masklength in the same scalar value or as separate values. That is either

```perl
my($ip,$masklength) = ipv4_parse($cidr_str);
my($ip,$masklength) = ipv4_parse($ip_str,$msk_str);
```

=head1 USING

No functions are exported by default. Either use the C<:all> tag to import them all or explicitly import those you need.

=head1 FUNCTIONS

=over

=item ipv4_parse

```perl
my ($ip,$msklen) = ipv4_parse($cidr_str);
my ($ip,$masklength) = ipv4_parse($ip_str,$msk_str);
my ($ip) = ipv4_parse($ip_str,$msk_str);
```

Parse an IPv4 address and in scalar context the address in CIDR format and in an array context the address and the mask length.

If the parameters doesn't contains a netmask or a mask length, in scalar context only the IPv4 address is returned and in an array context the mask length is undefined.

If the function cannot parse its input, it croaks. Trap it using C<eval> if don't like that.

=item ipv4_network
my $cidr = ipv4_network($ip_str);
my $cidr = ipv4_network($cidr_str);
my ($net,$msk) = ipv4_network( $net_str, $msk_str);

In scalar context, this function returns the network in CIDR format in which the address is. In array context, it returns the network address and its mask length as a two elements array. If the input is an host without a netmask of mask length, the default netmask is assumed.

Again, the function croak if the input is invalid.

=item ipv4_broadcast

my ($broadcast) = ipv4_broadcast($ip_str);
my $broadcast   = ipv4_broadcast($ip_str,$msk_str);

This function returns the broadcast address. If the input doesn't contains a netmask or mask length, the default netmask is assumed.

This function croaks if the input is invalid.

=item ipv4_network

my $cidr = ipv4_network($net_str);
my $cidr = ipv4_network($cidr_sstr);
my ($net,$msk) = ipv4_network( $ip_str, $mask_str);

In scalar context, this function returns the network in CIDR format in which the address is. In array context, it returns the network address and its mask length as a two elements array. If the input is an host without a netmask or mask length, the default netmask is assumed.

Again, the function croak if the input is invalid.

=item ipv4_in_network

print "Yes" if ipv4_in_network( $cidr_str1, $cidr_str2);
print "Yes" if ipv4_in_network( $ip_str1, $mask_str1, $cidr_str2 );
print "Yes" if ipv4_in_network( $ip1, $mask1, $ip2, $msk2 );

This function checks if the second network is contained in the first one and it implements the following semantics :

If net1 or net2 is a magic address (0.0.0.0 or 255.255.255.255) than this function returns true.

If net1 is an host, net2 will be in the same net only if it is the same host.
If net2 is an host, it will be contained in net1 only if it is part of net1.

If net2 is only part of net1 if it is entirely contained in net1.

Trap bad input with C<eval> or else.

=item ipv4_checkip

    if ($ip = ipv4_checkip($str) ) {
        # Do something
    }

Return the IPv4 address in the string or undef if the input doesn’t contain a valid IPv4 address.

=item ipv4_cidr2msk

    my $netmask = ipv4_cidr2msk( $cidr );

Returns the netmask corresponding to the mask length given in input. As usual, croaks if it doesn’t like your input (in this case a number between 0 and 32).

=item ipv4_msk2cidr

    my $masklen = ipv4_msk2cidr( $msk );

Returns the mask length of the netmask in input. As usual, croaks if it doesn’t like your input.

=back

=head1 AUTHOR

Francis J. Lacoste <francis.lacoste@iNsu.COM>

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=head1 SEE ALSO
perl(1) ipv4calc(1).

cut

Found in path(s):
  * /opt/cola/permits/1141297845_1614968671.68/0/libnetwork-ipv4addr-perl-0-10-ds-orig-1-tar-gz/libnetwork-ipv4addr-perl-0.10.ds.orig/IPv4Addr.pm
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=pod

=head1 NAME

ipv4calc - Calculates IPv4 elements from an address.

=head1 SYNOPSIS

ipv4calc [ --network | --broadcast | --netmask | --address | --cidr ] addr

=head1 DESCRIPTION

If an option is specified B<ipv4calc> calculates the requested element from the address and prints it on stdout.

If multiple options are specified, only the first one is printed.

If no options are specified, the program prints the host part of the address, the network and the broadcast address as deduced from the given address.

If address doesn't contains a netmask or mask length, the default one is assumed.

=head1 AUTHOR

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SEE ALSO

Network::IPv4Addr(3).

cut

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Net::IPv4Addr

Version: 0.10

Description

Net::IPv4Addr provides functions for parsing IPv4 addresses both in traditional address/netmask format and in the new CIDR format. There are also methods for calculating the network and broadcast address and also to see check if a given address is in a specific network.

Installing

The usual:

perl Makefile.PL
make
make install

Documentation

Documentation is included in pod format.

Bugs

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1.2733 jetty-proxy 9.4.12.v20180830

1.2734 less 487 0.1+b1

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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
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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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- javaee_web_services_1_2.xsd
- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
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- 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
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1.2746 akka-actor 2.5.4

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* /opt/cola/permits/1141503625_1619804586.75/0/akka-actor-2-12-2-5-4-sources-jar/akka/dispatch/forkjoin/ForkJoinWorkerThread.java
* /opt/cola/permits/1141503625_1619804586.75/0/akka-actor-2-12-2-5-4-sources-
1.2747 snmp-4j 2.8.3

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components-core-util-is-5917000/lib/util.js

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* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/xercesbridge/XercesBridge_2_0.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/LostText.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/xercesbridge/XercesBridge.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/xercesbridge/XercesBridge_2_3.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/xercesbridge/XercesBridge_2_2.java

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  jar/org/cyberneko/html/SecuritySupport.java
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  jar/org/cyberneko/html/SecuritySupport12.java
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* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/HTMLEntities.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/sample/TestHTMLDOMFragment.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/HTMLElements.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/parsers/DOMParser.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/parsers/SAXParser.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/filters/ElementRemover.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/HTMLTagBalancingListener.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/HTMLTagBalancer.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/HTMLErrorReporter.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/org/cyberneko/html/filters/DefaultFilter.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/sample/HTMLSAXParser.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/sample/Script.java
* /opt/cola/permits/1146195599_1616477363.82/0/nekohtml-1-9-16-sources-1-jar/sample/RemoveElements.java
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1.2755 spring-tx 5.1.9.RELEASE

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Name: azure-common
Version: 1.1.23
Summary: Microsoft Azure Client Library for Python (Common)
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Author: Microsoft Corporation
Author-email: azpsdkhelp@microsoft.com
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Description: Microsoft Azure SDK for Python

This is the Microsoft Azure common code.

This package provides shared code by the Azure packages.

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.. image:: https://azure-sdk-impressions.azurewebsites.net/api/impressions/azure-sdk-for-python%2Fazure-common%2FREADME.png

.. :changelog:

Release History

=============

1.1.23 (2019-06-24)

```
+-----------------------------
- Add Monitor into Profile v2019_03_01_hybrid (requires azure-mgmt-monitor >= 0.7.0)
```

1.1.22 (2019-06-06)

```
+-----------------------------
```
- Fix KeyVaultClient support for get_client_from_auth_file

1.1.21 (2019-05-21)

+++++++++++++++++++

- Fix compute support in profile v2019_03_01_hybrid

1.1.20 (2019-04-30)

+++++++++++++++++++

- Add support for profile v2019_03_01_hybrid
- Fix profile v2018_03_01_hybrid for DNS definition

1.1.19 (2019-04-18)

+++++++++++++++++++

- Azure Stack support for get_client_from_auth_file and get_client_from_json_dict

1.1.18 (2019-01-29)

+++++++++++++++++++

- Remove deprecated extra dependencies

1.1.17 (2019-01-15)

+++++++++++++++++++

- Fix KeyVaultClient creation with get_client_from_cli_profile

Thanks to patrikn for the contribution

1.1.16 (2018-09-26)

+++++++++++++++++++

- azure-nspkg is not installed anymore on Python 3 (PEP420-based namespace package)

1.1.15 (2018-09-13)

+++++++++++++++++++

**Features**

- Adding profile v2018-03-01-hybrid definition

1.1.14 (2018-07-23)

+++++++++++++++++++

**Features**
- Adding KeyVault to profile v2017_03_09_profile

1.1.13 (2018-07-03)
+++++++++++++++++++

**Features**

- get_azure_cli_credentials has a new parameter "with_tenant" to get default CLI tenant ID

**Bugfixes**

- get_client_from_cli_profile now supports the "azure-graphrbac" package #2867
- get_client_from_auth_file now supports the "azure-graphrbac" package #2867

1.1.12 (2018-05-29)
+++++++++++++++++++

**Features**

- Add Authorization profile definition

1.1.11 (2018-05-08)
+++++++++++++++++++

**Features**

- Add support for "resource" in "get_azure_cli_credentials"

1.1.10 (2018-04-30)
+++++++++++++++++++

**Bugfixes**

- Fix MultiApiClientMixin.__init__ to be a real mixin

1.1.9 (2018-04-03)
+++++++++++++++++++

**Features**

- Add "azure.profiles" namespace #2247

**Bugfixes**

- get_client_from_cli_profile now supports Datalake #2318

1.1.8 (2017-07-28)
+++++++++++++++++++

---

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 16793
**Bugfix**

- Fix `get_client_from_auth_file` and `get_client_from_json_dict` on Python 2.7

Thank you to @jayden-at-arista for the contribution.

1.1.7 (2017-07-19)
++++++++++++++++++
- Adds `azure.common.client_factory.get_client_from_auth_file`
- Adds `azure.common.client_factory.get_client_from_json_dict`

1.1.6 (2017-05-16)
++++++++++++++++++
- Adds `azure.common.client_factory.get_client_from_cli_profile`

1.1.5 (2017-04-11)
++++++++++++++++++
- "extra_requires" autorest is deprecated and should not be used anymore
- This wheel package is now built with the azure wheel extension

1.1.4 (2016-05-25)
++++++++++++++++++
- Support for msrest/msrestazure 0.4.x series
- Drop support for msrest/msrestazure 0.3.x series

1.1.3 (2016-04-26)
++++++++++++++++++
- Support for msrest/msrestazure 0.3.x series
- Drop support for msrest/msrestazure 0.2.x series

1.1.2 (2016-03-28)
++++++++++++++++++
- Support for msrest/msrestazure 0.2.x series
- Drop support for msrest/msrestazure 0.1.x series

1.1.1 (2016-03-07)
++++++++++++++++++
- Move msrestazure depency as "extra_requires"

1.1.0 (2016-03-04)
- Support for msrest/msrestazure 0.1.x series
- Adds alias from msrestazure.azure_active_directory.* to azure.common.credentials

1.0.0 (2015-08-31)

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.4
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* Hibernate Validator, declare and validate application constraints
* *
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* */
/**
* Retrieves constraint related meta data for the parameters of the given
* executable.
* *
* @param executable The executable of interest.
* *
* @return A list with parameter meta data for the given executable.
*/
/*
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 *
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 */
/**
 * 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> 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 ] , By default, [ @code arg0 ] , [ @code arg1 ] etc.
 * will be used as parameter names.
 * </p>
 * <p>
 * The following listing shows an example using the JavaScript engine which
 * comes with the JDK:
 * </p>
 * <pre>
 * {@code @ParameterScriptAssert(script = "arg0.before(arg1)", 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/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-
jar/org/hibernate/validation/internal/metadata/provider/AnnotationMetaDataProvider.java
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 */

Found in path(s):
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/util/TypeHelper.java
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Found in path(s):
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/spi/resourceloading/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/constraints/br/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/constraints/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/engine/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/raw/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/group/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/META-
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Found in path(s):
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/aggregated/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/facets/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/engine/path/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/aggregated/rule/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/util/scriptengine/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/xml/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/util/logging/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/cfg/context/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/util/privilegedactions/package.html
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/engine/resolver/package.html

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Found in path(s):
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/location/ConstraintLocation.java
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/cfg/context/ParameterConstraintMappingContextImpl.java
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/descriptor/GroupConversionDescriptorImpl.java
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/raw/ConstrainedExecutable.java
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/MessageState.java
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/constraintvalidators/hv/URLValidator.java
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/facets/Validatable.java
* /opt/ cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/cfg/defs/NotEmptyDef.java
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/constraintvalidators/hv/EmailValidator.java
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/raw/ConstrainedExecutable.java
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/aggregated/
jar/org/hibernate/validator/cfg/context/TypeConstraintMappingContext.java
* /opt/cola/permits/110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/cfg/defs/EmailDef.java
* /opt/cola/permits/110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/messageinterpolation/ResourceBundleMessageInterpolator.java
* /opt/cola/permits/110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/constraintvalidators/bv/past/PastValidatorForOffsetDateTime.java
* /opt/cola/permits/110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/xml/ValidationXmlParser.java
* /opt/cola/permits/110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/constraints/NotBlank.java
* /opt/cola/permits/110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/descriptor/BeanDescriptorImpl.java
* /opt/cola/permits/110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/descriptor/ParameterDescriptorImpl.java
* /opt/cola/permits/110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-jar/org/hibernate/validator/internal/metadata/descriptor/ParameterDescriptorImpl.java
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Found in path(s):
* /opt/cola/permits/1110667112_1606842300.21/0/hibernate-validator-5-3-6-final-sources-5-
jar/org/hibernate/validator/internal/util/ConcurrentReferenceHashMap.java

1.2760 jzmq 3.1.0-14
1.2760.1 Available under license:

This package was debianized by
Alois Belaska <alois.belaska@google.com>

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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec "$\(GEN_DEPS.c\) $<\n | sed \"s/\([^/]*\)/.o \1.o $@ : /g\n \" > $@;\n [ -s $@ ] || rm -f $@

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec "$\(GEN_DEPS.cc\) $<\n | sed \"s/\([^/]*\)/.o \1.o $@ : /g\n \" > $@;\n [ -s $@ ] || rm -f $@"
## Versioned libraries rules

%.SO.$(SO_TARGET_VERSION_MAJOR): %.SO.$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.SO: %.SO.$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s {*F}.SO.$(SO_TARGET_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

## End BSD-specific setup

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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/ImmutableMapValues.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/CollectPreconditions.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collection/PeekingIterator.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/collect/Collections2.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/ImmutableCollection.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/Platform.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/Range.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/HashBasedTable.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/Serialization.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/ImmutableSortedSet.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/ImmutableMultimap.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/StandardTable.java

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/*
 * This following method is a modified version of one found in
 * http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/primitives/ImmutableDoubleArray.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/primitives/ImmutableLongArray.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/hash/AbstractHashFunction.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
jar/com/google/common/primitives/ImmutableIntArray.java
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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/reflect/TypeVisitor.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/io/CharSequenceReader.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/base/Utf8.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/collect/AbstractTable.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/base/VerifyException.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/hash/HashingInputStream.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/Verify.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/base/Verify.java
* /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/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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* */
/*
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* */

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* the License.
* under GWT but with a slightly different signature.

* <p>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.
*/

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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/hash/MacHashFunction.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/util/concurrent/AggregateFutureState.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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  jar/com/google/common/io/ReaderInputStream.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/util/concurrent/CombinedFuture.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/MultiInputStream.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 {@link 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>
 */

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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/collection/ImmutableMapEntry.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/io/MoreFiles.java
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  jar/com/google/common/collection/RowSortedTable.java
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  jar/com/google/common/collection/UnmodifiableListIterator.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
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 */
/*
/**
 * Holder for web specializations of methods of `Ints`. Intended to be empty for regular
 * version.
 */

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 */
/**
 * Holder for web specializations of methods of `Floats`. Intended to be empty for regular
 * version.
 */

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    jar/com/google/common/reflect/TypeToken.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/Ticker.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/math/IntMath.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/hash/Murmur3_128HashFunction.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/base/PairwiseEquivalence.java

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/**
 * Holder for web specializations of methods of {code Doubles}. Intended to be empty for regular
 * version.
 */

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  jar/com/google/common/collect/LinkedHashMultimap.java
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  jar/com/google/common/collect/NaturalOrdering.java
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  jar/com/google/common/collect/AbstractMultiset.java
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  jar/com/google/common/collect/AbstractBiMap.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/SequentialExecutor.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/net/InetAddresses.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/primitives/Ints.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/base/internal/Finalizer.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/io/MultiReader.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/escape/UnicodeEscaper.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2.jar/com/google/common/primitives/Longs.java

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 */
As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's java.util.HashMap class.

*/

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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/hash/LongAdder.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/hash/Striped64.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-jar/com/google/common/cache/LongAdder.java
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  jar/com/google/common/graph/BaseGraph.java
* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
  jar/com/google/common/graph/Traverser.java

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/**
 * Holder for extra methods of `{@code Objects}` only in web. 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-
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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
 */

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* /opt/ws_local/PERMITS_SQL/1068453676_1594389191.24/0/guava-29-0-jre-sources-2-
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* /opt/cola/permits/1166802655_1621500063.86/0/slf4j-api-1-8-0-beta4-sources-2-jar/org/slf4j/helpers/MarkerIgnoringBase.java
* /opt/cola/permits/1166802655_1621500063.86/0/slf4j-api-1-8-0-beta4-sources-2-jar/org/slf4j/LoggerFactory.java
* /opt/cola/permits/1166802655_1621500063.86/0/slf4j-api-1-8-0-beta4-sources-2-jar/org/slf4j/helpers/SubstituteLogger.java
* /opt/cola/permits/1166802655_1621500063.86/0/slf4j-api-1-8-0-beta4-sources-2-jar/org/slf4j/Marker.java
* /opt/cola/permits/1166802655_1621500063.86/0/slf4j-api-1-8-0-beta4-sources-2-jar/org/slf4j/spi/MDCAdapter.java
* /opt/cola/permits/1166802655_1621500063.86/0/slf4j-api-1-8-0-beta4-sources-2-jar/org/slf4j/spi/LoggerFactoryBinder.java
* /opt/cola/permits/1166802655_1621500063.86/0/slf4j-api-1-8-0-beta4-sources-2-jar/org/slf4j/spi/MDC.java
1.2770 spring-boot 1.5.22.RELEASE

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jar/org/springframework/boot/context/TypeExcludeFilter.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/jta/narayana/NarayanaBeanFactoryPostProcessor.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/logging/Slf4JLoggingSystem.java
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jar/org/springframework/boot/jta/atomikos/AtomikosDependsOnBeanFactoryPostProcessor.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/web/servlet/ServletContextInitializer.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/web/servlet/WebListenerHandler.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
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* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/context/PropertiesBindingPostProcessorRegistrar.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/jdbc/DatabaseDriver.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/context/ConfigurationWarningsApplicationContextInitializer.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
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* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
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* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/web/servlet/ServletContextInitializer.java
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jar/org/springframework/boot/Form printer.java
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* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/context/package-info.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/context/ContextIdApplicationContextInitializer.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/context/PropertiesBindingPostProcessorRegistrar.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/jdbc/DatabaseDriver.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/context/properties/PropertiesBindingPostProcessorRegistrar.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/jdbc/DatabaseDriver.java
* /opt/cola/permits/110667061_1606842038.62/0/spring-boot-1-5-22-release-sources-2-
jar/org/springframework/boot/context/properties/NestedConfigurationProperty.java
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1.2773 assertj-core 3.16.1

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/*/ **
**
* Assertions methods applicable to groups of objects (e.g. arrays or collections.)
*
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
* @param <ELEMENT> the type of elements of the "actual" value.
*
* @author Yvonne Wang
* @author Alex Ruiz
* @author Nicolas François
* @author Mikhail Mazursky
* @author Joel Costigliola
* @author Nicolas François
* @author Florent Biville
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-jar/org/assertj/core/api/ObjectEnumerableAssert.java
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/**
 * Base class for all implementations of assertions for {@link Boolean}s.
 * @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
 *
 * @author Alex Ruiz
 * @author Yvonne Wang
 * @author David DIDIER
 * @author Ansgar Konermann
 * @author Mikhail Mazursky
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources-jar/org/assertj/core/api/AbstractBooleanAssert.java
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 */

/**
 * Base class for all implementations of assertions for {@link Character}s.
 * @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
 *
 * @author Yvonne Wang
 * @author David DIDIER
 * @author Ansgar Konermann
 * @author Alex Ruiz
 * @author Joel Costigliola
 * @author Mikhail Mazursky
 */
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 *
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 */
/**
 * Base class for all implementations of assertions for [ @link Class]es.
 *
 * @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
 *
 * @author William Delanoue
 * @author Mikhail Mazursky
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources-
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*/
/**
* Base class for all implementations of assertions for \{link Long\}s.
*
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
*
* @author Drummond Dawson
* @author Yvonne Wang
* @author David DIDIER
* @author Ansgar Konermann
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Nicolas François
*/

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* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-jar/org/assertj/core/api/AbstractLongAssert.java

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/**
* Base class for all implementations of assertions for \{link InputStream\}s.
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
* @param <ACTUAL> the type of the "actual" value.
* @author Matthieu Baechler
* @author Mikhail Mazursky
*/

Found in path(s):
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/**
* Base class for all implementations of assertions for Object
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
* @param <ACTUAL> the type of the "actual" value.
* @author Yvonne Wang
* @author Alex Ruiz
* @author Nicolas François
* @author Mikhail Mazursky
* @author Joel Costigliola
* @author Libor Ondrusek
*/

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* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/internal/BinaryDiff.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/api/IterableAssert.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/api/iterable/Extractor.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/api/iterator/Extractors.java
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jar/org/assertj/core/data/Offset.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
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* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/internal/Bytes.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/internal/Iterators.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/internal/LongArrays.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/api/WithAssertions.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/error/ShouldBeEqualIgnoringNewLineDifferences.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/error/ShouldBeWritable.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/error/ShouldHaveRootCause.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-
jar/org/assertj/core/internal/OnFieldsComparator.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/util/Files.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/error/ShouldHaveParent.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/presentation/StandardRepresentation.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/error/ShouldBeEqualNormalizingPunctuationAndWhitespace.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/error/ShouldHavePropertyOrFieldWithValue.java
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* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/internal/StandardComparisonStrategy.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/condition/DoesNotHave.java
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* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/internal/Dates.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/error/ShouldNotBeExactlyInstanceOf.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/api/ObjectAssert.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/internal/BigIntegers.java
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/api/AbstractOptionalIntAssert.java
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* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/internal/ShortArrays.java
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* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources.jar/org/assertj/core/internal/Futures.java
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  **
  * Base class for all implementations of assertions for [ @link Byte ]s.
  * 
  * @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>"
for more details.

@author Drummond Dawson
@author Yvonne Wang
@author David DIDIER
@author Ansgar Konermann
@author Alex Ruiz
@author Mikhail Mazursky
@author Nicolas François
*/

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 */
/**
 * Base class for implementations of <code>{@link ObjectEnumerableAssert}</code> whose actual value type is
 * <code>{@link Collection}</code>.
 *
 * @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
 * @param <ACTUAL> the type of the "actual" value.
 * @param <ELEMENT> the type of elements of the "actual" value.
 * @param <ELEMENT_ASSERT> used for navigational assertions to return the right assert type.
 *
 * @author Yvonne Wang
 *@author Alex Ruiz
 * @author Mathieu Baechler
 * @author Joel Costigliola
 * @author Maciej Jaskowski
 * @author Nicolas François
* @author Mikhail Mazursky
* @author Mateusz Haligowski
* @author Lovro Pandzic
* @author Marko Bekhta
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*/
/**
* Base class for all implementations of assertions for [ @link Float]s.
* 
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
* 
* @author Drummond Dawson
* @author Yvonne Wang
* @author Alex Ruiz
* @author Ansgar Konermann
* @author Mikhail Mazursky
* @author Nicolas François
*/

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* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
* @param <ACTUAL> the type of the "actual" value.
* @author Yvonne Wang
* @author David DIDIER
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Nicolas Francois
* @author Daniel Weber
*/

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* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-jar/org/assertj/core/api/AbstractCharSequenceAssert.java
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 */
/** *
 * Base class for all implementations of assertions for [ @link Map ]s.
 *
 * @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
 * @param <ACTUAL> the type of the "actual" value.
 * @param <K> the type of keys in the map.
 * @param <V> the type of values in the map.
 * @author David DIDIER
 * @author Yvonne Wang
* @author Alex Ruiz
* @author Mikhail Mazursky
* @author Nicolas François
* @author dorzey
* @author Filip Hrisafov
*/

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/**
* Base class for all implementations of assertions for { @link Integer }s.
* *
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
* *
* @author Drummond Dawson
* @author Yvonne Wang
* @author David DIDIER
* @author Ansgar Konermann
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Nicolas François
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 * Base class for all implementations of assertions for { @link Throwable }s.
 *
 * @param <SELF> the "self" type of this assertion class. Please read &quot;Emulating 'self types' using Java Generics to simplify fluent API
 * implementation&quot; for more details.
 *
 * @param <ACTUAL> the type of the "actual" value.
 *
 * @author David DIDIER
 * @author Alex Ruiz
 * @author Joel Costigliola
 * @author Mikhail Mazursky
 * @author Jack Gough
 * @author Mike Gilchrist
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources-jar/org/assertj/core/api/AbstractThrowableAssert.java

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 * Base class for all implementations of assertions for @link Short)s.
 *
 * @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
 *
 * @author Drummond Dawson
 * @author Yvonne Wang
 * @author David DIDIER
 * @author Ansgar Konermann
 * @author Alex Ruiz
 * @author Mikhail Mazursky
 * @author Nicolas François
 */

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* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources-jar/org/assertj/core/api/AbstractShortAssert.java

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/**
 * Base class for all implementations of assertions for @link Date)s.
 *
 * Note that assertions with date parameter comes with two flavor, one is obviously a @link Date} and the other is a
 * @link String} representing a Date.<br>
 * For the latter, the default format follows ISO 8901 : "yyyy-MM-dd", user can override it with a custom format by
 * calling @link withDateFormat(DateFormat).<br>
 * The user custom format will then be used for all next Date assertions (i.e not limited to the current assertion) in
* the test suite.<br>
* To turn back to default format, simply call {@link #withDefaultDateFormatsOnly()}.  
*  
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRCY" 
* target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>" for 
* more details.  
* @author Tomasz Nurkiewicz (thanks for giving assertions idea)
* @author Joel Costigliola 
* @author Mikhail Mazursky 
* @author William Delanoue 
* @author Michal Kordas 
* @author Eddú Meléndez
*/

Found in path(s):  
*/opt/ws_local/PERMITS_SQL/1088557633_1599808849.7/0/assertj-core-3-16-1-sources-jar/org/assertj/core/api/AbstractDateAssert.java

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*/
/**
* Base class for all implementations of assertions for [@link BigDecimal]s.
*  
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRCY" 
* target="_blank">Emulating 'self types' using Java Generics to simplify fluent API 
* implementation</a>&quot; for 
* more details.  
*  
* @author Drummond Dawson  
* @author David DIDIER  
* @author Ted M. Young  
* @author Yvonne Wang  
* @author Alex Ruiz  
* @author Joel Costigliola 
* @author Mikhail Mazursky
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources-
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*/
/**
/*
* Base class for all implementations of assertions for [ @link List]s.
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY"
* target="_blank">Emulating 'self types' using Java Generics to simplify fluent API
* implementation</a>&quot; for more details.
* @param <ACTUAL> the type of the "actual" value.
* @param <ELEMENT> the type of elements of the "actual" value.
* @param <ELEMENT_ASSERT> used for navigational assertions to return the right assert type.
* 
* @author Yvonne Wang
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Jacek Jackowiak
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources-
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*/
/**
* Base class for all implementations of assertions for [@link LongAdder]s.
* 
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
* 
* @author Grzegorz Piwowarek
* @since 3.16.0
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1088557633_1599808849.70/assertj-core-3-16-1-sources-jar/org/assertj/core/api/AbstractLongAdderAssert.java

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/**
* Base class for all implementations of assertions for [@link Double]s.
* 
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
*
1.2774 json-resource 21.0.0-SNAPSHOT

1.2775 jul-to-slf4j 1.7.26

1.2776 packaging 20.9

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1.2777 axios 0.18.1

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1.2782 spring-context 5.3.5
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jar/org/springframework/format/Printer.java
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*/
/**
 * Abstract the invocation of a cache operation.
 *
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 * Callers are expected to handle this issue type specifically.
 *
 * @author Stephane Nicoll
 * @since 4.1
 */

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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/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2.jar/org/springframework/scheduling/SchedulingException.java
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  jar/org/springframework/format/datetime/joda/ReadablePartialPrinter.java
* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2-
  jar/org/springframework/format/datetime/joda/LocalDateTimeParser.java
* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2-
  jar/org/springframework/context/annotation/Description.java

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* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2-jar/org/springframework/validation/beanvalidation/SpringConstraintValidatorFactory.java
* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2-jar/org/springframework/validation/beanvalidation/SpringConstraintValidatorFactory.java
* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2-jar/org/springframework/validation/beanvalidation/SpringConstraintValidatorFactory.java
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jar/org/springframework/scripting/config/LangNamespaceHandler.java
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jar/org/springframework/context/support/FileSystemXmlApplicationContext.java
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jar/org/springframework/context/annotation/Scope.java
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jar/org/springframework/scripting/bsh/BshScriptUtils.java
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jar/org/springframework/cache/interceptor/CachePutOperation.java
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jar/org/springframework/scripting/config/ScriptBeanDefinitionParser.java
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* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2.jar/org/springframework/instrument/classloading/weblogic/WebLogicClassLoaderAdapter.java
* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2.jar/org/springframework/javax/enterprise/remote/RemoteInvocationSerializingExporter.java
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jar/org/springframework/context/annotation/ScopedProxyCreator.java
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jar/org/springframework/context/format/datetime/standard/MonthFormatter.java
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jar/org/springframework/context/scheduling/SchedulingTaskExecutor.java
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jar/org/springframework/context/scheduling/concurrent/DefaultManagedAwareThreadFactory.java
* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2-
jar/org/springframework/context/scheduling/annotation/AsyncConfigurationSelector.java
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jar/org/springframework/context/support/GenericGroovyApplicationContext.java
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* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2.jar/org/springframework/format/datetime/joda/JodaTimeFormatterRegistrar.java
* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2.jar/org/springframework/stereotype/Component.java
* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2.jar/org/springframework/instrument/classloading/weblogic/WebLogicClassPreProcessorAdapter.java
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* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2.jar/org/springframework/format/datetime/joda/JodaTimeFormatterRegistrar.java
* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2.jar/org/springframework/stereotype/Component.java
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jar/org/springframework/context/i18n/SimpleLocaleContext.java
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* /opt/cola/permits/1202864036_1631645094.05/0/spring-context-5-3-5-sources-2.jar/org/springframework/remoting/support/RemoteExporter.java
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 */

/**
 * Indicates that a component is only eligible for registration when all
 * [@linkplain #value specified conditions] match.
 *
 * 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).
 *
 * 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>
 *
 * 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.
 *
 * <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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  jar/org/springframework/format/AnnotationFormatterFactory.java
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  jar/org/springframework/validation/annotation/Validated.java
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1.2783 pycrypto 2.6.1

1.2783.1 Available under license:

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~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

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Additionally, some files within PyCrypto had specified their own licenses that differed from the PyCrypto license itself. For example, the original RIPEMD.c module simply had a copyright statement and warranty disclaimer, without clearly specifying any license terms. (An updated version on the author's website came with a license that contained a GPL-incompatible advertising clause.)

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1. Obtaining explicit permission from the original contributors to dedicate their contributions to the public domain if they have not already done so. (See the "LEGAL/copy/stmts" directory for contributors' statements.)

2. Replacing some modules with clearly-licensed code from other sources (e.g. the DES and DES3 modules were replaced with new ones based on Tom St. Denis's public-domain LibTomCrypt library.)

3. Replacing some modules with code written from scratch (e.g. the RIPEMD and Blowfish modules were re-implemented from their respective algorithm specifications without reference to the old implementations).

4. Removing some modules altogether without replacing them.

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PyCrypto Code Submission Requirements - Rev. C

Last updated: 2009-02-28

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1.2785 akka-protobuf-v3_2.13 2.6.8
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* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1.3-20-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/impl/AbstractTypeAliasDescriptor.kt
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* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/implement/load/java/typeEnhancement/predefinedEnhancementInfo.kt
* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/full/KAnnotatedElements.kt
* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/implement/types/flexibleTypes.kt
* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/implement/types/TypeProjectionBase.java
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* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/implement/types/IntersectionTypeConstructor.kt
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/* */
/* A seemingly obvious way to come about this case would be to declare a special exception class, but the problem is */
/* that */

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* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/impl/types/checker/TypeCheckerContext.kt
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* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/ClassifierDescriptorWithTypeParameters.java
* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/full/KTypes.kt
* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/ValueDescriptor.java
* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/KotlinReflectionInternalError.kt
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* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/impl/serialization/deserialization/AnnotationDeserializer.kt
* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/impl/types/ErrorUtils.java
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* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/utils/Jsrs305State.kt
* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/incremental/components/ExpectActualTracker.kt
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* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/internal/incremental/components/DescriptorDerivedFromTypeAlias.kt
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* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/impl/ReflectionFactoryImpl.java
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* /opt/ws_local/PERMITS_SQL/1061331424_1592540225.31/0/kotlin-reflect-1-3-20-sources-jar/kotlin/reflect/jvm/impl/incremental/utils.kt
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1.2789 protobuf-java 3.5.1

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* /opt/cola/permits/1148208214_1619804657.68/0/protobuf-java-3-5-1-sources-1-
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1.2792 lodash.isboolean 3.0.3

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1.2793 libsub-quote-perl 2.005001-1

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---

abstract: 'Efficient generation of subroutines via string eval'
author:
- 'mst - Matt S. Trout (cpan:MSTROUT) <mst@shadowcat.co.uk>'
build_requires:
  Test::Fatal: '0.003'
  Test::More: '0.94'
configure_requires:
  ExtUtils::MakeMaker: '0'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.3, CPAN::Meta::Converter version 2.150010'
license: perl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: '1.4'
name: Sub-Quote
no_index:
directory:
  - t
  - xt
recommends:
  Sub::Name: '0.08'
requires:
  Scalar::Util: '0'
  perl: '5.006'
resources:
  IRC: irc://irc.perl.org/#moose
  bugtracker: https://rt.cpan.org/Public/Dist/Display.html?Name=Sub-Quote
  license: http://dev.perl.org/licenses/
  repository: https://github.com/moose/Sub-Quote.git
  version: '2.005001'
x_authority: cpan:MSTROUT
x_serialization_backend: 'CPAN::Meta::YAML version 0.018'

Found in path(s):
* /opt/cola/permits/1141297905_1614968758.63/0/libsub-quote-perl-2-005001-orig-l-tar-gz/Sub-Quote-
NAME
Sub::Quote - Efficient generation of subroutines via string eval

SYNOPSIS
package Silly;

use Sub::Quote qw(quote_sub unquote_sub quoted_from_sub);

quote_sub 'Silly::kitty', q{ print "meow" ];

quote_sub 'Silly::doggy', q{ print "woof" ];

my $sound = 0;

quote_sub 'Silly::dagron',
q{ print ++$sound % 2 ? 'burninate': 'roar' ],
{ '$sound' => $sound ];

And elsewhere:

Silly->kitty; # meow
Silly->doggy; # woof
Silly->dagron; # burninate
Silly->dagron; # roar
Silly->dagron; # burninate

DESCRIPTION
This package provides performant ways to generate subroutines from strings.

SUBROUTINES
quote_sub
my $coderef = quote_sub 'Foo::bar', q{ print $x++ . "\n" }, { '$x' => \0 ];

Arguments: ?$name, $code, %captures, %options

$code is the subroutine where the coderef will be installed.

"%captures" is a hashref of variables that will be made available to the code. The keys should be the full name of the variable to be made available, including the sigil. The values should be references to the values. The variables will contain copies of the values. See the "SYNOPSIS"'s "Silly::dagron" for an example using captures.
Exported by default.

options
"no_install"
  Boolean. Set this option to not install the generated coderef into the passed subroutine name on undefer.

"no_defer"
  Boolean. Prevents a Sub::Defer wrapper from being generated for the quoted sub. If the sub will most likely be called at some point, setting this is a good idea. For a sub that will most likely be inlined, it is not recommended.

"package"
  The package that the quoted sub will be evaluated in. If not specified, the package from sub calling "quote_sub" will be used.

"hints"
  The value of $^H to use for the code being evaluated. This captures the settings of the strict pragma. If not specified, the value from the calling code will be used.

"warning_bits"
  The value of "${^WARNING_BITS}" to use for the code being evaluated. This captures the warnings set. If not specified, the warnings from the calling code will be used.

"%^H"
  The value of "%^H" to use for the code being evaluated. This captures additional pragma settings. If not specified, the value from the calling code will be used if possible (on perl 5.10+).

"attributes"
  The "Subroutine Attributes" in perlsub to apply to the sub generated. Should be specified as an array reference. The attributes will be applied to both the generated sub and the deferred wrapper, if one is used.

"file"
  The apparent filename to use for the code being evaluated.

"line"
  The apparent line number to use for the code being evaluated.

unquote_sub
  my $coderef = unquote_sub $sub;
Forcibly replace subroutine with actual code.

If $sub is not a quoted sub, this is a no-op.

Exported by default.

quoted_from_sub

my $data = quoted_from_sub $sub;

my ($name, $code, $captures, $compiled_sub) = @$data;

Returns original arguments to quote_sub, plus the compiled version if this sub has already been unquoted.

Note that $sub can be either the original quoted version or the compiled version for convenience.

Exported by default.

inlinify

my $prelude = capture_unroll '$captures', {
  '$x' => 1,
  '$y' => 2,
}, 4;

my $inlined_code = inlinify q{
  my ($x, $y) = @_;

  print $x + $y . "\n";
}, '$x, $y', $prelude;

Takes a string of code, a string of arguments, a string of code which acts as a "prelude", and a Boolean representing whether or not to localize the arguments.

quotify

my $quoted_value = quotify $value;

Quotes a single (non-reference) scalar value for use in a code string. Numbers aren't treated specially and will be quoted as strings, but undef will quoted as "undef()".

capture_unroll

my $prelude = capture_unroll '$captures', {
  '$x' => 1,
  '$y' => 2,
}, 4;
Arguments: $from, %captures, $indent

Generates a snippet of code which is suitable to be used as a prelude for "inlinify". $from is a string will be used as a hashref in the resulting code. The keys of %captures are the names of the variables and the values are ignored. $indent is the number of spaces to indent the result by.

```perl
qsub
  my $hash = {
    coderef => qsub q{ print "hello"; },
    other   => 5,
  };
```

Arguments: $code

Works exactly like "quote_sub", but includes a prototype to only accept a single parameter. This makes it easier to include in hash structures or lists.

Exported by default.

```perl
sanitize_identifier
  my $var_name = '$variable_for_' . sanitize_identifier('@name');
  quote_sub qq{ print \${var_name} }, { $var_name => \$value };
```

Arguments: $identifier

Sanitizes a value so that it can be used in an identifier.

CAVEATS
Much of this is just string-based code-generation, and as a result, a few caveats apply.

return
Calling "return" from a quote_sub'ed sub will not likely do what you intend. Instead of returning from the code you defined in "quote_sub", it will return from the overall function it is composited into.

So when you pass in:

```perl
quote_sub q{ return 1 if $condition; $morecode }
```

It might turn up in the intended context as follows:

```perl
sub foo {
  <important code a>
```
do {
    return 1 if $condition;
    $morecode
};
<important code b>

Which will obviously return from foo, when all you meant to do was return from the code context in quote_sub and proceed with running important code b.

pragmas
"Sub::Quote" preserves the environment of the code creating the quoted subs. This includes the package, strict, warnings, and any other lexical pragmas. This is done by prefixing the code with a block that sets up a matching environment. When inlining "Sub::Quote" subs, care should be taken that user pragmas won't effect the rest of the code.

SUPPORT
Users' IRC: #moose on irc.perl.org

Development and contribution IRC: #web-simple on irc.perl.org

Bugtracker:  
<https://rt.cpan.org/Public/Dist/Display.html?Name=Sub-Quote>

Git repository: <git://github.com/moose/Sub-Quote.git>

Git browser: <https://github.com/moose/Sub-Quote>

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=head1 NAME
Sub::Quote - Efficient generation of subroutines via string eval

=head1 SYNOPSIS

package Silly;

use Sub::Quote qw(quote_sub unquote_sub quoted_from_sub);

quote_sub 'Silly::kitty', q{ print "meow" };

quote_sub 'Silly::doggy', q{ print "woof" };

my $sound = 0;

quote_sub 'Silly::dagron',
  q{ print ++$sound % 2 ? 'burninate' : 'roar' },
{ 'sound' => \$sound };

And elsewhere:

Silly->kitty;  # meow
Silly->dogy;   # woof
Silly->dagron; # burninate
Silly->dagron; # roar
Silly->dagron; # burninate

=head1 DESCRIPTION

This package provides performant ways to generate subroutines from strings.

=head1 SUBROUTINES

=head2 quote_sub

my $coderef = quote_sub 'Foo::bar', q{ print $x++ . "$n" }, { '$x' => 0 };  

Arguments: ?$name, $code, %captures, %options

$C<$name>$ is the subroutine where the coderef will be installed.

$C<$code>$ is a string that will be turned into code.

$C&view%captures is a hashref of variables that will be made available to the code. The keys should be the full name of the variable to be made available, including the sigil. The values should be references to the values. The variables will contain copies of the values. See the L</SYNOPSIS>'s $C<a>Silly::dagron> for an example using captures.

Exported by default.

=head3 options

=over 2

=item C<no_install>

$B<Boolean> . Set this option to not install the generated coderef into the passed subroutine name on undefer.

=item C<no_defer>

$B<Boolean> . Prevents a Sub::Defer wrapper from being generated for the quoted sub. If the sub will most likely be called at some point, setting this is a good idea. For a sub that will most likely be inlined, it is not recommended.
=item C<package>

The package that the quoted sub will be evaluated in. If not specified, the package from sub calling C<quote_sub> will be used.

=item C<hints>

The value of L<< C<$^H> | perlvar/$^H >> to use for the code being evaluated. This captures the settings of the L<strict> pragma. If not specified, the value from the calling code will be used.

=item C<warning_bits>

The value of L<< C<$^WARNING_BITS> | perlvar/$^WARNING_BITS >> to use for the code being evaluated. This captures the L<warnings> set. If not specified, the warnings from the calling code will be used.

=item C<%^H>

The value of L<< C<%^H> | perlvar/%^H >> to use for the code being evaluated. This captures additional pragma settings. If not specified, the value from the calling code will be used if possible (on perl 5.10+).

=item C<attributes>

The L<perlsub/Subroutine Attributes> to apply to the sub generated. Should be specified as an array reference. The attributes will be applied to both the generated sub and the deferred wrapper, if one is used.

=item C<file>

The apparent filename to use for the code being evaluated.

=item C<line>

The apparent line number to use for the code being evaluated.

=back

=head2 unquote_sub

my $coderef = unquote_sub $sub;

Forcibly replace subroutine with actual code.

If $sub is not a quoted sub, this is a no-op.
Exported by default.

=head2 quoted_from_sub

my $data = quoted_from_sub $sub;

my ($name, $code, $captures, $compiled_sub) = @$data;

Returns original arguments to quote_sub, plus the compiled version if this
sub has already been unquoted.

Note that $sub can be either the original quoted version or the compiled
version for convenience.

Exported by default.

=head2 inlinify

my $prelude = capture_unroll '$captures', {
   '$x' => 1,
   '$y' => 2,
}; 4;

my $inlined_code = inlinify q{
   my ($x, $y) = @_;
   print $x + $y . "\n";
}; '$x, $y', $prelude;

Takes a string of code, a string of arguments, a string of code which acts as a
"prelude", and a B<Boolean> representing whether or not to localize the
arguments.

=head2 quotify

my $quoted_value = quotify $value;

Quotes a single (non-reference) scalar value for use in a code string. Numbers
aren't treated specially and will be quoted as strings, but undef will quoted as
C<undef()>.

=head2 capture_unroll

my $prelude = capture_unroll '$captures', {
   '$x' => 1,
   '$y' => 2,
}; 4;
Arguments: $from, %captures, $indent

Generates a snippet of code which is suitable to be used as a prelude for \<linify>. \$from is a string will be used as a hashref in the resulting code. The keys of \%captures are the names of the variables and the values are ignored. \$indent is the number of spaces to indent the result by.

=head2 qsub

my $hash = {
  coderef => qsub q{ print "hello"; },
  other   => 5,
};

Arguments: $code

Works exactly like \<quote_sub>, but includes a prototype to only accept a single parameter. This makes it easier to include in hash structures or lists.

Exported by default.

=head2 sanitize_identifier

my $var_name = '$variable_for_' . sanitize_identifier('@name');
quote_sub qq{ print \${var_name} }, { $var_name => $value };

Arguments: $identifier

Sanitizes a value so that it can be used in an identifier.

=head1 CAVEATS

Much of this is just string-based code-generation, and as a result, a few caveats apply.

=head2 return

Calling \$return from a quote_sub\'ed sub will not likely do what you intend. Instead of returning from the code you defined in \<quote_sub>, it will return from the overall function it is composited into.

So when you pass in:

quote_sub q{ return 1 if $condition; $morecode }

It might turn up in the intended context as follows:
sub foo {
    <important code a>
    do {
        return 1 if $condition;
        $morecode
    };
    <important code b>
}

Which will obviously return from foo, when all you meant to do was return from
the code context in quote_sub and proceed with running important code b.

=head2 pragmas

C<Sub::Quote> preserves the environment of the code creating the
quoted subs. This includes the package, strict, warnings, and any
other lexical pragmas. This is done by prefixing the code with a
block that sets up a matching environment. When inlining C<Sub::Quote>
subs, care should be taken that user pragmas won’t effect the rest
of the code.

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* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/support/postprocessor/DelegatingDecompressingPostProcessor.java
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* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/AmqpAuthenticationException.java
* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/core/ReceiveAndReplyMessageCallback.java
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* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/core/AmqpConnectException.java
* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/remoting/client/AmqpProxyFactoryBean.java
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* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/support/converter/MessageConversionException.java
* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/core/AmqpAdmin.java
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* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/core/BindingBuilder.java
* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/AmqpRejectAndDontRequeueException.java
* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/support/converter/DefaultJavaTypeMapper.java
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* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/remoting/service/AmqpInvokerServiceExporter.java
* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/core/Binding.java
* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/core/BindingBuilder.java
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* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/support/postprocessor/UnzipPostProcessor.java
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  jar/org/springframework/amqp/support/AmqpHeaderMapper.java
* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-
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* /opt/cola/permits/1141297711_1614968951.39/0/spring-amqp-1-7-12-release-sources-2-jar/org/springframework/amqp/core/AbstractBuilder.java
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1.2799 ognl 3.1.16

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1.2801 google-api-core 1.25.0

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| jar/org/springframework/data/mongodb/gridfs/GridFsCriteria.java         | /opt/cola/permits/1110923312_1606873093.33/0/spring-data-mongodb-1-10-23-release-sources-1-
| jar/org/springframework/data/mongodb/config/AbstractMongoConfiguration.java | /opt/cola/permits/1110923312_1606873093.33/0/spring-data-mongodb-1-10-23-release-sources-1-

jar/org/springframework/data/mongodb/core/convert/AbstractMongoConverter.java
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1.2805 tlddoc 1.3

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PARSER_BEGIN(TagFile)
package com.sun.tlddoc.tagfileparser;

import java.io.InputStream;
import java.util.ArrayList;

/**
 * Simple parser for tag files that only actually parses the directives.
 * All other content is left unparsed.
 *
 * @author Mark Roth
 */
public class TagFile implements TagFileTreeConstants {
    protected JJTTagFileState jjtree = new JJTTagFileState();

    /** The set of directives in this tag file */
    public ArrayList directives = new ArrayList();

    public static TagFile parse( InputStream in ) throws ParseException {
        TagFile parser = new TagFile( in );
        parser.Input();
        return parser;
    }

    public static void main(String args[]) throws ParseException {
        TagFile parser = new TagFile(System.in);
        parser.Input();
        ((SimpleNode)parser.jjtree.rootNode()).dump(">");
    }

    /**
     * Returns the list of directives in this tag file.
     */
    public ArrayList getDirectives() {
        return this.directives;
    }
}

PARSER_END(TagFile)

TOKEN :
|
| < JSP_COMMENT : "<%--" > : WithinComment
| < JSP_DIRECTIVE : "<%@" > : JSPDirectiveName
| < XML_DIRECTIVE : "<jsp:directive." > : XMLDirectiveName
null
void Input() :
{ /*@bgen(jjtree) Input */
    SimpleNode jjtn000 = new SimpleNode(JJITINPUT);
    boolean jjtc000 = true;
    /*@bgen(jjtree) Input */
}
void JSPTagDef() {

{@egen} 
SimpleNode jjtn000 = new SimpleNode(JJTJSPTAGDEF);
boolean jjtc000 = true;
jtree.openNodeScope(jjtn000);
/*@egen*/
}

catch (Throwable jjte000) {
    if (jjtc000) {
        jjtree.clearNodeScope(jjtn000);
        jjtc000 = false;
    } else {
        jjtree.popNode();
    }
    if (jjte000 instanceof RuntimeException) {
        throw (RuntimeException)jjte000;
    }
    if (jjte000 instanceof ParseException) {
        throw (ParseException)jjte000;
    }
    throw (Error)jjte000;
}
finally {
    if (jjtc000) {
        jjtree.closeNodeScope(jjtn000, true);
    }
}

/*@egen*/
}
jjtree.popNode();
}
if (jjte000 instanceof RuntimeException) {
    throw (RuntimeException)jjte000;
}
if (jjte000 instanceof ParseException) {
    throw (ParseException)jjte000;
}  
throw (Error)jjte000;
} finally {
    if (jjtc000) {
        jjtree.closeNodeScope(jjtn000, true);
    }
}
/*@egen*/
}

void Comment() :
{/*@bgen(jjtree) Comment */
    SimpleNode jjtn000 = new SimpleNode(JJTCOMMENT);
    boolean jjtc000 = true;
    jjtree.openNodeScope(jjtn000);
   /*@egen*/
    try {
        <JSP_COMMENT>/*@bgen(jjtree)*/
    } finally {
        if (jjtc000) {
            jjtree.closeNodeScope(jjtn000, true);
        }
    }
   /*@egen*/
}

void JSPDirective() :
{/*@bgen(jjtree) JSPDirective */
    SimpleNode jjtn000 = new SimpleNode(JJTJSPDIRECTIVE);
    boolean jjtc000 = true;
    jjtree.openNodeScope(jjtn000);
   /*@egen*/
    Directive result = new Directive();
    String directiveName;
    String attributeName;
    String attributeValue;
    }
   /*@bgen(jjtree) JSPDirective */
    try {

/*@egen*/

<JSP_DIRECTIVE>
directiveName = JSPDirectiveName()
{
    result.setDirectiveName( directiveName );
}

attributeName = JSPAttributeName()
<EQ>
( ( <BEGIN_QUOTE_SINGLE>
    (attributeValue = JSPAttributeValue())
    <END_QUOTE_SINGLE>
    )
    | ( <BEGIN_QUOTE_DOUBLE>
    (attributeValue = JSPAttributeValue())
    <END_QUOTE_DOUBLE>
    )
    )
}

result.addAttribute( new Attribute( attributeName, attributeValue ) );
}

<END_DIRECTIVE>/*@bgen(jjtree)*/
{
    jjtree.closeNodeScope(jjtn000, true);
    jjtc000 = false;
}

/*@egen*/
{
    directives.add( result );
}/*@bgen(jjtree)*/
} catch (Throwable jjte000) {
    if (jjtc000) {
        jjtree.clearNodeScope(jjtn000);
        jjtc000 = false;
    } else {
        jjtree.popNode();
    }
    if (jjte000 instanceof RuntimeException) {
        throw (RuntimeException)jjte000;
    }
    if (jjte000 instanceof ParseException) {
        throw (ParseException)jjte000;
    }
    throw (Error)jjte000;
} finally {
    if (jjtc000) {
        jjtree.closeNodeScope(jjtn000, true);
    }
String JSPDirectiveName() {
    SimpleNode jtn000 = new SimpleNode(JJTJSPDIRECTIVENAME);
    boolean jjtc000 = true;
    jjtree.openNodeScope(jtn000);
    Token result;
    try {
        result = <JSP_DIRECTIVE_NAME>/*@bgen(jjtree)*/
        {
            jjtree.closeNodeScope(jtn000, true);
            jjtc000 = false;
        }
    } finally {
        if (jjtc000) {
            jjtree.closeNodeScope(jtn000, true);
        }
    }
    /*@egen*/
}

String JSPAttributeName() {
    SimpleNode jtn000 = new SimpleNode(JJTJSPATTRIBUTENAME);
    boolean jjtc000 = true;
    jjtree.openNodeScope(jtn000);
    Token result;
    try {
        result = <JSP_ATTRIBUTE_NAME>/*@bgen(jjtree)*/
        {
            jjtree.closeNodeScope(jtn000, true);
            jjtc000 = false;
        }
    } finally {
        if (jjtc000) {
            jjtree.closeNodeScope(jtn000, true);
        }
    }
}
```java
/*@egen*/
{
    return result.toString();
}@/egen*/
} finally {
    if (jjtc000) {
        jjtree.closeNodeScope(jjtn000, true);
    }
}
/*@egen*/

String JSPAttributeValue() : {
/*@bgen(jjtree) JSPAttributeValue */
    SimpleNode jjtn000 = new SimpleNode(JJTJSPATTRIBUTEVALUE);
    boolean jjtc000 = true;
} /*@bgen(jjtree) */
} try {
    /*@egen*/
    ( (result = <JSP_ATTRIBUTE_VALUE1>)
    | (result = <JSP_ATTRIBUTE_VALUE2>)
    )/*@bgen(jjtree) */
    {
        jjtree.closeNodeScope(jjtn000, true);
        jjtc000 = false;
    }
} /*@egen*/
{
    return result.toString();
} /*@bgen(jitree)*/
} finally {
    if (jjtc000) {
        jjtree.closeNodeScope(jjtn000, true);
    }
}
/*@egen*/

void XMLDirective() : {
/*@bgen(jitree) XMLDirective */
    SimpleNode jjtn000 = new SimpleNode(JJTXMLDIRECTIVE);
} /*@bgen(jitree)*/
```
boolean jjtc000 = true;
jjtree.openNodeScope(jjtn000);
/*@egen*/
Directive result = new Directive();
String directiveName;
String attributeName;
String attributeValue;
} /*@bgen(jjtree) XMLDirective */
try {
/*@egen*/
<XML_DIRECTIVE>
directiveName = XMLDirectiveName()
{
    result.setDirectiveName( directiveName );
}

(attributeName = XMLAttributeName())
<X_EQ>
( ( <X_BEGIN_QUOTE_SINGLE>
    attributeValue = XMLAttributeValue()
    <X_END_QUOTE_SINGLE>
    )
| ( <X_BEGIN_QUOTE_DOUBLE>
    attributeValue = XMLAttributeValue()
    <X_END_QUOTE_DOUBLE>
    )
)

result.addAttribute( new Attribute( attributeName, attributeValue ) );
}
/*
<X_END_DIRECTIVE>/*@bgen(jjtree)*/
{
jjtree.closeNodeScope(jjtn000, true);
jjtc000 = false;
}
/*@egen*/
{  
directives.add( result );
} /*@bgen(jjtree)*/
} catch (Throwable jjte000) {
if (jjtc000) {
    jjtree.clearNodeScope(jjtn000);
    jjtc000 = false;
} else {
    jjtree.popNode();
}
if (jjte000 instanceof RuntimeException) {
    throw (RuntimeException)jjte000;
}
if (jjte000 instanceof ParseException) {
    throw (ParseException)jjte000;
}
throw (Error)jjte000;
} finally {
    if (jjtc000) {
        jjtree.closeNodeScope(jjtn000, true);
    }
}
/*@egen*/
}

String XMLDirectiveName() :
/*@bgen(jjtree) XMLDirectiveName */
SimpleNode jjtn000 = new SimpleNode(JJTXMIDLIRECTIVENAME);
boolean jjtc000 = true;
jjtree.openNodeScope(jjtn000);
/*@egen*/
Token result;
}
/*@bgen(jjtree) XMLDirectiveName */
try {
/*@egen*/
result = <XML.Directive.Name>/*@bgen(jjtree)*/
{
    jjtree.closeNodeScope(jjtn000, true);
    jjtc000 = false;
}
/*@egen*/
{
    return result.toString();
}@/bgen(jjtree)*/
} finally {
    if (jjtc000) {
        jjtree.closeNodeScope(jjtn000, true);
    }
}
/*@egen*/
}

String XMLAttributeName() :
/*@bgen(jjtree) XMLAttributeName */
SimpleNode jjtn000 = new SimpleNode(JJTXMLATTRIBUTENAME);
boolean jjtc000 = true;
jjtree.openNodeScope(jjtn000);
/*@egen*/

/*@egen*/
Token result;
}
/*@bgen(jjtree) XMLAttributeName */
try {
/*@egen*/
result = <XML_ATTRIBUTE_NAME>@*bgen(jjtree)*@
{
     jjtree.closeNodeScope(jjtn000, true);
     jjtc000 = false;
}
/*@egen*/
{
     return result.toString();
}@*bgen(jjtree)*@
} finally {
     if (jjtc000) {
         jjtree.closeNodeScope(jjtn000, true);
     }
}
/*@egen*/

String XMLAttributeValue() :
/*@bgen(jjtree) XMLAttributeValue */
SimpleNode jjtn000 = new SimpleNode(JJTXMLATTRIBUTEVALUE);
boolean jjt000 = true;
jjtree.openNodeScope(jjtn000);
/*@egen*/
Token result;
}
/*@bgen(jjtree) XMLAttributeValue */
try {
/*@egen*/
( (result = <XML_ATTRIBUTE_VALUE1>)
 | (result = <XML_ATTRIBUTE_VALUE2>)
)/*@bgen(jjtree)*@
{
     jjtree.closeNodeScope(jjtn000, true);
     jjtc000 = false;
}
/*@egen*/
{
     return result.toString();
}@*bgen(jjtree)*@
} finally {
     if (jjtc000) {

---------------------
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 17167
void OtherContent() {
    /*@bgen(jjtree) OtherContent */
    SimpleNode jjtn000 = new SimpleNode(JJTOTHERCONTENT);
    boolean jjtc000 = true;
    jjtree.openNodeScope(jjtn000);
    /*@eugen*/
    try {
        /*@eugen*/
        <OTHER_CONTENT>/*@bgen(jjtree)*/
    } finally {
        if (jjtc000) {
            jjtree.closeNodeScope(jjtn000, true);
        }
    }
    /*@eugen*/
}

Found in path(s):
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/tagfileparser/tag-file.jj
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* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/resources/index.html.xsl
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/resources/tld2_1-tld2_1.xsl
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doc.html.xsl
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/resources/function.html.xsl
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/resources/overview-
summary.html.xsl
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/resources/tld-
summary.html.xsl
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/resources/tag.html.xsl
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* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/GeneratorException.java
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/WARTagDirImplicitTagLibrary.java
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/Constants.java
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/TagLibrary.java
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/TLDFileTagLibrary.java
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/tagfileparser/Directive.java
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/TLDDocGenerator.java
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/TagDirImplicitTagLibrary.java
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/JARTLDFileTagLibrary.java
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/WARJARTLDFileTagLibrary.java
* /opt/cola/permits/1141297142_1614968740.52/0/tlddoc-1-3-sources-1-jar/com/sun/tlddoc/resources/stylesheet.css

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PARSER_BEGIN(TagFile)

package com.sun.tlddoc.tagfileparser;

import java.io.InputStream;
import java.util.ArrayList;

/**
 * Simple parser for tag files that only actually parses the directives.
 * All other content is left unparsed.
 *
 * @author Mark Roth
 */
public class TagFile {

    /** The set of directives in this tag file */
    public ArrayList directives = new ArrayList();

    public static TagFile parse( InputStream in ) throws ParseException {
        TagFile parser = new TagFile( in );
    }
}

PARSER_END(TagFile)
```java
parser.Input();
return parser;
}

public static void main(String args[]) throws ParseException {
    TagFile parser = new TagFile(System.in);
    parser.Input();
    ((SimpleNode)parser.jtree.rootNode()).dump(">");
}

/**
 * Returns the list of directives in this tag file.
 */
public ArrayList getDirectives() {
    return this.directives;
}

PARSER_END(TagFile)

TOKEN:
{
    < JSP_COMMENT : "<%--"       > : WithinComment
| < JSP_DIRECTIVE : "<%@"      > : JSPDirectiveName
| < XML_DIRECTIVE : "<jsp:directive." > : XMLDirectiveName
| < OTHER_CONTENT : ~[]          > : WithinOtherContent
}

// Support for JSP comments <%-- * --%>
<WithinComment> SKIP :
{
    "--%>" : DEFAULT
}

<WithinComment> MORE :
{
    <~[]>
}

// Support for <%@ * %>
<JSPDirectiveName> SKIP :
{
    < [" ","\t","\n","\r"] >
}

<JSPDirectiveName> TOKEN :
```
// Support for <jsp:directive.*>
<XMLDirectiveName> SKIP :
{  
  < [" ","\t","\r","\n"] >
}

<XMLDirectiveName> TOKEN :
{  
  < XML_DIRECTIVE_NAME : (["A"-"Z","a"-"z","0"-"9","_","-","]+ )+ > : XMLDirectiveAttributeName
}

<XMLDirectiveAttributeName> SKIP :
{  
  < [" ","\t","\r","\n"] >
}

<XMLDirectiveAttributeName> TOKEN :
{  
  < X_EQ : "=" >
| < X_BEGIN_QUOTE_SINGLE : ("" ) > : XMLDirectiveAttributeValueSingle
| < X_BEGIN_QUOTE_DOUBLE : ("" ) > : XMLDirectiveAttributeValueDouble
| < X_END_DIRECTIVE : "/> > : DEFAULT
| < XML_ATTRIBUTE_NAME : (["A"-"Z","a"-"z","0"-"9","_","-","]+ )+ >
}

<XMLDirectiveAttributeValueSingle> SKIP :
{  
  < [" ","\t","\r","\n"] >
}

<XMLDirectiveAttributeValueSingle> TOKEN :
{  
  < X_END_QUOTE_SINGLE : ("" ) > : XMLDirectiveAttributeName
| < XML_ATTRIBUTE_VALUE1 : (~["'","\"]
| ( "\"" )
| ( "\\\"" )
| ( "\\\\" ) )+ >
}

<XMLDirectiveAttributeValueDouble> SKIP :
{  
  < [" ","\t","\r","\n"] >
}

<XMLDirectiveAttributeValueDouble> TOKEN :
{  
  < X_END_QUOTE_SINGLE : ("" ) > : XMLDirectiveAttributeName
| < XML_ATTRIBUTE_VALUE1 : (~["'","\"]
| ( "\\" )
| ( "\\\\" )
| ( "\\\\\\" ) )+ >
}
void Input() :
{
}
{
  JSPTagDef() <EOF>
}

void JSPTagDef() :
{
{
  (  
    Comment()  
    | JSPDirective()  
    | XMLDirective()  
    | OtherContent()  
  )*
}

void Comment() :
{
{
  <JSP_COMMENT>
}

void JSPDirective() :
{
  Directive result = new Directive();
String directiveName;
String attributeName;
String attributeValue;

{<JSP_DIRECTIVE>
directiveName = JSPDirectiveName()
{
    result.setDirectiveName( directiveName );
}
(attributeName = JSPAttributeName() <EQ> ( ( <BEGIN_QUOTE_SINGLE>
    (attributeValue = JSPAttributeValue())
    <END_QUOTE_SINGLE>
  )
| ( <BEGIN_QUOTE_DOUBLE>
    (attributeValue = JSPAttributeValue())
    <END_QUOTE_DOUBLE>
  )
)
result.addAttribute( new Attribute( attributeName, attributeValue ) );
}
}*<END_DIRECTIVE>
{ directives.add( result );
}

String JSPDirectiveName() :
{
    Token result;
}
{
    result = <JSP_DIRECTIVE_NAME>
    {
        return result.toString();
    }
}

String JSPAttributeName() :
{
    Token result;
}
result = <JSP_ATTRIBUTE_NAME>
{
  return result.toString();
}

String JSPAttributeValue() :
{
  Token result;
}
{
  
  (result = <JSP_ATTRIBUTE_VALUE1>)
  | (result = <JSP_ATTRIBUTE_VALUE2>)
  )
  return result.toString();
}

void XMLDirective() :
{
  Directive result = new Directive();
  String directiveName;
  String attributeName;
  String attributeValue;
}
{
<XML_DIRECTIVE>
directiveName = XMLDirectiveName()
{
  result.setDirectiveName( directiveName );
}
(attributeName = XMLAttributeName()"
  <X_EQ>
  ( ( <X_BEGIN_QUOTE_SINGLE>
    attributeValue = XMLAttributeValue()
    <X_END_QUOTE_SINGLE>
    )
  )
  | ( <X_BEGIN_QUOTE_DOUBLE>
    attributeValue = XMLAttributeValue()
    <X_END_QUOTE_DOUBLE>
    )
  )
  result.addAttribute( new Attribute( attributeName, attributeValue ) );
String XMLDirectiveName() :
{
    Token result;
    
    result = <XMLDirectiveName>
    
    return result.toString();
}

String XMLAttributeName() :
{
    Token result;
    
    result = <XMLAttributeName>
    
    return result.toString();
}

String XMLAttributeValue() :
{
    Token result;
    
    (result = <XMLAttributeValue1>)
    | (result = <XMLAttributeValue2>)
    
    return result.toString();
}

void OtherContent() :
{
}

/*
 <X_END_DIRECTIVE>
 {
   directives.add( result );
 }
 */
1.2806 markupsafe 1.1.0-1

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/**
 * markupsafe._speedups
 * ~~~~~~~~~~~~~~~~~~~
 * C implementation of escaping for better performance. Used instead of
 * the native Python implementation when compiled.
 *
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 */

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* /opt/cola/permits/1141297620_1614968813.76/0/markupsafe-1-1-0-orig-1-tar-gz/MarkupSafe-1.1.0/src/markupsafe/_speedups.c
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* /opt/cola/permits/1141297620_1614968813.76/0/markupsafe-1-1-0-orig-1-tar-gz/MarkupSafe-1.1.0/src/markupsafe/_native.py
* /opt/cola/permits/1141297620_1614968813.76/0/markupsafe-1-1-0-orig-1-tar-gz/MarkupSafe-1.1.0/src/markupsafe/_compat.py
* /opt/cola/permits/1141297620_1614968813.76/0/markupsafe-1-1-0-orig-1-tar-gz/MarkupSafe-1.1.0/src/markupsafe/_constants.py
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Metadata-Version: 1.2
Name: MarkupSafe
Version: 1.1.0
Summary: Safely add untrusted strings to HTML/XML markup.
MarkupSafe implements a text object that escapes characters so it is safe to use in HTML and XML. Characters that have special meanings are replaced so that they display as the actual characters. This mitigates injection attacks, meaning untrusted user input can safely be displayed on a page.

Installing
---------

Install and update using `pip`:

.. code-block:: text

    pip install -U MarkupSafe

Examples
--------

.. code-block:: pycon

    >>> from markupsafe import Markup, escape
    >>> # escape replaces special characters and wraps in Markup
    >>> escape('<script>alert(document.cookie);</script>')
    Markup(u'<script>alert(document.cookie);</script>')</n
    >>> # wrap in Markup to mark text "safe" and prevent escaping
    >>> Markup('<strong>Hello</strong>')
    Markup('<strong>hello</strong>')
    >>> escape(Markup('<strong>Hello</strong>'))
    Markup('<strong>hello</strong>')
    >>> # Markup is a text subclass (str on Python 3, unicode on Python 2)
    >>> # methods and operators escape their arguments
    >>> template = Markup("Hello <em>%s</em>")
>>> template % "World"
Markup('Hello <em>"World"</em>')

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------

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Links

-----

* Website: https://www.palletsprojects.com/p/markupsafe/
* Documentation: https://markupsafe.palletsprojects.com/
* License: `BSD <https://github.com/pallets/markupsafe/blob/master/LICENSE.rst>`_
* Releases: https://pypi.org/project/MarkupSafe/
* Code: https://github.com/pallets/markupsafe
* Issue tracker: https://github.com/pallets/markupsafe/issues
* Test status:

  * Linux, Mac: https://travis-ci.org/pallets/markupsafe
  * Windows: https://ci.appveyor.com/project/pallets/markupsafe

* Test coverage: https://codecov.io/gh/pallets/markupsafe

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Environment :: Web Environment
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: BSD License
Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.4
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content
Classifier: Topic :: Software Development :: Libraries :: Python Modules
Classifier: Topic :: Text Processing :: Markup :: HTML
Requires-Python: >=2.7,!=3.0.*,!=3.1.*,!=3.2.*,!=3.3.*

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* /opt/cola/permits/1141297620_1614968813.76/0/markupsafe-1-1-0-orig-1-tar-gz/MarkupSafe-1.1.0/PKG-INFO

1.2807 cffi 1.14.3

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1.2808 netbase 5.6

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1.2809 jsr181-api 1.0-MR1

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1.2829 certifi 2018.8.24.post1

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Just configure this file as the SSLCACertificateFile.#

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1.2830 tomcat-catalina-ha 8.5.57

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1.2832 zlib 1.2.5

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  jar/groovy/text/XmlTemplateEngine.java
  */opt/cola/permits/1202824217_1631639630.14/0/groovy-templates-2-4-21-sources-
  jar/groovy/text/markup/BaseTemplate.java
  */opt/cola/permits/1202824217_1631639630.14/0/groovy-templates-2-4-21-sources-
  jar/groovy/text/markup/MarkupBuilderCodeTransformer.java
  */opt/cola/permits/1202824217_1631639630.14/0/groovy-templates-2-4-21-sources-
  jar/groovy/text/markup/DelegatingIndentWriter.java
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  jar/groovy/text/TemplateEngine.java
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  jar/groovy/text/markup/TagLibAdapter.groovy
  */opt/cola/permits/1202824217_1631639630.14/0/groovy-templates-2-4-21-sources-
  jar/groovy/text/markup/TemplateResolver.java
  */opt/cola/permits/1202824217_1631639630.14/0/groovy-templates-2-4-21-sources-
  jar/groovy/text/TemplateParseException.java
  */opt/cola/permits/1202824217_1631639630.14/0/groovy-templates-2-4-21-sources-
  jar/groovy/text/markup/MarkupTemplateTypeCheckingExtension.groovy
  */opt/cola/permits/1202824217_1631639630.14/0/groovy-templates-2-4-21-sources-
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1.2842 libjpeg 6b
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README for release 6b of 27-Mar-1998
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DOCUMENTATION ROADMAP

This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:
install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

Programmer and internal documentation:
libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

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

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

OVERVIEW

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

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

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

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

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

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

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

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

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

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

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


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

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

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

Literature Department
The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design.

Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from ftp://ftp.sgi.com/graphics/tiff/.

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

Numerous Internet sites maintain copies of the UUNET files. However, only ftp.uu.net is guaranteed to have the latest official version.

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

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/ and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.
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RELATED SOFTWARE
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Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/. Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

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

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

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.
The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

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

TO DO

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

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

As always, speeding things up is of great interest.

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

1.2843 toidentifier 1.0.0

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* /opt/ws_local/PERMITS_SQL/1033664591_1595367331.17/0/akka-protobuf-2-12-2-5-26-sources-jar/akka/protobuf/Service.java
* /opt/ws_local/PERMITS_SQL/1033664591_1595367331.17/0/akka-protobuf-2-12-2-5-26-sources-jar/akka/protobuf/Service$Server.java

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jar/akka/protobuf/ExtensionRegistryLite.java
* /opt/ws_local/PERMITS_SQL/1033664591_1595367331.17/0/akka-protobuf-2-12-2-5-26-sources-
jar/akka/protobuf/InvalidProtocolBufferException.java
* /opt/ws_local/PERMITS_SQL/1033664591_1595367331.17/0/akka-protobuf-2-12-2-5-26-sources-
jar/akka/protobuf/DynamicMessage.java
* /opt/ws_local/PERMITS_SQL/1033664591_1595367331.17/0/akka-protobuf-2-12-2-5-26-sources-
jar/akka/protobuf/UnknownFieldSet.java
* /opt/ws_local/PERMITS_SQL/1033664591_1595367331.17/0/akka-protobuf-2-12-2-5-26-sources-
jar/akka/protobuf/RpcController.java
* /opt/ws_local/PERMITS_SQL/1033664591_1595367331.17/0/akka-protobuf-2-12-2-5-26-sources-
jar/akka/protobuf/ByteString.java

1.2852 lombok 1.16.22

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2.12.3

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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
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http-proxy-agent
================
### An HTTP(s) proxy `http.Agent` implementation for HTTP
[![Build Status](https://github.com/TooTallNate/node-http-proxy-]
This module provides an `http.Agent` implementation that connects to a specified HTTP or HTTPS proxy server, and can be used with the built-in `http` module.

__Note:__ For HTTP proxy usage with the `https` module, check out [`node-https-proxy-agent`].

Installation
------------
Install with `npm`:

```bash
$ npm install http-proxy-agent
```

Example
-------

```js
var url = require('url');
var http = require('http');
var HttpProxyAgent = require('http-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// HTTP endpoint for the proxy to connect to
console.log('attempting to GET %j', endpoint);
var opts = url.parse(endpoint);

// create an instance of the `HttpProxyAgent` class with the proxy server information
var agent = new HttpProxyAgent(proxy);
opts.agent = agent;

http.get(opts, function (res) {
  console.log("response" event!", res.headers);
  res.pipe(process.stdout);
});
```

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* /opt/cola/permits/1168115570_1621938856.22/0/http-proxy-agent-4-0-1-5-tgz/package/README.md

1.2874 prosemirror-commands 1.1.10

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1.2875 fcgi-client 9.4.12.v20180830

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Name: azure-mgmt-advisor
Version: 4.0.0
Summary: Microsoft Azure Advisor Client Library for Python
Home-page: https://github.com/Azure/azure-sdk-for-python
Author: Microsoft Corporation
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Description: # Microsoft Azure SDK for Python

This is the Microsoft Azure Advisor Client Library.
This package has been tested with Python 2.7, 3.5, 3.6, 3.7 and 3.8.
For a more complete view of Azure libraries, see the [Github repo](https://github.com/Azure/azure-sdk-for-python)/

# Usage

For code examples, see [Advisor](https://docs.microsoft.com/python/api/overview/azure/advisor)
on docs.microsoft.com.

# Provide Feedback

If you encounter any bugs or have suggestions, please file an issue in the
[Issues](https://github.com/Azure/azure-sdk-for-python/issues)
section of the project.
# Release History

## 4.0.0 (2020-03-14)

**Features**

- Model ResourceRecommendationBase has a new parameter resource_metadata

**Breaking changes**

- Model ConfigData has a new signature

## 3.0.0 (2019-10-24)

**Features**

- Added operation group RecommendationMetadataOperations

**General Breaking Changes**

This version uses a next-generation code generator that might introduce breaking changes if from some import. In summary, some modules were incorrectly visible/importable and have been renamed. This fixed several issues caused by usage of classes that were not supposed to be used in the first place. AdvisorManagementClient cannot be imported from azure.mgmt.advisor.advisor_management_client anymore (import from azure.mgmt.advisor works like before)

AdvisorManagementClientConfiguration import has been moved from azure.mgmt.advisor.advisor_management_client to azure.mgmt.advisor A model MyClass from a "models" sub-module cannot be imported anymore using azure.mgmt.advisor.models.my_class (import from azure.mgmt.advisor.models works like before) An operation class MyClassOperations from an operations sub-module cannot be imported anymore using azure.mgmt.advisor.operations.my_class_operations (import from azure.mgmt.advisor.operations works like before) Last but not least, HTTP connection pooling is now enabled by default. You should always use a client as a context manager, or call close(), or use no more than one client per process.

## 2.0.1 (2018-10-16)

**Bugfix**
- Fix sdist broken in 2.0.0. No code change.

## 2.0.0 (2018-10-15)

**Features**

- Model `ResourceRecommendationBase` has a new parameter `extended_properties`
- Client class can be used as a context manager to keep the underlying HTTP session open for performance

**General Breaking changes**

This version uses a next-generation code generator that *might* introduce breaking changes.

- Model signatures now use only keyword-argument syntax. All positional arguments must be re-written as keyword-arguments. To keep auto-completion in most cases, models are now generated for Python 2 and Python 3. Python 3 uses the "**" syntax for keyword-only arguments.
- Enum types now use the "str" mixin (class `AzureEnum(str, Enum)`) to improve the behavior when unrecognized enum values are encountered. While this is not a breaking change, the distinctions are important, and are documented here: [https://docs.python.org/3/library/enum.html#others](https://docs.python.org/3/library/enum.html#others) At a glance:
  - "is" should not be used at all.
  - "format" will return the string value, where "%s" string formatting will return `NameOfEnum.stringValue`. Format syntax should be preferred.
- New Long Running Operation:
  - Return type changes from `msrestazure.azure_operation.AzureOperationPoller` to `msrest.polling.LROPoller`. External API is the same.
  - Return type is now **always** a `msrest.polling.LROPoller`, regardless of the optional parameters used.
  - The behavior has changed when using `raw=True`. Instead of returning the initial call result as `ClientRawResponse`, without polling, now this returns an LROPoller. After polling, the final resource will be returned as a `ClientRawResponse`.
  - New `polling` parameter. The default behavior is `Polling=True` which will poll using ARM algorithm. When `Polling=False`, the response of the initial call will be returned without polling.
  - `polling` parameter accepts instances of subclasses of `msrest.polling.PollingMethod`.
  - `add_done_callback` will no longer raise if called after
polling is finished, but will instead execute the callback right away.

**Note**

- azure-mgmt-nspkg is not installed anymore on Python 3 (PEP420-based namespace package)

## 1.0.1 (2018-02-13)

- Fix list_by_subscription return type
- Fix list_by_resource_group return type

## 1.0.0 (2018-01-16)

- GA Release

## 0.1.0 (2017-11-06)

- Initial Release

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.5
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'#{ New ports collection makefile for: python25
' Comment

'#{ Date created: 3 July 2003
' Comment

'#{ Whom: Hye-Shik Chang <perky@FreeBSD.org>
' Comment

'#{
' Comment

' Comment

'un Text

'PORTNAME' Name.Variable
'=' Operator
'un Text
'python25' Text
'un Text

'PORTVERSION' Name.Variable
'=' Operator
'un Text
'2 Literal.Number
'.5.1'' Text
'un Text

'CATEGORIES' Name.Variable
'=' Operator
'un Text
'lang' Text
'' Text
'python' Text
'' Text
'ipv6' Text
'un Text

'MASTER_SITES' Name.Variable
'=' Operator
'\n'  Text
's\}'  Literal.String.Interpol
'PYTHON_MASTER_SITES'  Name.Variable
'}'  Literal.String.Interpol
'\n'  Text

'MASTER_SITE_SUBDIR'  Name.Variable
'='  Operator
'\n'  Text
's\}'  Literal.String.Interpol
'PYTHON_MASTER_SITE_SUBDIR'  Name.Variable
'}' Literal.String.Interpol
'\n'  Text

'DISTFILES'  Name.Variable
'='  Operator
'\n'  Text
's\}'  Literal.String.Interpol
'PYTHON_DISTFILE'  Name.Variable
'}'  Literal.String.Interpol
'\n'  Text

'MAINTAINER'  Name.Variable
'='  Operator
'\n'  Text
'python@FreeBSD.org'  Text
'\n'  Text

'COMMENT'  Name.Variable
'?=\n'  Operator
'\n'  Text
'An'  Text
' '  Text
'interpreted'  Text
' '  Text
'object-oriented'  Text
' '  Text
'programming'  Text
' '  Text
'language'  Text
'\n'  Text

'\n'  Text

'DIST_SUBDIR'  Name.Variable
'='  Operator
'WRKSRC' Name.Variable
'=' Operator
'${' Literal.String.Interpol
'PYTHON_WRKSRCPython' Name.Variable
'}' Literal.String.Interpol
'/portbld.static' Text
'\n' Text

'PATCH_WRKSRC' Name.Variable
'=' Operator
'${' Literal.String.Interpol
'PYTHON_WRKSRCPython' Name.Variable
'}' Literal.String.Interpol
'\n' Text

'GNU_CONFIGURE' Name.Variable
'=' Operator
'yes' Text
'\n' Text

'CONFIGURE_TARGET' Name.Variable
'=' Operator
'--build' Text
'--build' Operator
'${' Literal.String.Interpol
'MACHINE_ARCH'Machine_ARCH' Name.Variable
'}' Literal.String.Interpol
'-portbld-freebsd' Text
'${' Literal.String.Interpol
'OSREL' OSREL' Name.Variable
'}' Literal.String.Interpol
'\n' Text

'CONFIGURE_SCRIPT' Name.Variable
'=' Operator
'\.' Text
'..\configure' Text
'\' Text
'# must be relative\n' Comment.Single
'CONFIGURE_ENV' Name.Variable
  '='  Operator
  '
'  Text
  'OPT'  Name.Variable
  '='  Operator
  '***'  Literal.String.Double
  '${'  Literal.String.Interpol
  'CFLAGS'  Name.Variable
  '}'  Literal.String.Interpol
  '***'  Literal.String.Double
  ' '  Text
  'SVNVERSION' Name.Variable
  '='  Operator
  '"echo freebsd"'  Literal.String.Double
  '
'  Text

'MAKE_ENV' Name.Variable
  '='  Operator
  '
'  Text
  'VPATH'  Name.Variable
  '='  Operator
  '***'  Literal.String.Double
  '${'  Literal.String.Interpol
  'PYTHON_WRKSRC' Name.Variable
  '}'  Literal.String.Interpol
  '***'  Literal.String.Double
  '
'  Text

'INSTALLS_SHLIB' Name.Variable
  '='  Operator
  '
'  Text
  'yes'  Text
  '
'  Text

'INSTALL_TARGET' Name.Variable
  '='  Operator
  '
'  Text
  'altinstall'  Text
  '
'  Text

'MAN'  Name.Variable
  '='  Operator
  '
'  Text
  '${'  Literal.String.Interpol
  'PYTHON_VERSION' Name.Variable
  '}'  Literal.String.Interpol
  '.1'  Text
  '
'  Text
'PLIST_SUB' Name.Variable
'=' Operator
'\t' Text
'PYVER' Name.Variable
'=' Operator
'${' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
':' Punctuation
'S' Name.Variable
'/python/' Punctuation
'\}' Literal.String.Interpol
'\n' Text
'\\n' Literal.String.Escape
'
' Text
'PYVER_WITHPAT' Name.Variable
'=' Operator
'${' Literal.String.Interpol
'PORTVERSION' Name.Variable
':' Punctuation
'S' Name.Variable
'/.c/c/' Punctuation
'\}' Literal.String.Interpol
'\n' Text
'DEMODIR' Name.Variable
'=' Operator
'\t' Text
'${' Literal.String.Interpol
'PREFIX' Name.Variable
'}' Literal.String.Interpol
'/share/examples/' Text
'${' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'}' Literal.String.Interpol
'\n' Text
'TOOLSDIR' Name.Variable
'=' Operator
'\t' Text
'${' Literal.String.Interpol
'PREFIX' Name.Variable
'}' Literal.String.Interpol
'/share/' Text
'${' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'}' Literal.String.Interpol
'\n' Text
'\n'  Text

'\n'  Text

'BIN_SCRIPTS' Name.Variable
 '=='  Operator
 'at'  Text
 'idle'  Text
   Text
 'pydoc'  Text
   Text
 'python'  Text
   Text
 'python-shared' Text
   Text
 'smtpd.py'  Text
   Text
 'python-config' Text
   Text
 '\n'  Literal.String.Escape

'\t'  Text
 'python-shared-config' Text
 '\n'  Text

'BINLINKS_SUB' Name.Variable
 '=='  Operator
 'at'  Text
 '-e'  Text
   Text
 "s.smtpd.smtpd\${PYTHON_VER},"  Literal.String.Single
   Text
 '\n'  Literal.String.Escape

'\t'  Text
 '-e'  Text
   Text
 "s.(idle|pydoc|python-shared|python).\nIS\${PYTHON_VER},"  Literal.String.Single
 '\n'  Text

'OPTIONS' Name.Variable
 '=='  Operator
 'at'  Text
 'THREADS'  Text
   Text
 "Enable thread support"  Literal.String.Double
   Text
 'on'  Text

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'`HUGE_STACK_SIZE' Text
```
"Use a larger thread stack" Literal.String.Double
'
'off' Text
'
```

`UCS4' Text
```
"Use UCS4 for unicode support" Literal.String.Double
'
'on' Text
'
```

`PYMALLOC' Text
```
"Use python\'s internal malloc" Literal.String.Double
'
'on' Text
'
```

`IPV6' Text
```
"Enable IPv6 support" Literal.String.Double
'
'on' Text
'
```

`FPECTL' Text
```
"Enable floating point exception handling" Literal.String.Double
'
'off' Text
'
```

`.include <bsd.port.pre.mk>` Comment.Preproc
"n"  Text

'.if ${PYTHON_VERSION} == ${PYTHON_DEFAULT_VERSION}n' Comment.Preproc

'MLINKS'  Name.Variable
'='  Operator
'\t\t'  Text
'${'  Literal.String.Interpol
'PYTHON_VERSION'  Name.Variable
'}'  Literal.String.Interpol
'.'  Text
'1'  Text
' '  Text
'python.1'  Text
'\n'  Text

'PLIST_SUB'  Name.Variable
'+='  Operator
'\t'  Text
'IF_DEFAULT'  Name.Variable
'='  Operator
'""""  Literal.String.Double
'\n'  Text

'.else\n'  Comment.Preproc

'PLIST_SUB'  Name.Variable
'+='  Operator
'\t'  Text
'IF_DEFAULT'  Name.Variable
'='  Operator
'""""  Literal.String.Double
'\n'  Text

'.endif\n'  Comment.Preproc

'\n'  Text

'# workaround for a bug in base curses.h\n' Comment

'CFLAGS'  Name.Variable
'+='  Operator
'\t'  Text
'-D__wchar_t'  Text
'='  Operator
'wchar_t'  Text
'\n'  Text
'n' Text

'.if !defined(WITHOUT_THREADS)\n' Comment.Preproc

'CFLAGS' Name.Variable
'+' Operator
'\t' Text
'--with-threads' Text
'\n' Text

'CFLAGS' Name.Variable
'+' Operator
'\t\t' Text
'${'} Literal.String.Interpol
'PTHREAD_CFLAGS' Name.Variable
'\}' Literal.String.Interpol
'\n' Text

'.if defined(WITHOUT_HUGE_STACK_SIZE)\n' Comment.Preproc

'CFLAGS' Name.Variable
'+' Operator
'\t\t' Text
'-DTHREAD_STACK_SIZE' Text
'=' Operator
'0x20000' Text
'\n' Text

'.else\n' Comment.Preproc

'CFLAGS' Name.Variable
'+' Operator
'\t\t' Text
'-DTHREAD_STACK_SIZE' Text
'=' Operator
'0x100000' Text
'\n' Text

'.endif # defined(WITHOUT_HUGE_STACK_SIZE)\n' Comment.Preproc

'CFLAGS' Name.Variable
'+' Operator
'\t\t' Text
'-DTHREAD_STACK_SIZE' Text
'=' Operator
'0x100000' Text
'\n' Text

'.endif # defined(WITHOUT_HUGE_STACK_SIZE)\n' Comment.Preproc

'CONFIGURE_ENV' Name.Variable
'+' Operator
'\t' Text
'LDFLAGS' Name.Variable
'=' Operator
'\"' Literal.String.Double
'${'} Literal.String.Interpol
'PTHREAD_LIBS' Name.Variable
```bash
'}'       Literal.String.Interpol
' '       Literal.String.Double
'${'      Literal.String.Interpol
'LDFLAGS' Name.Variable
'}'       Literal.String.Interpol
' '       Literal.String.Double
'un'     Text

'.else
 CONFIGURE_ARGS Name.Variable
'+='      Operator
'it'      Text
'--without-threads' Text
'un'     Text

'.if defined(LDFLAGS)
 CONFIGURE_ENV Name.Variable
'+='      Operator
'dt'      Text
'LDFLAGS' Name.Variable
'='       Operator
' '       Literal.String.Double
'${'      Literal.String.Interpol
'LDFLAGS' Name.Variable
'}'      Literal.String.Interpol
' '       Literal.String.Double
'un'     Text

'.endif # defined(LDFLAGS)
'.endif # !defined(WITHOUT_THREADS)

'.if !defined(WITHOUT_UCS4) && !defined(WITH_UCS2)
 CONFIGURE_ARGS Name.Variable
'+='      Operator
'it'      Text
'--enable-unicode' Text
'='       Operator
'ucs4'    Text
'un'     Text

'.endif
'.endif # !defined(WITHOUT_THREADS)

'.if !defined(WITHOUT_UCS4) & & !defined(WITH_UCS2)
 CONFIGURE_ARGS Name.Variable
'+='      Operator
'it'      Text
'--enable-unicode' Text
'='       Operator
'ucs4'    Text
'un'     Text

'.endif
'.endif # !defined(WITHOUT_THREADS)
```

---

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"n" Text

'.if defined(WITHOUT_PYMALLOC)\n"n' Comment.Preproc

'CONFIGURE_ARGS' Name.Variable
'+' Operator
' ' Text
'--without-pymalloc' Text
"n" Text

'.endif\n"n' Comment.Preproc

"n" Text

'.if ${ARCH} == i386\n"n' Comment.Preproc

'PLIST_SUB' Name.Variable
'+' Operator
'\t' Text
'X86_ONLY' Name.Variable
'=' Operator
'"' Literal.String.Double
"n" Text

'.else\n"n' Comment.Preproc

'PLIST_SUB' Name.Variable
'+' Operator
'\t' Text
'X86_ONLY' Name.Variable
'=' Operator
'""" @comment '"' Literal.String.Double
"n" Text

'.endif\n"n' Comment.Preproc

'.if ${ARCH} == amd64 || ${ARCH} == ia64 || ${ARCH} == sparc64 || ${ARCH} == alpha\n"n' Comment.Preproc

'PLIST_SUB' Name.Variable
'+' Operator
'\t' Text
'32BIT_ONLY' Name.Variable
'=' Operator
'""" @comment '"' Literal.String.Double
"n" Text

'.else\n"n' Comment.Preproc
`PLIST_SUB` Name.Variable
`+=` Operator
`' ' Text

`32BIT_ONLY` Name.Variable
`=` Operator
`****` Literal.String.Double
`'un` Text

`.endif` Comment.Preproc

`.if ${ARCH} == sparc64` Comment.Preproc

`CFLAGS` Name.Variable
`+=` Operator
`' ' Text

`-DPYTHON_DEFAULT_RECURSION_LIMIT` Text
`=` Operator
`'900` Literal.Number
`'un` Text

`.endif` Comment.Preproc

`'un` Text

`.if !exists(/usr/bin/ypcat) # the world with NO_NIS` Comment.Preproc

`PLIST_SUB` Name.Variable
`+=` Operator
`'t` Text

`NO_NIS` Name.Variable
`=` Operator
`"@comment ""` Literal.String.Double
`'un` Text

`.else` Comment.Preproc

`PLIST_SUB` Name.Variable
`+=` Operator
`'t` Text

`NO_NIS` Name.Variable
`=` Operator
`"@comment ""` Literal.String.Double
`'un` Text

`.endif` Comment.Preproc

`'un` Text
`if !defined(WITHOUT_IPV6)`

`'CONFIGURE_ARGS' Name.Variable`

`'+=' Operator`

`' ' Text`

`'--enable-ipv6' Text`

`'un' Text`

`'else
'     Comment.Preproc`

`'CONFIGURE_ARGS' Name.Variable`

`'+=' Operator`

`' ' Text`

`'--disable-ipv6' Text`

`'un' Text`

`'.endif
'    Comment.Preproc`

`'un' Text`

`'if defined(WITH_FPECTL)`

`'CONFIGURE_ARGS' Name.Variable`

`'+=' Operator`

`' ' Text`

`'--with-fpectl' Text`

`'un' Text`

`'.endif
'    Comment.Preproc`

`'un' Text`

`'if ${OSVERSION} >= 700000`

`'PLATFORMS' Name.Variable`

`'=' Operator`

`'plat-freebsd4' Text`

`' ' Text`

`'plat-freebsd5' Text`

`' ' Text`

`'plat-freebsd6' Text`

`'un' Text`

`'.elif ${OSVERSION} >= 600000`

`'PLATFORMS' Name.Variable`

`'=' Operator`

`'plat-freebsd4' Text`

`' ' Text`

`'plat-freebsd5' Text`

`' ' Text`

`'plat-freebsd6' Text`

`'un' Text`

`'.elif ${OSVERSION} >= 600000`

`'PLATFORMS' Name.Variable`

`'=' Operator`

`'plat-freebsd4' Text`
'PLATFORMS' Name.Variable
'= ' Operator
'plat-freebsd4' Text
'
'plat-freebsd6' Text
'
'plat-freebsd7' Text
'\n' Text

'endif\n' Comment.Preproc

'\n' Text

'pre-patch' Name.Function
'.' Operator
'\n' Text

'\t' Text
'${' Literal.String.Interpol
'MKDIR' Name.Variable
'}' Literal.String.Interpol
'
 '${' Literal.String.Interpol
'WRKSRC' Name.Variable
'}' Literal.String.Interpol
'
 '${' Literal.String.Interpol
'SHARED_WRKSRC' Name.Variable
'}' Literal.String.Interpol
'/Modules' Text
'\n't' Text
'${' Literal.String.Interpol
'SED' Name.Variable
'}' Literal.String.Interpol
'
 'e' Text
'\n' Literal.String.Escape

"1s,.^*$,.!$\{|PREFIX|/bin/$[PYTHON_VERSION]," Literal.String.Single
'\n' Literal.String.Escape
"\n"
'S{
'PATCH_WRKSRC' Name.Variable
'}
'/Tools/scripts/pydoc' Text
''
'S{
'WRKDIR' Name.Variable
'}
'/pydoc2.5' Text
'n\n'
'S{
'SED' Name.Variable
'}
'-e' Text
'' Text
"!s,\n.*$$,#!${PREFIX}/bin/${PYTHON_VERSION},"" Literal.String.Single
'' Text
'\\n' Literal.String.Escape

"\n"
'S{
'PATCH_WRKSRC' Name.Variable
'}
'/Tools/scripts/idle' Text
''
'S{
'WRKDIR' Name.Variable
'}
'/idle2.5' Text
'n\n'
'S{
'SED' Name.Variable
'}
'-e' Text
'' Text
"!s,\n.*$$,#!${PREFIX}/bin/${PYTHON_VERSION},"" Literal.String.Single
'' Text
'\\n' Literal.String.Escape

'\n' Literal.String.Escape
'${' Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'}' Literal.String.Interpol
'/Lib/smtpd.py' Text
' ' Text
'>' Text
' ' Text
'${' Literal.String.Interpol
'WRKDIR' Name.Variable
'}' Literal.String.Interpol
'/smtpd2.5.py' Text
'\n' Text
'${' Literal.String.Interpol
'REINPLACE_CMD' Name.Variable
'}' Literal.String.Interpol
' ' Text
'-e' Text
' ' Text
'\n' Literal.String.Escape
'' Text
"s,/usr/doc/python-docs-.${PREFIX}/share/doc/python,g" Literal.String.Single
' ' Text
'\n' Literal.String.Escape
'' Text
'${' Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'}' Literal.String.Interpol
'/Lib/pydoc.py' Text
'\n' Text
'${' Literal.String.Interpol
'REINPLACE_CMD' Name.Variable
'}' Literal.String.Interpol
'-e' Text
' ' Text
'\n' Literal.String.Escape
'' Text
"s|^\( *prefixes = .*\)$$|\1, "${X11BASE}"\]|g" Literal.String.Single
' ' Text
'\n' Literal.String.Escape
'' Text
'${' Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'}' Literal.String.Interpol
'}' Literal.String.Interpol
'/Lib/site.py' Text
'\n' Text
'${' Literal.String.Interpol
'REINPLACE_CMD' Name.Variable
'}' Literal.String.Interpol
' ' Text
'-e' Text
' ' Text
'\\n' Literal.String.Escape

'\t' Text
"s|^[!\(\(..ASDLGEN.*\)$$|!${TRUE}|g" Literal.String.Single
' ' Text
'\\n' Literal.String.Escape

'\t' Text
'${' Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'}' Literal.String.Interpol
'/Makefile.pre.in' Text
'\n' Text
'${' Literal.String.Interpol
'REINPLACE_CMD' Name.Variable
'}' Literal.String.Interpol
' ' Text
'-e' Text
' ' Text
'\\n' Literal.String.Escape

'\t' Text
"s|^#!.*|#!${PREFIX}/bin/${PYTHON_VERSION}|" Literal.String.Single
' ' Text
'\\n' Literal.String.Escape

'\t' Text
'${' Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'}' Literal.String.Interpol
'/Makefile.pre.in' Text
'\n' Text
'${' Literal.String.Interpol
'SED' Name.Variable
'}' Literal.String.Interpol
'-e' Text
' ' Text
"s|^#!.*|#!${PREFIX}/bin/${PYTHON_VERSION}|" Literal.String.Single
' ' Text
"\n"  Literal.String.Escape

'\n'  Text
'${'  Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'}'  Literal.String.Interpol
'/Misc/python-config.in' Text
' '  Text
'>'  Text
' '  Text
'${'  Literal.String.Interpol
'WRKDIR' Name.Variable
'}'  Literal.String.Interpol
'>'  Text
'${'  Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'}'  Literal.String.Interpol
'-config'  Text
'\n'  Text
'${'  Literal.String.Interpol
'SED'  Name.Variable
'}'  Literal.String.Interpol
' '  Text
'-e'  Text
' '  Text
"s|^#!.*|#!${PREFIX}/bin/${PYTHON_VERSION:S/thon/thon-shared/}|"  Literal.String.Single
' '  Text
'\n'  Literal.String.Escape

'\n'  Text
'${'  Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'}'  Literal.String.Interpol
'/Misc/python-config.in' Text
' '  Text
'>'  Text
' '  Text
'${'  Literal.String.Interpol
'WRKDIR' Name.Variable
'}'  Literal.String.Interpol
'>'  Text
'${'  Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'\'  Punctuation
'S'  Name.Variable
'/thon/thon-shared/' Punctuation
'}'  Literal.String.Interpol
'-config'  Text


'.if defined(WITH_FPECTL) && ${ARCH} == i386

	${MKDIR} 
'          Literal.String.Interpol

	'${WRKSRC} /Modules
'          Literal.String.Interpol

	'/Modules/Setup.dist Text

.

'.endif


'

.post-configure' Name.Function

'

.t '$'

	${TAR} 
'          Literal.String.Interpol

	'-C' 
'          Text

	'${WRKSRC} -cf' 
'          Literal.String.Interpol

	'-cf' 
'          Text

"fpectl fpectlmodule.c" Literal.String.Double


'.endif


'.
```
  TAR

  SHARED_WRKSRC

  PYTHON_WRKSRC /Lib

  SED

  "s,^(LDLIBRARY=\).*$,\1libpython\$(VERSION).so,\"\n
  \n```

'pre-build' Name.Function
'.' Operator
'
' Text
'
' Text
'cd' Name.Builtin
' ' Text
'
' Literal.String.Interpol
'SHARED_WRKSRC' Name.Variable
'\' Literal.String.Interpol
'.' Punctuation
' ' Text
'\n' Literal.String.Escape
'
' Text
'
' Literal.String.Interpol
'SETENV' Name.Variable
'\' Literal.String.Interpol
' ' Text
'
' Literal.String.Interpol
'MAKE_ENV' Name.Variable
'\' Literal.String.Interpol
' ' Text
'lib' Text
'
' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'\' Literal.String.Interpol
'.' Text
'\n' Text
'python' Text
'.' Punctuation
' ' Text
'\n' Literal.String.Escape
'
' Text
'
' Literal.String.Interpol
'LN' Name.Variable
'\' Literal.String.Interpol
' ' Text
'-' Text
' ' Text
'lib' Text
'
' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
Literal.String.Interpol
Literal.String.Interpol
Text
Text
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Text
Text
for file in IN.py regen

"t"   Text
'S{'}   Literal.String.Interpol
'INSTALL_DATA' Name.Variable
'}   Literal.String.Interpol
"t"   Text
'S{'}   Literal.String.Interpol
'WRKSR" Name.Variable
'}   Literal.String.Interpol
'/Lib"   Text
'S{'}   Literal.String.Interpol
'platform' Name.Variable
'}   Literal.String.Interpol
'"   Text
'S{'}   Literal.String.Interpol
'file' Name.Variable
'}   Literal.String.Interpol
"t"   Text
'\\n'   Literal.String.Escape

"tt"   Text
'S{'}   Literal.String.Interpol
'PYTHONPREFIX_LIBDIR' Name.Variable
'}   Literal.String.Interpol
'"   Text
'S{'}   Literal.String.Interpol
'platform' Name.Variable
'}   Literal.String.Interpol
'"   Text
'\n'   Text

.endfor

.pre-install' Name.Function
'-'   Operator
'\n'   Text

'\t'   Text
'S{'}   Literal.String.Interpol
'CAT'   Name.Variable
'}   Literal.String.Interpol
"t"   Text
post-install

install config providers

install config providers

"@# install config providers"
'\n	' Comment

'@# shared version of executable and library\n' Comment

'} Text

'S' Name.Variable

'/thon/thon-shared/' Punctuation

'} Literal.String.Interpol

'-config' Text

'\n' Text

'} Literal.String.Interpol

'PREFIX' Name.Variable

'} Literal.String.Interpol

'/bin' Text

'\n' Text

'} Literal.String.Interpol

'PREFIX' Name.Variable

'} Literal.String.Interpol

'/bin' Text

'\n' Text

'@# shared version of executable and library\n' Comment

'} Text

'S' Name.Variable

'/thon/thon-shared/' Punctuation

'} Literal.String.Interpol

'-config' Text

'\n' Text

'} Literal.String.Interpol

'PREFIX' Name.Variable

'} Literal.String.Interpol

'/lib' Text
"${'
PYTHON_VERSION Name.Variable
'}
'.so.1 Text
'\
		"${PREFIX Name.Variable
'}
'/lib Text
'un\t Text
'cd' Name.Builtin
' 
'${'
PREFIX Name.Variable
'}
'/lib'; Text
'${'
PREFIX Name.Variable
'}
'/lib
	'${'
LN Name.Variable
'}
'-sf lib
' 
'${'
PYTHON_VERSION Name.Variable
'}
'.so.1 Text
'\
		'${'
LN Name.Variable
'}
'-sf Text
' 
'${'
PYTHON_VERSION Name.Variable
'}
'.so
'\
		'${'
LN Name.Variable
'}
'-sf Text
' 
'${'
PYTHON_VERSION Name.Variable
'}
'.so.1 Text
'\
		'${'
LN Name.Variable
'}
'-sf Text
' 
'${'
PYTHON_VERSION Name.Variable
'}
'.so.1
"${' WRKDIR' 'pydoc2.5' Text ' ' Text '}' Literal.String.Interpol 'WRKDIR' 'idle2.5' Text ' ' Text '\\n' Literal.String.Escape


'/man/man1/'  'Text
'${'  Literal.String.Interpol
'PYTHON_VERSION'  Name.Variable
'}'  Literal.String.Interpol
'.1'  Text

'.if ${PYTHON_VERSION} == ${PYTHON_DEFAULT_VERSION}
'  'Text
'for'  Keyword
' '  Text
'f'  Text
' '  Text
'in'  Keyword
' '  Text
'${'  Literal.String.Interpol
'BIN_SCRIPTS'  Name.Variable
'}'  Literal.String.Interpol
'.'  Punctuation
' '  Text
'do'  Keyword
' '  Text
'\n'  Literal.String.Escape

'\t'  'Text
'TARGET'  Name.Variable
'='  Operator
' '  Literal.String.Backtick
'${'  Literal.String.Interpol
'ECHO_CMD'  Name.Variable
'}'  Literal.String.Interpol
' '  Text
'$$'  Name.Variable
'f'  Text
' '  Text
'\ '  Punctuation
' '  Text
'${'  Literal.String.Interpol
'SED'  Name.Variable
'}'  Literal.String.Interpol
' '  Text
'-'  Text
' '  Text
'${'  Literal.String.Interpol
'BINLINKS_SUB'  Name.Variable
'}'  Literal.String.Interpol
'}'  Literal.String.Interpol
'}'  Literal.String.Interpol
'}'  Literal.String.Interpol
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'}'  Literal.String.Interpol
'}}  Literal.String.Interpol
'\n'  Literal.String.Backtick


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"cd"  
"$\{
'PREFIX' 
'\}' 
'\n'  
 
& &  
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'LN' 
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"$"  
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`.end
'\"n\"  Text
'@cd'  Text
''  Text
'$\{'  Literal.String.Interpol
'PYTHON_WRKSR' Name.Variable
'\'}'  Literal.String.Interpol
'.'  Punctuation
''  Text
'$\{'  Literal.String.Interpol
'TAR'  Name.Variable
'\'}'  Literal.String.Interpol
''  Text
'-cf'  Text
''  Text
'.'  Text
''  Text
'Tools'  Text
''  Text
'.'  Punctuation
''  Text
'\\n'  Literal.String.Escape

'\"n\"  Text
'('  Operator
'cd'  Name.Builtin
''  Text
'$\{'  Literal.String.Interpol
'TOOLSDIR' Name.Variable
'\'}'  Literal.String.Interpol
'.'  Punctuation
''  Text
'$\{'  Literal.String.Interpol
'TAR'  Name.Variable
'\'}'  Literal.String.Interpol
''  Text
'-xf'  Text
''  Text
'.'  Text
'\)'  Operator
'\"n\"  Text
'@'  Text
'$\{'  Literal.String.Interpol
'MKDIR' Name.Variable
'\'}'  Literal.String.Interpol
''  Text
'$\{'  Literal.String.Interpol
'DEMODIR' Name.Variable
'\'}'  Literal.String.Interpol
"\n\n" Text
'@cd' Text
'' Text
'S{'} Literal.String.Interpol
'PYTHON_WRKSR' Name.Variable
'}' Literal.String.Interpol
'/Demo' Text
';' Punctuation
' ' Text
'S{'} Literal.String.Interpol
'TAR' Name.Variable
'}' Literal.String.Interpol
'' Text
'-cf' Text
'' Text
';' Text
'\n\n' Punctuation
' ' Text
'\n\n' Literal.String.Escape

'\n\n' Text
'( ' Operator
'cd' Name.Builtin
'' Text
'S{'} Literal.String.Interpol
'DEMODIR' Name.Variable
'}' Literal.String.Interpol
';' Punctuation
'' Text
'S{'} Literal.String.Interpol
'TAR' Name.Variable
'}' Literal.String.Interpol
'' Text
'-xf' Text
'' Text
';' Text
'>' Operator
'\n' Text

.'endif\n' Comment.Preproc

"\n\n" Text
'@' Text
'S{'} Literal.String.Interpol
'CAT' Name.Variable
1.2893 jetty-http 9.4.19.v20190610

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------

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

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

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

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Oracle

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

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

------

Oracle OpenJDK

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

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

-------

OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

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1.2894 python-requests 2.26.0

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1.2898 wrapt 1.11.2
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1.2899 jetty-alpn-server 9.4.12.v20180830

1.2900 spring-retry 1.3.1
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jar/org/springframework/retry/interceptor/Retryable.java
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*/

Found in path(s):
* /opt/cola/permits/1136173493_1613694111.13/0/spring-retry-1-3-1-sources-
  jar/org/springframework/classify/SubclassClassifier.java
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1.2902 jackson-datatype-jdk8 2.9.6

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1.2912 jetty-servlets 9.3.25.v20180904

1.2913 jackson-module-afterburner 2.10.5
1.2913.1 Available under license :

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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.
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1.2914 react-markdown 6.0.2

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1.2915 libgcrypt 1.7.6 2+deb9u3

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- cipher/sha256-avx2-bmi2-amd64.S
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### 1.2916 bean-validation-api 1.1.0.Final

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1.2919 vary 1.1.2

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1.2922 reactive-streams 1.0.1

1.2923 spring-jcl 5.1.0.RELEASE

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1.2925 cross-spawn 7.0.3

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1.2928 jersey-apache-client 1.19.1

1.2929 e2fsprogs 1.43.4-2+deb9u2
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file system consistency checker (e2fsck.static). The EXT2 utilities
were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
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# In order to use this stub, the following makefile variables must be defined.

# BSIDLIB_VERSION = 1.0
# BSIDLIB_IMAGE = libce
# BSIDLIB_MYDIR = et
# BSIDLIB_INSTALL_DIR = $(SHLIBDIR)

all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image::$(BSD_LIB)

$(BSD_LIB): $(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

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Index: tdbsa/tdb.c
===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
      Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
 */
 /*
- Unix SMB/CIFS implementation.
+  trivial database library - standalone version

- trivial database library - private includes
-)
- Copyright (C) Andrew Tridgell 2005
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Theodore Ts'o
23-June-2007

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* /opt/ws_local/PERMITS_SQL/1066239505_1593562169.79/0/spring-websocket-5-1-14-release-sources-1.jar/org/springframework/web/socket/config/annotation/DelegatingWebSocketMessageBrokerConfiguration.java
* /opt/ws_local/PERMITS_SQL/1066239505_1593562169.79/0/spring-websocket-5-1-14-release-sources-1.jar/org/springframework/web/socket/adapter/standard/StandardToWebSocketExtensionAdapter.java
* /opt/ws_local/PERMITS_SQL/1066239505_1593562169.79/0/spring-websocket-5-1-14-release-sources-1.jar/org/springframework/web/socket/handler/WebSocketSessionDecorator.java
* /opt/ws_local/PERMITS_SQL/1066239505_1593562169.79/0/spring-websocket-5-1-14-release-sources-1.jar/org/springframework/web/socket/adapter/standard/WebSocketToStandardExtensionAdapter.java
* /opt/ws_local/PERMITS_SQL/1066239505_1593562169.79/0/spring-websocket-5-1-14-release-sources-1.jar/org/springframework/web/socket/config/annotation/DelegatingWebSocketConfiguration.java
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jar/org/springframework/web/socket/config/annotation/StompEndpointRegistry.java

*/opt/ws_local/PERMITS_SQL/1066239505_1593562169.79/0/spring-websocket-5-1-14-release-sources-1.jar/org/springframework/web/socket/config/annotation/StompWebSocketEndpointRegistration.java

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* /opt/ws_local/PERMITS_SQL/1066239505_1593562169.79/0/spring-websocket-5-1-14-release-sources-1-jar/org/springframework/web/socket/sockjs/SockJsService.java
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* /opt/ws_local/PERMITS_SQL/1066239505_1593562169.79/0/spring-websocket-5-1-14-release-sources-1-jar/org/springframework/web/socket/server/standard/ServletServerContainerFactoryBean.java

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* /opt/cola/permits/1154208331_1618820305.8/0/spring-aop-5-3-6-sources-
jar/org/springframework/aop/framework/ProxyProcessorSupport.java
* /opt/cola/permits/1154208331_1618820305.8/0/spring-aop-5-3-6-sources-
jar/org/springframework/aop/framework/autoproxy/DefaultAdvisorAutoProxyCreator.java
* /opt/cola/permits/1154208331_1618820305.8/0/spring-aop-5-3-6-sources-
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1.2937 scala-library 2.12.6

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/**
 * A `ClassTag[T]` stores the erased class of a given type `T`, accessible via the `runtimeClass`
field. This is particularly useful for instantiating `Array`'s whose element types are unknown
at compile time.

`ClassTag`'s are a weaker special case of [[scala.reflect.api.TypeTags#TypeTag]]s, in that they
wrap only the runtime class of a given type, whereas a `TypeTag` contains all static type
information. That is, `ClassTag`'s are constructed from knowing only the top-level class of a
type, without necessarily knowing all of its argument types. This runtime information is enough
for runtime `Array` creation.

For example:
```scala
{{
def mkArray[T : ClassTag](elems: T*) = Array[T](elems: _*)

mkArray: [T](elems: T*)(implicit evidence$1: scala.reflect.ClassTag[T])Array[T]

scala> mkArray(42, 13)
res0: Array[Int] = Array(42, 13)
```
* scala> mkArray("Japan","Brazil","Germany")
* res1: Array[String] = Array(Japan, Brazil, Germany)
* }}]
* See [[scala.reflect.api.TypeTags]] for more examples, or the
* [[http://docs.scala-lang.org/overviews/reflection/typetags-manifests.html Reflection Guide: TypeTags]]
* for more details.
* */

1.2938 log4j-jul 2.12.0
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1.2939 jackson-databind 2.10.3

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Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/convert/TransformBefore.java
* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/Loader.java
* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/compiler/SyntaxError.java
* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/bytecode/stackmap/TypeData.java
* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/bytecode/LocalVariableAttribute.java
* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/compiler/ast/DoubleConst.java
* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/tools/rmi/ObjectNotFoundException.java
* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/tools/web/Viewer.java
* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/tools/reflect/Metaobject.java
* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/bytecode/ByteArray.java
* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/CtClassType.java
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* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/compiler/ast/CondExpr.java
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* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/CtNewMethod.java
* /opt/cola/permits/1136375532_1613752600.16/0/javassist-3-24-1-ga-sources-3-jar/javassist/bytecode/ClassFileWriter.java

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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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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.tomcat:tomcat-jsp-api
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org.eclipse.jetty.toolchain:jetty-schemas

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1.2952 jetty-continuation 9.4.19.v20190610

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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

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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

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

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MortBay

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas
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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/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/annotation/ConfigurationClassPostProcessor.java

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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/annotation/ConditionContext.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/annotation/ScannedGenericBeanDefinition.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/annotation/ConfigurationCondition.java
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/support/AbstractResourceBasedMessageSource.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/annotation/CommonAnnotationBeanPostProcessor.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/support/PostProcessorRegistrationDelegate.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/annotation/PropertySource.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/validation/validation/AbstractErrors.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/scheduling/annotation/ScheduledAnnotationBeanPostProcessor.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/format/number/money/Jsr354NumberFormatAnnotationFormatterFactory.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/index/CandidateComponentsIndex.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/annotation/AnnotationConfigApplicationContext.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/annotation/Bean.java
jar/org/springframework/jmx/support/RegistrationPolicy.java
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
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jar/org/springframework/jndi/JndiTemplateEditor.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
jar/org/springframework/context/event/ApplicationListenerMethodAdapter.java

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jar/org/springframework/context/event/ApplicationListenerMethodAdapter.java
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/**
 * Abstract the invocation of a cache operation.
 *
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
* exception that was thrown by the underlying invocation.  
* Callers are expected to handle this issue type specifically.  
* @author Stephane Nicoll  
* @since 4.1  
*/

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  */opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
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  jar/org/springframework/remoting/soap/SoapFaultException.java
  */opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/context/Phased.java
  */opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/remoting/RemoteInvocationFailureException.java
  */opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/ejb/config/RemoteStatelessSessionBeanDefinitionParser.java
  */opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/remoting/rmi/RmiInvocationHandler.java
  */opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/remoting/rmi/RmiBasedExporter.java
  */opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/context/annotation/LoadTimeWeavingConfigurer.java
  */opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/remoting/RemoteProxyFailureException.java
  */opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/ui/context/Theme.java
  */opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 17752
jar/org/springframework/remoting/support/RemoteInvocationBasedAccessor.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
jar/org/springframework/ejb/config/LocalStatelessSessionBeanDefinitionParser.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
jar/org/springframework/validation/BindingErrorProcessor.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
jar/org/springframework/jmx/export/assembler/AutodetectCapableMBeanInfoAssembler.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
jar/org/springframework/jmx/export/naming/SelfNaming.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
jar/org/springframework/ui/context/support/SimpleTheme.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
jar/org/springframework/remoting/support/DefaultRemoteInvocationExecutor.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
jar/org/springframework/remoting/rmi/RmiClientInterceptor.java
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jar/org/springframework/ejb/access/EjbAccessException.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
jar/org/springframework/scripting/support/RefreshableScriptTargetSource.java
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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 programatically
* 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/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/scripting/config/LangNamespaceUtils.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/scheduling/support/CronSequenceGenerator.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/scripting/bsh/BshScriptUtils.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/instrument/classloading/websphere/WebSphereClassPreDefinePlugin.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/remoting/support/RemoteInvocationResult.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/context/event/DefaultEventListenerFactory.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/scheduling/support/ScheduledMethodRunnable.java
* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
  jar/org/springframework/context/event/GenericApplicationListener.java
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
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  jar/org/springframework/scheduling/annotation/AsyncAnnotationBeanPostProcessor.java
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  jar/org/springframework/cache/interceptor/NameMatchCacheOperationSource.java
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  jar/org/springframework/scheduling/concurrent/ForkJoinPoolFactoryBean.java
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/cache/annotation/EnableCaching.java
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/format/annotation/NumberFormat.java
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/support/BindingAwareConcurrentModel.java
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-jar/org/springframework/context/support/PropertySourcesPlaceholderConfigurer.java
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* /opt/cola/permits/1171047101_1622804420.87/0/spring-context-5-2-15-release-sources-
jar/org/springframework/jmx/export/metadata/ManagedOperation.java

1.2961 react-transition-group 2.9.0
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1.2962 zlib 1.2.11

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derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

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

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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1.2978 googleapis-common-protos 1.52.0

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Found in path(s):
* /opt/cola/permits/1157762241_1619632713.15/0/googleapis-common-protos-1-52-0-1-tar-gz/googleapis-
  common-protos-1.52.0/google/longrunning/operations_pb2.py
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Metadata-Version: 2.1
Name: googleapis-common-protos
Version: 1.52.0
Summary: Common protobufs used in Google APIs
Home-page: https://github.com/googleapis/python-api-common-protos
Author: Google LLC
Author-email: googleapis-packages@google.com
License: Apache-2.0
Description:
    # Google APIs common protos
    
    googleapis-common-protos contains the python classes generated from the common
    protos in the [googleapis/api-common-protos](https://github.com/googleapis/api-common-protos) repository.
Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: Apache Software License
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: Programming Language :: Python :: 3.8
Classifier: Programming Language :: Python :: Implementation :: CPython
Requires-Python: >=2.7,!=3.0.*,!=3.1.*,!=3.2.*,!=3.3.*
Description-Content-Type: text/markdown
Provides-Extra: grpc

Found in path(s):
* /opt/cola/permits/1157762241_1619632713.15/0/googleapis-common-protos-1-52-0-1-tar-gz/googleapis-
  common-protos-1.52.0/googleapis_common_protos.egg-info/PKG-INFO
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common-protos-1.52.0/google/api/consumer_pb2.py
* /opt/cola/permits/1157762241_1619632713.15/0/googleapis-common-protos-1-52-0-1-tar-gz/googleapis-common-protos-1.52.0/google/type/postal_address_pb2.py
* /opt/cola/permits/1157762241_1619632713.15/0/googleapis-common-protos-1-52-0-1-tar-gz/googleapis-common-protos-1.52.0/google/api/launch_stage_pb2.py
* /opt/cola/permits/1157762241_1619632713.15/0/googleapis-common-protos-1-52-0-1-tar-gz/googleapis-common-protos-1.52.0/google/api/billing_pb2.py
* /opt/cola/permits/1157762241_1619632713.15/0/googleapis-common-protos-1-52-0-1-tar-gz/googleapis-common-protos-1.52.0/google/type/fraction_pb2.py
* /opt/cola/permits/1157762241_1619632713.15/0/googleapis-common-protos-1-52-0-1-tar-gz/googleapis-common-protos-1.52.0/google/type/quaternion_pb2.py

**1.2979 jetty-continuation 9.4.19.v20190610**

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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

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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

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

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MortBay

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

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api
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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set yrange [0:]
set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024
set xtics rotate by -45
set style histogram errorbars gap 2 lw 1
set style fill solid border -1

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* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/support/ConsumerTagStrategy.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/support/ConditionalExceptionLogger.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/support/converter/ContentTypeDelegatingMessageConverter.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/AmqpManagementOperations.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/AmqpMessageReturnedException.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/event/AmqpEvent.java

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* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/core/AbstractBuilder.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/core/AmqpReplyTimeoutException.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/support/converter/WhiteListDeserializingMessageConverter.java

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* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/support/postprocessor/AbstractDeflaterPostProcessor.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/core/MessageBuilderSupport.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/support/postprocessor/ZipPostProcessor.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/support/postprocessor/AbstractDecompressingPostProcessor.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/support/postprocessor/GZipPostProcessor.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/support/postprocessor/GUnzipPostProcessor.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/support/postprocessor/MessagePostProcessorUtils.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/core/MessageBuilder.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/support/postprocessor/DelegatingDecompressingPostProcessor.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/support/postprocessor/GUnzipPostProcessor.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/core/AddressUtils.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
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* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/support/postprocessor/AbstractCompressingPostProcessor.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/core/ReceiveAndReplyCallback.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/support/AmqpMessageHeaderAccessor.java

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* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/AmqpAuthenticationException.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/core/ReplyToAddressCallback.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/core/ReceiveAndReplyMessageCallback.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-jar/org/springframework/amqp/utils/test/TestUtils.java

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Found in path(s):
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/AmqpAdmin.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/AmqpTemplate.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/HeadersExchange.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/remoting/client/AmqpProxyFactoryBean.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/Address.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/Declarable.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/BindingBuilder.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/remoting/client/AmqpClientInterceptor.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/support/converter/SerializerMessageConverter.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/support/converter/AmqpHeaders.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/AbstractExchange.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/AmqpRejectAndDontRequeueException.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/support/converter/Jackson2JavaTypeMapper.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/DirectExchange.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/MessageProperties.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/support/converter/AbstractJsonMessageConverter.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/AcknowledgeMode.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/core/Binding.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/support/converter/JsonMessageConverter.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/support/converter/JavatypeMapper.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
  jar/org/springframework/amqp/support/SimpleAmqpHeaderMapper.java
* /opt/cola/permits/1110923268_1606872032.91/0/spring-amqp-1-7-14-release-sources-1-
1.3004 curl 7.64.0-4+deb10u2

1.3004.1 Available under license:

License Mixing

===============

libcurl can be built to use a fair amount of various third party libraries, libraries that are written and provided by other parties that are distributed using their own licenses. Even libcurl itself contains code that may cause
problems to some. This document attempts to describe what licenses libcurl and the other libraries use and what possible dilemmas linking and mixing them all can lead to for end users.

I am not a lawyer and this is not legal advice!

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1.3006 ansible 2.9.6
1.3006.1 Available under license :
# Test code for the vcenter license module.
# Copyright: (c) 2017, Dag Wieers <dag@wieers.com>
# GNU General Public License v3.0+ (see COPYING or https://www.gnu.org/licenses/gpl-3.0.txt)
- when: vcsim is not defined
block:
- name: Add a vCenter evaluation license
vcenter_license: &vcenter_lic_data
hostname: "{{ vcenter_hostname }}"
username: "{{ vcenter_username }}"
password: "{{ vcenter_password }}"
validate_certs: no
license: 00000-00000-00000-00000-00000
state: present
- name: Remove an (unused) vCenter evaluation license
vcenter_license:
<<: *vcenter_lic_data
state: absent
- name: Add an invalid vCenter license
vcenter_license:

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 18074


license: 00000-00000-00000-00000-00001
state: present
register: vcenter_license_output
failed_when: "'is not existing or can not be added' not in vcenter_license_output.msg'
dependencies:
  - prepare_vmware_tests
This package was debianized by Henry Graham (hzgraham) <Henry.Graham@mail.wvu.edu> on
Tue, 17 Apr 2012 12:19:47 -0400.
It was downloaded from https://github.com/ansible/ansible.git
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1.3007 json-resource-http 21.0.0-SNAPSHOT

1.3008 prosemirror-transform 1.3.2
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1.3009 @react-spring/animated 9.0.0-rc.3

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1.3010 libsmi 0.4.8+dfsg2-16

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

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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.useby@usit.uio.no (Sverre H. Huseby)
Primary-site: http://www.ifi.uio.no/~sverrehu/pub-unix/
Alternate-site: sunsite.unc.edu/pub/Linux/libs
shhopt-1.1.2.tar.gz
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1.3011 freeipmi 1.6.3-1.1
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UCRL-CODE-155913

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  jar/org/springframework/core/type/classreading/MetadataReader.java

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  jar/org/springframework/util/xml/StaxStreamHandler.java
* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
  jar/org/springframework/util/xml/XmlValidationModeDetector.java
* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
  jar/org/springframework/core/convert/support/IdToEntityConverter.java
* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
  jar/org/springframework/util/backoff/BackOffExecution.java
* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
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* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
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* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
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* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
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* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
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  jar/org/springframework/util/Log4jConfigurer.java
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  jar/org/springframework/core/convert/support/IdToEntityConverter.java
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jar.org/springframework/util/SimpleIdGenerator.java
* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
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* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
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  jar/org/springframework/core/util/MultiValueMap.java
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* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-jar/org/springframework/core/io/VfsResource.java
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* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
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* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
jar/org/springframework/core/Constants.java
* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
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* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
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jar/org/springframework/util/PropertyPlaceholderHelper.java
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jar/org/springframework/util/FileCopyUtils.java
* /opt/cola/permits/1141298034_1614969056.95/0/spring-core-4-3-22-release-sources-4-
jar/org/springframework/util/concurrent/ListenableFutureTask.java

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* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-
jar/org/springframework/messaging/convert/IdTimestampMessageHeaderInitializer.java
* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-
jar/org/springframework/messaging/simp/SimpMessageTypeMessageCondition.java
* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-
jar/org/springframework/messaging/convert/AbstractMessageConverter.java
* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-
jar/org/springframework/messaging/convert/ContentTypeResolver.java

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  jar/org/springframework/messaging/PollableChannel.java
* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-
  jar/org/springframework/messaging/handler/annotation/DestinationVariable.java
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* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-
  jar/org/springframework/messaging/core/DestinationResolutionException.java
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* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-
  jar/org/springframework/messaging/MessageDeliveryException.java
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/**
 * Set the max pool size of the ThreadPoolExecutor.
 * <p><strong>NOTE:</strong> When an unbounded
 * 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/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-
jar/org/springframework/messaging/simp/stomp/StompHeaderAccessor.java
* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-
jar/org/springframework/messaging/simp/config/AbstractMessageBrokerConfiguration.java
* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-
jar/org/springframework/messaging/simp/stomp/StompBrokerRelayMessageHandler.java
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jar/org/springframework/messaging/core/GenericMessagingTemplate.java
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* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-jar/org/springframework/messaging/support/ImmutableMessageChannelInterceptor.java
* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-jar/org/springframework/messaging/handler/annotation/support/HeaderMethodArgumentResolver.java
* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-jar/org/springframework/messaging/simp/user/UserDestinationMessageHandler.java
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* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-jar/org/springframework/messaging/core/DestinationResolvingMessageRequestReplyOperations.java
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* /opt/ws_local/PERMITS_SQL/1068790206_1594429394.39/0/spring-messaging-5-1-6-release-sources-jar/org/springframework/messaging/handler/invocation/AbstractExceptionHandlerMethodResolver.java
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1.3040 checker-qual 2.5.2

1.3041 amqp-client 4.0.3
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1.3042 jetty-memcached-sessions
9.4.12.v20180830

1.3043 number-is-nan 1.0.1
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## Contributions to the urllib3 project

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### Contributors

In chronological order:

* victor.vde <http://code.google.com/u/victor.vde/>
  * HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSConnectionPool
  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConnectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
  * Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSRiBZDHbFXQB6/>
  * Code review, PEP8 compliance, benchmark fix
* kennethreitz <me@kennethreitz.com>
  * Bugfixes, suggestions, Requests integration

* georgemarshall <https://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
  * Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
  * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
  * IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
  * Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL
* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.
* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from `HTTPResponse.stream()`.
  * Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
  * Creation of `HTTPConnectionPool.ResponseCls`.
* Predrag Gruevski <https://github.com/obi1kenobi>
* Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
* Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
* Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
* Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
* Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
* Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
* Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jesse Shapiro <jesse@jesseshapiro.net>
* Various character-encoding fixes/tweaks
* Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
* Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
* Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
* History list to Retry object.
* HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
* Ensure timeouts are not booleans and greater than zero.
* Fixed infinite loop in `stream` when amt=None.
* Added `length_remaining` to determine remaining data to be read.
* Added `enforce_content_length` to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
* Created selectors backend that supports PEP 475.

* Alexandre Dias <alexdias@smarkets.com>
* Don't retry on timeout if method not in whitelist
* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package

* Tom White <s6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
  * Bugfix to pyopenssl vending

* Wolfgang Richter <wolfgangrichter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix `util.selectors._fileobj_to_fd` to accept `long`.
  * Update appveyor tox setup to use the 64bit python.

* Akamai (through Jesse Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance

* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to `contrib.securetransport`

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
  * Improve contribution guide
  * Add `HttpResponse.geturl` method to provide `urllib2.urlopen().geturl()` behavior

* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
  * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
* Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
* Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
* Remove Authorization header regardless of case when redirecting to cross-site

* [Your name or handle] <[email or website]>
* [Brief summary of your changes]

1.3045 tootallnate-once 1.1.2

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* /opt/cola/permits/1135844707_1613613985.45/0/commons-digester-1-8-sources-5-jar/org/apache/commons/digester/WithDefaultsRulesWrapper.java

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/* $Id: PluginInvalidInputException.java 476205 2006-11-17 16:43:10Z dennisl $ */

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/* $Id: FinderFromResource.java 471661 2006-11-06 08:09:25Z skitching $ *

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jar/org/apache/commons/digester/plugins/strategies/FinderFromResource.java
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/*! $Id: FactoryCreateRule.java 471661 2006-11-06 08:09:25Z skitching $ */

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jar/org/apache/commons/digester/AbstractObjectCreationFactory.java
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1.3055 zlib 1.2.3
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1.3056 apollo-server-errors 2.4.2
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1.3057 @babel/helper-get-function-arity

7.14.5

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1.3059 scala-logging_2.12 3.9.2

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jar/org/slf4j/LoggerFactory.java
* /opt/cola/permits/110919277_1606872827.83/0/slf4j-api-2-0-0-alpha1-sources-
jar/org/slf4j/spi/MDCAdapter.java
* /opt/cola/permits/110919277_1606872827.83/0/slf4j-api-2-0-0-alpha1-sources-
jar/org/slf4j/spi/MarkerFactoryBinder.java
* /opt/cola/permits/110919277_1606872827.83/0/slf4j-api-2-0-0-alpha1-sources-
jar/org/slf4j/spi/LocationAwareLogger.java
* /opt/cola/permits/110919277_1606872827.83/0/slf4j-api-2-0-0-alpha1-sources-
jar/org/slf4j/spi/SubstituteLogger.java
* /opt/cola/permits/110919277_1606872827.83/0/slf4j-api-2-0-0-alpha1-sources-
jar/org/slf4j/spi/Util.java
* /opt/cola/permits/110919277_1606872827.83/0/slf4j-api-2-0-0-alpha1-sources-
jar/org/slf4j/spi/SubstituteLogger.java
* /opt/cola/permits/110919277_1606872827.83/0/slf4j-api-2-0-0-alpha1-sources-
jar/org/slf4j/spi/Util.java
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jar/org/slf4j/spi/MDCAdapter.java
* /opt/cola/permits/110919277_1606872827.83/0/slf4j-api-2-0-0-alpha1-sources-
jar/org/slf4j/spi/LocationAwareLogger.java
* /opt/cola/permits/110919277_1606872827.83/0/slf4j-api-2-0-0-alpha1-sources-jar/org/slf4j/MDC.java

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global transformation to handle @Grab annotation
groovy.grape.GrabAnnotationTransformation

global transformation for AST Builder
org.codehaus.groovy.ast.builder.AstBuilderTransformation

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* /opt/cola/permits/1120336503_1609928117.2/groovy-all-2-4-21-sources.jar/org/codehaus/groovy/tools/shell/commands/RecordCommand.properties
* /opt/cola/permits/1120336503_1609928117.2/groovy-all-2-4-21-sources.jar/org/codehaus/groovy/tools/shell/commands/DisplayCommand.properties
* /opt/cola/permits/1120336503_1609928117.2/groovy-all-2-4-21-sources.jar/org/codehaus/groovy/tools/shell/commands/ShowCommand.properties
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org.codehaus.groovy.testng.TestNgRunner

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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/ast/expr/ClosureListExpression.java
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* /opt/cola/permits/112036503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/swing/factory/TableModelFactory.groovy
* /opt/cola/permits/112036503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/util/ObservableSet.java
* /opt/cola/permits/112036503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/grape/Grape.java
* /opt/cola/permits/112036503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/ByteArrayGetAtMetaMethod.java
* /opt/cola/permits/112036503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/swing/factory/SeparatorFactory.groovy
* /opt/cola/permits/112036503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/util/AbstractFactory.java
* /opt/cola/permits/112036503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/swing/factory/TableModelFactory.groovy
* /opt/cola/permits/112036503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/util/ObservableSet.java
* /opt/cola/permits/112036503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/ui/view/BasicToolBar.groovy
* /opt/cola/permits/112036503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/groovydoc/GroovyDoc.java
* /opt/cola/permits/112036503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/swing/factory/SeparatorFactory.groovy
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*/opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/tools/shell/completion/InfixKeywordSyntaxCompleter.groovy
*/opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/ant/Groovy.java
*/opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/control/messages/ExceptionMessage.java
*/opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/reflection/ClassInfo.java
*/opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/sql/InParameter.java
*/opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/vmplugin/v7/IndyInterface.java
*/opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/runtime/metaclass/ClosureMetaMethod.java
*/opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/vmplugin/v6/Java6.java
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*/opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/xml/QName.java

* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/tools/shell/Completion/InfixKeywordSyntaxCompleter.groovy
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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/control/messages/ExceptionMessage.java
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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/sql/InParameter.java
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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/runtime/metaclass/ClosureMetaMethod.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/vmplugin/v6/Java6.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/xml/streamingmarkupsupport/StreamingMarkupWriter.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/reflection/ClassInfo.java
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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/groovydoc/GroovyParameter.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/ast/expr/ElvisOperatorExpression.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/runtime/StringBufferWriter.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/runtime/MethodClosure.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/reflection/stdclasses/ShortCachedClass.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/lang/ClosureException.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/lang/Singleton.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/mock/interceptor/Ignore.groovy
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/lang/JsonException.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/lang/GrabResolver.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/util/LockableObject.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/ast/stmt/BlockStatement.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/model/PropertyModel.java
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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/lang/ReadOnlyPropertyException.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/runnable/ScriptReference.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/swing/factory/ScrollPaneFactory.groovy
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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/plugin/GroovyRunner.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/swing/binding/JComboBoxMetaMethods.groovy
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/text/markup/MarkupTemplateTypeCheckingExtension.groovy
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/runtime/dgmimpl/NumberNumberMultiply.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/ast/CodeVisitorSupport.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/control/messages/SimpleMessage.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/sql/ExpandedVariable.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/lang/MetaClass.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/swing/factory/LineBorderFactory.groovy
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/reflection/GeneratedMetaMethod.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/ast/AnnotationNode.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/classgen/asm/sc/StaticTypesClosureWriter.java
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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/transform/ste/MapEntryOrKeyValue.java
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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/xml/FactorySupport.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/transform/ToStringASTTransformation.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/classgen/asm/UnaryExpressionHelper.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/control/CompilationUnit.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/text/markup/TemplateASTTransformer.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/runtime/wrappers/ByteWrapper.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/groovydoc/GroovyPackageDoc.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/swing/binding/JComponentProperties.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/transform/tailrec/ReturnStatementToIterationConverter.groovy
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/ui/ConsoleActions.groovy
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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/classgen/genArrayAccess.groovy
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/util/FactoryBuilderSupport.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/json/internal/SimpleCache.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/json/internal/Sys.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/runtime/WritablePath.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/runtime/MetaClassHelper.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/ant/CompileTaskSupport.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/transform/sc/transformers/StaticMethodCallExpressionTransformer.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/runtime/processes/ProcessGroovyMethods.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/jmx/builder/JmxBeansFactory.groovy
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/tools/groovydoc/SimpleGroovyConstructorDoc.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/tools/gse/StringSetMap.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/transform/IndexedPropertyASTTransformation.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/antlr/UnicodeEscapingReader.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/lang/Interceptor.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/tools/shell/commands/ImportCommand.groovy
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/ast/expr/DeclarationExpression.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/ast/expr/MethodCall.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/jmx/builder/JmxBeansFactory.groovy
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/doc/AllGroovyBeansFactory.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/binding/ClosureSourceBinding.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/util/ManagedConcurrentMap.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/inspect/swingui/TableMap.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/control/io/InputStreamReaderSource.java

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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/tools/groovydoc/gstringTemplates/classLevel/classDocName.html
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/tools/groovydoc/gstringTemplates/topLevel/index-all.html
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/ui/text/package.html
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/util/slurpersupport/package.html
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/overviewj.html
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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/tools/javac/package.html
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/tools/groovydoc/gstringTemplates/topLevel/deprecated-list.html
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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/ast/package.html
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/text/markup/package.html
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/groovy/tools/groovydoc/gstringTemplates/classLevel/classDocStructuredData.xml

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* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/util/CharSequenceReader.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/ast/tools/ParameterUtils.java
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/org/codehaus/groovy/ast/tools/ClassNodeUtils.java
No license file was found, but licenses were detected in source scan.

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# Format: one extension on each line without the leading "*.
# Listed below are default groovy source file extensions.

# NOTE: This implementation of supporting multiple file extensions is experimental and
# 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):
* /opt/cola/permits/1120336503_1609928117.2/0/groovy-all-2-4-21-sources-jar/META-INF/services/org.codehaus.groovy.source.Extensions

1.3062 efivar 37-2+deb10u1
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Metadata-Version: 1.1
Name: javaobj-py3
Version: 0.2.4
Summary: Module for serializing and de-serializing Java objects.
Home-page: https://github.com/tcalmant/python-javaobj
Author: Thomas Calmant
Author-email: thomas.calmant@gmail.com
License: Apache License 2.0
Description: javaobj-py3

##############

.. image:: https://img.shields.io/pypi/v/javaobj-py3.svg
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*python-javaobj* is a python library that provides functions for reading and writing (writing is WIP currently) Java objects serialized or will be deserialized by `ObjectOutputStream`. This form of object representation is a standard data interchange format in Java world.

The `javaobj` module exposes an API familiar to users of the standard library `marshal`, `pickle` and `json` modules.

About this repository

This project is a fork of *python-javaobj* by Volodymyr Buell, originally from `Google Code <http://code.google.com/p/python-javaobj/>` and now hosted on `GitHub <https://github.com/vbuell/python-javaobj>`.

This fork intends to work both on Python 2.7 and Python 3.4+

Compatibility Warning: object transformer

As of version 0.2.0, the notion of *object transformer* from the original project as been replaced by an *object creator*.

The *object creator* is called before the deserialization. This allows to store the reference of the converted object before deserializing it, and avoids a mismatch between the referenced object and the transformed one.

Compatibility Warning: bytes arrays

As of version 0.2.3, bytes arrays are loaded as a `bytes` object instead of an array of integers.

Features

* Java object instance unmarshaling
* Java classes unmarshaling
* Primitive values unmarshaling
* Automatic conversion of Java Collections to python ones (``HashMap`` => ``dict``, ``ArrayList`` => ``list``, etc.)
* Basic marshalling of simple Java objects

Requirements
==============

* Python >= 2.7 or Python >= 3.4
* Maven 2+ (for building test data of serialized objects. You can skip it if you do not plan to run `tests.py`)

Usage
=====

Unmarshalling of Java serialised object:

.. code-block:: python

    import javaobj

    job = self.read_file("obj5.ser")
    pobj = javaobj.loads(job)
    print(pobj)

Or, you can use Unmarshaller object directly:

.. code-block:: python

    import javaobj

    marshaller = javaobj.JavaObjectUnmarshaller(open("objCollections.ser"))
    pobj = marshaller.readObject()

    self.assertEqual(pobj.value, 17)
    self.assertTrue(pobj.next)

    pobj = marshaller.readObject()

Keywords: python java marshalling serialization
Platform: UNKNOWN
Classifier: Development Status :: 3 - Alpha
Classifier: License :: OSI Approved :: Apache Software License
Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3.4
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Topic :: Software Development :: Libraries :: Python Modules

Found in path(s):
**1.3076 gdbm 1.18.1-4**

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

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.
In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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

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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.cni.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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ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov  3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla’s root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.

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History
-------

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1.3078 npm-package-arg 8.1.4

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1.3079 @types/google.analytics 0.0.40

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1.3080 akka-http-core_2.13 10.1.12

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 *
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* /opt/cola/permits/1202009791_1631375544.09/0/akka-http-core-2-13-10-1-12-sources-jar/akka/http/impl/model/parser/Base64Parsing.scala
* /opt/cola/permits/1202009791_1631375544.09/0/akka-http-core-2-13-10-1-12-sources-jar/akka/http/impl/model/parser/StringBuilding.scala
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1.3081 @react-spring/zdog 9.0.0-rc.3

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1.3082 slf4j 1.7.30

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1.3083 pickle5 0.0.11

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as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

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

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, which became
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<th>Year</th>
<th>Owner</th>
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1.3085 javax-websocket-client-impl
9.3.25.v20180904

1.3086 pyinotify 0.9.6
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Local-Date: Fri, 06 Jun 2003 13:18:52 -0400
Date: Fri, 6 Jun 2003 10:18:52 -0700
From: Juan Gomez <juang@us.ibm.com>
To: Stephen Frost <sfrost@debian.org>
X-Mailer: Lotus Notes Release 5.0.2a (Intl) 23 November 1999
Subject: Re: Juan C. Gomez license in OpenLDAP Source

Stephen,

"There is no restriction on modifications and derived works" on the work I did for the openldap server as long as this is consistent with the openldap license. Please forward this email to Kurt so he does the appropriate changes to the files to reflect this.

Regards, Juan

MA

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* To: Stephen Frost <sfrost@snowman.net>
* Subject: Re: OpenLDAP Licenseing issues
* From: "Kurt D. Zeilenga" <Kurt@OpenLDAP.org>
* Date: Wed, 28 May 2003 10:55:44 -0700
* Cc: Steve Langasek <vorlon@netexpress.net>, debian-legal@lists.debian.org, openldap-devel@OpenLDAP.org
* In-reply-to: <20030528162613.GB8524@ns.snowman.net>
* Message-id: <5.2.0.9.0.20030528094229.02924780@127.0.0.1>
* Old-return-path: <Kurt@OpenLDAP.org>

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Regards, Kurt

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

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

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.
When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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b) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (1) uses at run time a
copy of the library already present on the user's computer system,
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the user installs one, as long as the modified version is
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c) Accompany the work with a written offer, valid for at
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d) If distribution of the work is made by offering access to copy
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e) Verify that the user has already received a copy of these
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For an executable, the required form of the "work that uses the
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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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======================================================================
The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in “src/lib/gssapi”, including the following files:

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

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

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

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* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/transaction/config/TxAdviceBeanDefinitionParser.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/jca/work/jboss/JBossWorkManagerTaskExecutor.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/transaction/support/SmartTransactionObject.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/transaction/dao/support/PersistenceExceptionTranslationInterceptor.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/transaction/jta/WebLogicJtaTransactionManager.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/transaction/interceptor/NameMatchTransactionAttributeSource.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/jca/work/glassFish/GlassFishWorkManagerTaskExecutor.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/jca/context/SpringContextResourceAdapter.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/transaction/interceptor/MatchAlwaysTransactionAttributeSource.java

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* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/dao/annotation/PersistenceExceptionTranslationPostProcessor.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/transaction/config/TransactionManagementConfigUtils.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/transaction/config/AnnotationDrivenBeanDefinitionParser.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-jar/org/springframework/transaction/interceptor/TransactionProxyFactoryBean.java

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jar/org/springframework/transaction/support/ResourceHolder.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-
jar/org/springframework/jca/cci/core/CciOperations.java
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jar/org/springframework/dao/NonTransientDataAccessResourceException.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-
jar/org/springframework/jca/support/SimpleBootstrapContext.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-
jar/org/springframework/transaction/InvalidTimeoutException.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-
jar/org/springframework/jca/cci/InvalidResultSetAccessException.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-
jar/org/springframework/transaction/support/DelegatingTransactionDefinition.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-
jar/org/springframework/jca/context/ResourceAdapterApplicationContext.java
* /opt/cola/permits/1110923446_1606873642.95/0/spring-tx-4-3-22-release-sources-1-
jar/org/springframework/transaction/support/TransactionSynchronizationUtils.java
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1.3110 d3-delaunay 5.3.0

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 * JavaScript Load Image Fetch
 * https://github.com/blueimp/JavaScript-Load-Image
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 * https://github.com/blueimp/JavaScript-Load-Image
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1.3112 jmespath 0.10.0
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* /opt/ws_local/PERMITS_SQL/1013822089_1591370825.53/0/jcip-annotations-1-0-1-sources-
  jar/net/jcip/annotations/NotThreadSafe.java
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  jar/net/jcip/annotations/ThreadSafe.java
* /opt/ws_local/PERMITS_SQL/1013822089_1591370825.53/0/jcip-annotations-1-0-1-sources-
  jar/net/jcip/annotations/GuardedBy.java
* /opt/ws_local/PERMITS_SQL/1013822089_1591370825.53/0/jcip-annotations-1-0-1-sources-
  jar/net/jcip/annotations/Immutable.java

1.3114 virtualenv 15.1.0
1.3114.1 Available under license :

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1.3116 spring-data-commons

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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
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* <p>By default this is set to {code Integer.MAX_VALUE}.
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* /opt/ws_local/PERMITS_SQL/1066239421_1593562152.89/0/spring-messaging-5-1-14-release-sources-
jar/org/springframework/messaging/handler/annotation/support/PayloadArgumentResolver.java
* /opt/ws_local/PERMITS_SQL/1066239421_1593562152.89/0/spring-messaging-5-1-14-release-sources-
jar/org/springframework/messaging/handler/annotation/SendTo.java
* /opt/ws_local/PERMITS_SQL/1066239421_1593562152.89/0/spring-messaging-5-1-14-release-sources-
jar/org/springframework/messaging/MessageChannel.java
* /opt/ws_local/PERMITS_SQL/1066239421_1593562152.89/0/spring-messaging-5-1-14-release-sources-
jar/org/springframework/messaging/simp/stomp/StompCommand.java
* /opt/ws_local/PERMITS_SQL/1066239421_1593562152.89/0/spring-messaging-5-1-14-release-sources-
jar/org/springframework/messaging/simp/stomp/StompReactorNettyCodec.java
* /opt/ws_local/PERMITS_SQL/1066239421_1593562152.89/0/spring-messaging-5-1-14-release-sources-
jar/org/springframework/messaging/simp/user/SimpSubscriptionMatcher.java
* /opt/ws_local/PERMITS_SQL/1066239421_1593562152.89/0/spring-messaging-5-1-14-release-sources-
jar/org/springframework/messaging/simp/stomp/ConnectionLostException.java
* /opt/ws_local/PERMITS_SQL/1066239421_1593562152.89/0/spring-messaging-5-1-14-release-sources-
jar/org/springframework/messaging/converter/CompositeMessageConverter.java
* /opt/ws_local/PERMITS_SQL/1066239421_1593562152.89/0/spring-messaging-5-1-14-release-sources-
jar/org/springframework/messaging/support/AbstractSubscribableChannel.java
* /opt/ws_local/PERMITS_SQL/1066239421_1593562152.89/0/spring-messaging-5-1-14-release-sources-
jar/org/springframework/messaging/simp/user/UserDestinationResolver.java
1.3119 dimchansky-utfbom v1.1.0

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1.3120 unist-util-is 4.1.0

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1.3121 aspectj-tools 1.8.14
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1070897490_1594782023.55/0/op-rabbit-core-2-12-2-1-0-sources-
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as a successor of a language called ABC. Guido remains Python’s principal author, although it includes many contributions from others.

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

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* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/util/ref/FinalizableReference.java
* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/util/ref/FinalizableWeakReference.java
* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-
jar/jnr/ffi/util/ref/FinalizableSoftReference.java
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* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/Type.java
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* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/Runtime.java
* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/provider/NativeInvocationHandler.java
* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/provider/jffi/DefaultInvokerFactory.java
* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/Pointer.java
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jar/jnr/ffi/provider/jffi/FastIntMethodGenerator.java
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* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/provider/jffi/StructByReferenceResultConverterFactory.java
* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/provider/NativeFunction.java
* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/provider/SigType.java
* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/provider/jffi/AnnotationTypeMapper.java
* /opt/cola/permits/1148189810_1619804612.52/0/jnr-ffi-2-1-10-sources-2-jar/jnr/ffi/provider/jffi/ConverterMetaData.java
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* org.eclipse.jetty.orbit:javax.security.auth.message
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* org.eclipse.jetty.orbit:javax.mail.glassfish

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/parboiled2/package.scala
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/parboiled2/support/Lifter.scala
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/parboiled2/ParserInput.scala
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/parboiled2/support/ActionOpsSupport.scala
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/parboiled2/support/Unpack.scala
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/parboiled2/ValueStack.scala
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/parboiled2/RuleDSLBasics.scala
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/parboiled2/ErrorFormatter.scala

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 */

Found in path(s):
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/shapeless/package.scala
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/

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Found in path(s):
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/shapeless/ops/hlists.scala
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/shapeless/syntax/hlists.scala
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/shapeless/hlists.scala
No license file was found, but licenses were detected in source scan.

/**
 * A very fast and memory efficient class to encode and decode to and from BASE64 in full accordance
 * with RFC 2045.
 */
* On Windows XP sp1 with 1.4.2_04 and later ;), this encoder and decoder is about 10 times faster
* on small arrays (10 - 1000 bytes) and 2-3 times as fast on larger arrays (10000 - 1000000 bytes)
* compared to `<code>sun.misc.Encoder()/Decoder()</code>.<br><br>
* On byte arrays the encoder is about 20% faster than Jakarta Commons Base64 Codec for encode and
* about 50% faster for decoding large arrays. This implementation is about twice as fast on very small
* arrays (&lt;lt 30 bytes). If source/destination is a `<code>String</code>` this
* version is about three times as fast due to the fact that the Commons Codec result has to be recoded
* to a `<code>String</code>` from `<code>byte[]</code>`, which is very expensive.<br><br>
* This encode/decode algorithm doesn't create any temporary arrays as many other codecs do, it only
* allocates the resulting array. This produces less garbage and it is possible to handle arrays twice
* as large as algorithms that create a temporary array. (E.g. Jakarta Commons Codec). It is unknown
* whether Sun's `<code>sun.misc.Encoder()/Decoder()</code>` produce temporary arrays but since performance
* is quite low it probably does.<br><br>
* The encoder produces the same output as the Sun one except that the Sun's encoder appends
* a trailing line separator if the last character isn't a pad. Unclear why but it only adds to the
* length and is probably a side effect. Both are in conformance with RFC 2045 though.<br><br>
* Commons codec seem to always att a trailing line separator.<br><br>
* <b>Note!</b>
* The encode/decode method pairs (types) come in three versions with the <b>exact</b> same algorithm and
* thus a lot of code redundancy. This is to not create any temporary arrays for transcoding to/from different
* format types. The methods not used can simply be commented out.<br><br>
* There is also a "fast" version of all decode methods that works the same way as the normal ones, but
* has a few demands on the decoded input. Normally though, these fast versions should be used if the source if
* the input is known and it hasn't bee tampered with.<br><br>
* If you find the code useful or you find a bug, please send me a note at base64 @ miginfocom . com.
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* OF SUCH DAMAGE.
*
* @version 2.2
* @author Mikael Grev
*   Date: 2004-aug-02
*   Time: 11:31:11
*
* Adapted in 2009 by Mathias Doenitz.
*/

Found in path(s):
* /opt/cola/permits/1202009784_1631375547.7/0/akka-parsing-2-13-10-1-12-sources-jar/akka/parboiled2/util/Base64.java

1.3156 readdir-scoped-modules 1.1.0
1.3156.1 Available under license:
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1.3157 importlib-metadata 4.5.0

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1.3158 kotlin 1.3.20

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Kotlin isBooleanArray = function (a) {
    return (Array.isArray(a) || a instanceof Int8Array) && a.$type$ === "BooleanArray"
};

Kotlin.isByteArray = function (a) {
    return a instanceof Int8Array && a.$type$ !== "BooleanArray"
};

Kotlin.isShortArray = function (a) {
    return a instanceof Int16Array
};

Kotlin.isCharArray = function (a) {
    return a instanceof Uint16Array && a.$type$ === "CharArray"
};

Kotlin.isIntArray = function (a) {
    return a instanceof Int32Array
};

Kotlin.isFloatArray = function (a) {
    return a instanceof Float32Array
};

Kotlin.isDoubleArray = function (a) {
    return a instanceof Float64Array
};

Kotlin.isLongArray = function (a) {
    return Array.isArray(a) && a.$type$ === "LongArray"
};

Kotlin.isArray = function (a) {
    return Array.isArray(a) && !a.$type$;
};

Kotlin.isArrayish = function (a) {
    return Array.isArray(a) || ArrayBuffer.isView(a)
};

Kotlin.arrayToString = function (a) {
    var toString = Kotlin.isCharArray(a) ? String.fromCharCode : Kotlin.toString;
    return "[" + Array.prototype.map.call(a, function(e) { return toString(e); }).join(", ") + "]"
};

Kotlin.arrayDeepToString = function (arr) {
    return Kotlin.kotlin.collections.contentDeepToStringImpl(arr);
};

Kotlin.arrayEquals = function (a, b) {
    if (a === b) {
        return true;
    }
    if (!Kotlin.isArrayish(b) || a.length !== b.length) {
        return false;
    }

    for (var i = 0, n = a.length; i < n; i++) {
        if (!Kotlin.equals(a[i], b[i])) {
            return false;
        }
    }
    return true;
};

Kotlin.arrayDeepEquals = function (a, b) {
    return Kotlin.kotlin.collections.contentDeepEqualsImpl(a, b);
};

Kotlin.primitiveArraySort = function (array) {
    array.sort(Kotlin.doubleCompareTo)
};
Kotlin.getCallableRef = function(name, f) {
    f.callableName = name;
    return f;
};

Kotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {
    getter.set = setter;
    getter.callableName = name;
    return Kotlin.kotlin.reflect.KMutableProperty0
};

KotlingetPropertyCallableRef = function(name, paramCount, getter, setter) {
    getter.get = getter;
    getter.set = setter;
    getter.callableName = name;
    return Kotlin.kotlin.reflect.KProperty0
};

Kotlin.toShort = function (a) {
    return (a & 0xFFFF) << 16 >> 16;
};

Kotlin.toByte = function (a) {
    return (a & 0xFF) << 24 >> 24;
};

Kotlin.toChar = function (a) {
    return a & 0xFFFF;
};

Kotlin.numberToLong = function (a) {
    return a instanceof Kotlin.Long ? a : Kotlin.Long.fromNumber(a);
};

Kotlin.numberToInt = function (a) {
    return a instanceof Kotlin.Long ? a.toInt() : Kotlin.doubleToInt(a);
};

Kotlin.numberToShort = function (a) {
    return Kotlin.toShort(Kotlin.numberToInt(a));
};

Kotlin.numberToByte = function (a) {
    return Kotlin.toByte(Kotlin.numberToInt(a));
};

Kotlin.numberToDouble = function (a) {
    return +a;
};

Kotlin.toBoxedChar = function (a) {
    if (a == null) return a;
    if (a instanceof Kotlin.BoxedChar) return a;
    return new Kotlin.BoxedChar(a);
};

Kotlin.unboxChar = function (a) {
    if (a == null) return a;
    return Kotlin.toChar(a);
};

Kotlin.equals = function (obj1, obj2) {
    if (obj1 == null) {
        return obj2 == null;
    }
    if (obj2 == null) {
        return false;
    }
    if (obj1 !== obj1) {
        return obj2 !== obj2;
    }
    if (typeof obj1 === "object" && typeof obj1.equals === "function") {
        return obj1.equals(obj2);
    }
    if (typeof obj1 === "number" && typeof obj2 === "number") {
        return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2);
    }
    return obj1 === obj2;
};

Kotlin.hashCode = function (obj) {
    if (obj == null) {
        return 0;
    }
    var objType = typeof obj;
    if ("object" === objType) {
        return (typeof obj.hashCode === "function" ? obj.hashCode() :
                getObjectHashCode(obj));
    }
    if ("function" === objType) {
        return getObjectHashCode(obj);
    }
    if ("boolean" === objType) {
        return Kotlin.numberHashCode(obj);
    }
    var str = String(obj);
    if (str.length > 128) {
        return (str.charCodeAt(0) ^ str.charCodeAt(str.length - 1)) &
               <String_hash_value_1>;
    } else {
        return "hash";
    }
};

Kotlin.toString = function (o) {
    if (o == null) {
        return "null";
    } else if (Kotlin.isArrayish(o)) { return "[...]";
    } else if (o instanceof String) { return \\

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```
/**
 * Constructs a 64-bit two's-complement integer, given its low and high 32-bit values as *signed* integers. See the from* functions below for more *convenient* ways of constructing Longs.
 * The internal representation of a long is the two given signed, 32-bit values:
 * We use 32-bit pieces because these are the size of integers on which Javascript performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be *multiplied* within Javascript's floating-point representation without overflow:
 * or change in sign.
 * In the algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result.
 */

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/**
 * Constructs a 64-bit two's-complement integer, given its low and high 32-bit *values as *signed* integers. See the from* functions below for more *convenient* ways of constructing Longs.
 * The internal representation of a long is the two given signed, 32-bit values:
 * We use 32-bit pieces because these are the size of integers on which Javascript performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be *multiplied* within Javascript's floating-point representation without overflow or change in sign.
 * In the algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result.
 */

Note that we must ALWAYS check specially whether those values are MIN_VALUE

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```
i += 8) { 
    var size = Math.min(8, str.length - i); 
    var value = parseInt(str.substring(i, i + size), radix); 
    if (size < 8) { 
        var power = Kotlin.Long.pow(radix, size); 
        result = result.multiply(power); 
    } else { 
        result = result.multiply(radixToPower); 
    } 
    result = result.add(Kotlin.Long.fromString(value)); 
} 
return result;

// NOTE: the compiler should inline these constant values below and then remove them; these variables, so there should be no runtime penalty for these.

/**
 * Number used repeated below in calculations. This must appear before the
 * first call to any fromNumber function below. @type {number} @private
 */
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;

/**
 * @type {number} @private
 */
Kotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;

/**
 * @type {number} @private
 */
Kotlin.Long.TWO_PWR_32_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_.toPower(2);

/**
 * @type {number} @private
 */
Kotlin.Long.TWO_PWR_48_DBL_ = Kotlin.Long.TWO_PWR_24_DBL_.toPower(2);

/**
 * @type {number} @private
 */
Kotlin.Long.TWO_PWR_64_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_.toPower(2);

/**
 * @type {number} @private
 */
Kotlin.Long.TWO_PWR_63_DBL_ = Kotlin.Long.TWO_PWR_64_DBL_.div(2);

/** @type {number} @private
 */
Kotlin.Long.ZERO = Kotlin.Long.fromBits(0);

/** @type {number} @private
 */
Kotlin.Long.ONE = Kotlin.Long.fromBits(1);

/** @type {number} @private
 */
Kotlin.Long.NEG_ONE = Kotlin.Long.fromBits(1, 0);

/**
 * @type {number} @private
 */
Kotlin.Long.MAX_VALUE = Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFF | 0);

/**
 * @type {number} @private
 */
Kotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);

/**
 * @return {number} The value in the range [0, 2 ^ 32 - 1].
 */
Kotlin.Long.prototype.toInt = function() {
    return this.low_; 
};

/**
 * @return {number} The closest floating-point representation to this value.
 */
Kotlin.Long.prototype.toNumber = function() {
    return this.high_ * Kotlin.Long.TWO_PWR_32_DBL_ +
    this.getLowBitsUnsigned();
};

/**
 * @return {number} The 32-bit hashCode of this value.
 */
Kotlin.Long.prototype.hashCode = function() {
    return this.high_ ^ this.low_; 
};

/**
 * @param {number=} opt_radix The radix in which the text should be written. @type {number} @param
 * @return {string} The textual representation of this Long.
 */
Kotlin.Long.prototype.toString = function(opt_radix) {
    var radix = opt_radix || 10;
    if (radix < 2 || 36 < radix) {
        throw Error('radix out of range: ' + radix);
    }

    if (this.isZero()) {
        return '0';
    }

    if (this.isNegative()) {
        if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
            // We need to change the Long value before it can be negated, so we remove '1' // the bottom-most digit in this base and then recurse to do the rest.
            var rad = Kotlin.Long.fromNumber(radix);
            var rem = Kotlin.Long.fromBits(1, 0);
            var div = Kotlin.Long.fromBits(0, 0);
            var result = '';
            while (true) {
                var intval = rem.subtract(rad.multiply(div)).toInt();
                var digits = intval.toString(radix);
                if (digits.length < 6) {
                    digits = '0' + digits;
                } 
                result = '' + digits + result;
            }
            return result;
        } else {
            return '-' + this.negate().toString(radix);
        }
    }

    // Do several (6) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.
    var radixToPower = Kotlin.Long.fromNumber(radix);
    var rem = div.multiply(radixToPower).subtract(this);
    var result = div.toString(radix) + rem.toNumber().toString(radix);
} 
else {
    var remDiv = rem.div(radixToPower);
    var intval = rem.subtract(remDiv.multiply(radixToPower));
    var digits = intval.toString(radix);
    var rem = remDiv;
    if (rem.isZero()) {
        return result + '+' + digits + result; 
    }
    return result + '+' + digits + result; 
} 

this.getLowBitsUnsigned();

this.getHigh();
```javascript
/**
 * @return {boolean} Whether this value is zero.
 */
Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;
};

/**
 * @return {boolean} Whether this value is negative.
 */
Kotlin.Long.prototype.isNegative = function() {
  return this.high_ < 0;
};

/**
 * @return {boolean} Whether this value is odd.
 */
Kotlin.Long.prototype.isOdd = function() {
  return (this.low_ & 1) == 1;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long equals the other.
 */
Kotlin.Long.prototype.equalsLong = function(other) {
  return (this.high_ == other.high_) && (this.low_ == other.low_);
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long does not equal the other.
 */
Kotlin.Long.prototype.notEqualsLong = function(other) {
  return (this.high_ != other.high_) || (this.low_ != other.low_);
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is less than the other.
 */
Kotlin.Long.prototype.lessThan = function(other) {
  return this.compare(other) < 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is less than or equal to the other.
 */
Kotlin.Long.prototype.lessThanOrEqual = function(other) {
  return this.compare(other) <= 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is greater than the other.
 */
Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
};

/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is greater than or equal to the other.
 */
Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
  return this.compare(other) >= 0;
};

/**
 * @param {Kotlin.Long} other Long to multiply with this.
 * @return {!Kotlin.Long} The product of this and the other.
 */
Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return Kotlin.Long.ZERO;
  }

  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return other.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.isOdd() ? this.negate().multiply(other).negate() : this.negate().multiply(other);
  } else if (other.isOdd()) {
    return this.subtract(other).negate();
  } else if (this.isOdd()) {
    return this.subtract(other); // this.subtract(other) will overflow
  } else {
    var result = this.multiply(other); // this.multiply(other) will not overflow
    return result;
  }
};
```
(other.isNegative()) {
  return this.multiply(other.negate()).negate();
}

if (this.lessThan(Kotlin.Long.TWO_PWR_24_) &&
  other.lessThan(Kotlin.Long.TWO_PWR_24_)) {
  return Kotlin.Long.fromNumber(this.toNumber() *
    other.toNumber());
}

// Divide each long into 4 chunks of 16 bits, and then add up 4x4 products.
// We can skip products that would overflow.

var a48 = this.high_ >>> 16;
var a32 = this.high_ & 0xFFFF;
var a16 = this.low_ >>> 16;
var a00 = this.low_ & 0xFFFF;
var b48 = other.high_ >>> 16;
var b32 = other.high_ & 0xFFFF;
var b16 = other.low_ >>> 16;
var b00 = other.low_ & 0xFFFF;
var c48 = 0,
var c32 = 0,
var c16 = 0,
var c00 = 0;

while (rem.greaterThanOrEqual(other)) {
  // Approximate the result of division. This may be a little greater or
  // smaller than the actual value.
  var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));

  // We will tweak the approximate result by changing it in the 48-th digit or
  // the smallest non-fractional digit, whichever is larger.
  var log2 = Math.ceil(Math.log(approx) / Math.LN2);
  var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);

  // Decrease the approximation until it is smaller than the remainder. Note
  // that if it is too large, the product overflows and is negative.
  var approxRem = approxRes.multiply(other);
  while (approxRem.isNegative()) {
this.high_ & other.high_);


/**
 * Returns the bitwise-OR of this Long and the given one.
 * @param {Kotlin.Long} other
 * @return {!Kotlin.Long} The bitwise-OR of this
 * and the other.
 */
Kotlin.Long.prototype.or = function(other) {
  return Kotlin.Long.fromBits(this.low_,
                                 this.high_ | other.low_,
                                 this.high_ | other.high_);


/**
 * Returns the bitwise-XOR of this Long
 * and the given one.
 * @param {Kotlin.Long} other
 * @return {!Kotlin.Long}
 */
Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
                                 this.high_ ^ other.high_);


/**
 * Returns this Long with bits shifted to the left by
 * the given amount.
 * @param {number} numBits The number of bits by which to shift
 * @return {!Kotlin.Long} This shifted to the left by the given amount.
 */
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {  
    var low = this.low_;
    if (numBits < 32) {
      var high = this.high_;
      return Kotlin.Long.fromBits(low << numBits,
                                  (high << numBits) | (low >>> (32 - numBits)));
    } else {
      return Kotlin.Long.fromBits(0, low << (numBits - 32));
    }
  }
}

/**
 * Returns this Long with bits shifted to the right
 * by the given amount.
 * @param {number} numBits The number of bits by which to shift
 * @return {!Kotlin.Long} This shifted to the right by the given amount.
 */
Kotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits((low >>> numBits) | (high << (32 - numBits)),
                                  high >> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >> (numBits - 32), 0);
    }
  }
}

/**
 * Returns this Long with bits shifted to the right
 * by the given amount, with 0s placed into the new leading bits.
 * @param {number} numBits The number of bits by which to shift
 * @return {!Kotlin.Long} This shifted to the right by the given amount, with 0s placed into
 * the new leading bits.
 */
Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else if (numBits == 32) {
    return Kotlin.Long.fromBits(high, 0);
  } else if (numBits < 32) {
    return Kotlin.Long.fromBits(high >> (numBits - 32), 0);
  }
}

// Support for Kotlin
Kotlin.Long.prototype.equals = function (other) {
    return other instanceof Kotlin.Long &&
        this.equalsLong(other);
};

Kotlin.Long.prototype.compareTo = function (other) {
    return this.compareTo_11rb$(other);
};

Kotlin.Long.prototype.inc = function() {
    return this.add(Kotlin.Long.ONE);
};

Kotlin.Long.prototype.dec = function() {
    return this.add(Kotlin.Long.NEG_ONE);
};

Kotlin.Long.prototype.valueOf = function() {
    return this.toNumber();
};

Kotlin.Long.prototype.unaryPlus = function() {
    return this;
};

Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;
Kotlin.Long.prototype.inv = Kotlin.Long.prototype.not;

Kotlin.Long.prototype.rangeTo = function (other) {
    return new Kotlin.kotlin.ranges.LongRange(this, other);
};
var y = Math.exp(x);\n
var y1 = 1 / y;\n
if (!isFinite(y)) return Math.exp(x - Math.LN2);\n
if (!isFinite(y1)) return -Math.exp(-x - Math.LN2);\n
return (y - y1) / 2;\n
}\n
};\n }\n
if (typeof Math.cosh === \"undefined\") {\n
Math.cosh = function(x) {\n
var y = Math.exp(x);\n
var y1 = 1 / y;\n
if (!isFinite(y) || !isFinite(y1)) return Math.exp(Math.abs(x) - Math.LN2);\n
return (y
+ y1) / 2;\n
};\n }\n\n if (typeof Math.tanh === \"undefined\") {\n
Math.tanh = function(x){\n
if
(Math.abs(x) < taylor_n_bound) {\n
var result = x;\n
if (Math.abs(x) > taylor_2_bound) {\n
result -= (x * x * x) / 3;\n
}\n
return result;\n
}\n
else {\n
var a =
Math.exp(+x), b = Math.exp(-x);\n
return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);\n
}\n
};\n }\n\n // Inverse hyperbolic function implementations derived from boost special math functions,\n
// Copyright Eric Ford & Hubert Holin 2001.\n\n if (typeof Math.asinh === \"undefined\") {\n
var asinh =
function(x) {\n
if (x >= +taylor_n_bound)\n
{\n
if (x > upper_taylor_n_bound)\n
{\n
if (x > upper_taylor_2_bound)\n
{\n
// approximation by laurent series in
1/x at 0+ order from -1 to 0\n
return Math.log(x) + Math.LN2;\n
}\n
else\n
{\n
// approximation by laurent series in 1/x at 0+ order from -1 to 1\n
return
Math.log(x * 2 + (1 / (x * 2)));\n
}\n
}\n
else\n
{\n
return
Math.log(x + Math.sqrt(x * x + 1));\n
}\n
}\n
else if (x <= -taylor_n_bound)\n
{\n
return -asinh(-x);\n
}\n
else\n
{\n
// approximation by taylor series in x at 0 up to
order 2\n
var result = x;\n
if (Math.abs(x) >= taylor_2_bound)\n
{\n
var x3 =
x * x * x;\n
// approximation by taylor series in x at 0 up to order 4\n
result -= x3 / 6;\n
}\n
return result;\n
}\n
};\n
Math.asinh = asinh;\n }\n if (typeof Math.acosh ===
\"undefined\") {\n
Math.acosh = function(x) {\n
if (x < 1)\n
{\n
return NaN;\n
}\n
else if (x - 1 >= taylor_n_bound)\n
{\n
if (x > upper_taylor_2_bound)\n
{\n
// approximation by laurent series in 1/x at 0+ order from -1 to 0\n
return Math.log(x) + Math.LN2;\n
}\n
else\n
{\n
return Math.log(x + Math.sqrt(x * x - 1));\n
}\n
}\n
else\n
{\n
var y = Math.sqrt(x - 1);\n
// approximation by taylor series in y at 0
up to order 2\n
var result = y;\n
if (y >= taylor_2_bound)\n
{\n
var y3 = y *
y * y;\n
// approximation by taylor series in y at 0 up to order 4\n
result -= y3 / 12;\n
}\n\n
return Math.sqrt(2) * result;\n
}\n
};\n }\n if (typeof Math.atanh === \"undefined\")
{\n
Math.atanh = function(x) {\n
if (Math.abs(x) < taylor_n_bound) {\n
var result = x;\n
if (Math.abs(x) > taylor_2_bound) {\n
result += (x * x * x) / 3;\n
}\n
return result;\n
}\n
return Math.log((1 + x) / (1 - x)) / 2;\n
};\n }\n if (typeof Math.log1p === \"undefined\") {\n
Math.log1p = function(x) {\n
if (Math.abs(x) < taylor_n_bound) {\n
var x2 = x * x;\n
var x3 = x2 * x;\n
var x4 = x3 * x;\n
// approximation by taylor series in x at 0 up to order 4\n
return (-x4 / 4 + x3 / 3 - x2 / 2 + x);\n
}\n
return Math.log(x + 1);\n
};\n }\n if (typeof
Math.expm1 === \"undefined\") {\n
Math.expm1 = function(x) {\n
if (Math.abs(x) < taylor_n_bound)
{\n
var x2 = x * x;\n
var x3 = x2 * x;\n
var x4 = x3 * x;\n
// approximation by
taylor series in x at 0 up to order 4\n
return (x4 / 24 + x3 / 6 + x2 / 2 + x);\n
}\n
return
Math.exp(x) - 1;\n
};\n }\n})();\nif (typeof Math.hypot === \"undefined\") {\n Math.hypot = function() {\n
var y = 0;\n
var length = arguments.length;\n\n
for (var i = 0; i < length; i++) {\n
if (arguments[i]
=== Infinity || arguments[i] === -Infinity) {\n
return Infinity;\n
}\n
y += arguments[i] *
arguments[i];\n
}\n
return Math.sqrt(y);\n };\n}\nif (typeof Math.log10 === \"undefined\") {\n
Math.log10 = function(x) {\n
return Math.log(x) * Math.LOG10E;\n };\n}\nif (typeof Math.log2 ===
\"undefined\") {\n Math.log2 = function(x) {\n
return Math.log(x) * Math.LOG2E;\n };\n}\n\n// For
HtmlUnit and PhantomJs\nif (typeof ArrayBuffer.isView === \"undefined\") {\n ArrayBuffer.isView =
function(a) {\n
return a != null && a.__proto__ != null && a.__proto__.__proto__ ===
Int8Array.prototype.__proto__;\n };\n}\n\n(function() {\n function normalizeOffset(offset, length) {\n
if
(offset < 0) return Math.max(0, offset + length);\n
return Math.min(offset, length);\n }\n function
typedArraySlice(begin, end) {\n
if (typeof end === \"undefined\") {\n
end = this.length;\n
}\n

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begin = normalizeOffset(begin || 0, this.length);
end = Math.max(begin, normalizeOffset(end, this.length));

return new this.constructor(this.subarray(begin, end));
}

var arrays = [Int8Array, Int16Array, Uint16Array, Int32Array, Float32Array, Float64Array];
for (var i = 0; i < arrays.length; ++i) {
    var TypedArray = arrays[i];
    if (typeof TypedArray.prototype.slice === "undefined") {
        Object.defineProperty(TypedArray.prototype, 'slice', {
            value: typedArraySlice
        });
    }
}

// Patch apply to work with TypedArrays if needed.
try {apply(null, new Int32Array(0))}
catch (e) {
    Object.defineProperty(Function.prototype, 'apply', {
        value: function(self, array) {
            return apply.call(this, self, array.slice());
        }
    });
}

// Patch sort to work with TypedArrays if needed.
/*
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 * that can be found in the license/LICENSE.txt file.
 */

Kotlin.Kind = {
    CLASS: "class",
    INTERFACE: "interface",
    OBJECT: "object"
};

Kotlin.callGetter = function (thisObject, klass, propertyName) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.get != null) {
        return propertyDescriptor.get.call(thisObject);
    }

    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        return thisObject[propertyName];
    }

    return Kotlin.callGetter(thisObject, Object.getPrototypeOf(klass), propertyName);
};

Kotlin.callSetter = function (thisObject, klass, propertyName, value) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.set != null) {
        propertyDescriptor.set.call(thisObject, value);
        return;
    }

    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        thisObject[propertyName] = value;
        return
    }

    Kotlin.callSetter(thisObject, Object.getPrototypeOf(klass), propertyName, value);
};

function isInheritanceFromInterface(ctor, iface) {
    if (ctor === iface) return true;

    var metadata = ctor.$metadata$;
    if (metadata != null) {
        var interfaces = metadata.interfaces;
        for (var i = 0; i < interfaces.length; i++) {
            if (isInheritanceFromInterface(interfaces[i], iface)) {return true;
        }
    }

    var superPrototype = ctor.prototype != null ? Object.getPrototypeOf(ctor.prototype) : null;
    var superConstructor = superPrototype != null ? superPrototype.constructor : null;
    return superConstructor !== null && isInheritanceFromInterface(superConstructor, iface);
}

function isReferenceToObject(property) {
    if (typeof property !== 'object' || !property) {return false;
}

    var proto = Object.getPrototypeOf(property);
    var constructor = null;
    if (property.constructor !== null) {constructor = property.constructor;
    }

    return proto.$metadata$ !== null && constructor.$metadata$ !== null;
}

Kotlin.isType = function (object, klass) {
    if (typeof object === 'object' && object !== null) {
        var constructor = object.constructor;
        if (constructor !== null) {return instanceofConstructor(constructor, object);
    }

    if (typeof klass !== 'object' || !klass) {return false;
}

    var metadata = klass.$metadata$;
    if (metadata.kind !== "OBJECT") {return false;
}

    return true;
}

function instanceofConstructor(constructor, object) {
    var metadata = constructor.$metadata$;
    if (metadata.kind !== "OBJECT") {return false;
}

    return object instanceof constructor;
}
var klassMetadata = klass.$metadata$; // In WebKit (JavaScriptCore) for some interfaces from DOM typeof returns 'object', nevertheless they can be used in RHS of instanceof if (klassMetadata == null) { return object instanceof klass; } if (klassMetadata.kind === Kotlin.KindINTERFACE && object.constructor != null) { return isInheritanceFromInterface(object.constructor, klass); } return false; } } } } } } } } } } } } } }
val NEGATIVE_INFINITY: Double = js("Number.NEGATIVE_INFINITY")
val NaN: Double = js("Number.NaN")
val POSITIVE_INFINITY: Float = js("Number.POSITIVE_INFINITY")
inline operator fun DoubleArray.component1(): Double {
    return get(0)
}  // Returns 1st *element* from the collection.

inline operator fun DoubleArray.component2(): Double {
    return get(1)
}  // Returns 2nd *element* from the collection.

inline operator fun DoubleArray.component3(): Double {
    return get(2)
}  // Returns 3rd *element* from the collection.

inline operator fun DoubleArray.component4(): Double {
    return get(3)
}  // Returns 4th *element* from the collection.

inline operator fun DoubleArray.component5(): Double {
    return get(4)
}  // Returns 5th *element* from the collection.

inline operator fun BooleanArray.component1(): Boolean {
    return get(0)
}  // Returns 1st *element* from the collection.

inline operator fun BooleanArray.component2(): Boolean {
    return get(1)
}  // Returns 2nd *element* from the collection.

inline operator fun BooleanArray.component3(): Boolean {
    return get(2)
}  // Returns 3rd *element* from the collection.

inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}  // Returns 4th *element* from the collection.

inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}  // Returns 5th *element* from the collection.

inline operator fun ByteArray.component1(): Byte {
    return get(0)
}  // Returns 1st *element* from the collection.

inline operator fun ByteArray.component2(): Byte {
    return get(1)
}  // Returns 2nd *element* from the collection.

inline operator fun ByteArray.component3(): Byte {
    return get(2)
}  // Returns 3rd *element* from the collection.

inline operator fun ByteArray.component4(): Byte {
    return get(3)
}  // Returns 4th *element* from the collection.

inline operator fun ByteArray.component5(): Byte {
    return get(4)
}  // Returns 5th *element* from the collection.

inline operator fun ShortArray.component1(): Short {
    return get(0)
}  // Returns 1st *element* from the collection.

inline operator fun ShortArray.component2(): Short {
    return get(1)
}  // Returns 2nd *element* from the collection.

inline operator fun ShortArray.component3(): Short {
    return get(2)
}  // Returns 3rd *element* from the collection.

inline operator fun ShortArray.component4(): Short {
    return get(3)
}  // Returns 4th *element* from the collection.

inline operator fun ShortArray.component5(): Short {
    return get(4)
}  // Returns 5th *element* from the collection.

inline operator fun IntArray.component1(): Int {
    return get(0)
}  // Returns 1st *element* from the collection.

inline operator fun IntArray.component2(): Int {
    return get(1)
}  // Returns 2nd *element* from the collection.

inline operator fun IntArray.component3(): Int {
    return get(2)
}  // Returns 3rd *element* from the collection.

inline operator fun IntArray.component4(): Int {
    return get(3)
}  // Returns 4th *element* from the collection.

inline operator fun IntArray.component5(): Int {
    return get(4)
}  // Returns 5th *element* from the collection.

inline operator fun LongArray.component1(): Long {
    return get(0)
}  // Returns 1st *element* from the collection.

inline operator fun LongArray.component2(): Long {
    return get(1)
}  // Returns 2nd *element* from the collection.

inline operator fun LongArray.component3(): Long {
    return get(2)
}  // Returns 3rd *element* from the collection.

inline operator fun LongArray.component4(): Long {
    return get(3)
}  // Returns 4th *element* from the collection.

inline operator fun LongArray.component5(): Long {
    return get(4)
}  // Returns 5th *element* from the collection.

inline operator fun DoubleArray.component1(): Double {
    return get(0)
}  // Returns 1st *element* from the collection.

inline operator fun DoubleArray.component2(): Double {
    return get(1)
}  // Returns 2nd *element* from the collection.

inline operator fun DoubleArray.component3(): Double {
    return get(2)
}  // Returns 3rd *element* from the collection.

inline operator fun DoubleArray.component4(): Double {
    return get(3)
}  // Returns 4th *element* from the collection.

inline operator fun DoubleArray.component5(): Double {
    return get(4)
}  // Returns 5th *element* from the collection.
collection.\n *\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component5(): Byte {\n    return get(4)\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component5(): Short {\n    return get(4)\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component5(): Int {\n    return get(4)\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component5(): Long {\n    return get(4)\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component5(): Float {\n    return get(4)\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component5(): Double {\n    return get(4)\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component5(): Boolean {\n    return get(4)\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component5(): Char {\n    return get(4)\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.contains(element: Byte): Boolean {\n    return indexOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.contains(element: Short): Boolean {\n    return indexOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.contains(element: Int): Boolean {\n    return indexOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.contains(element: Long): Boolean {\n    return indexOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.contains(element: Float): Boolean {\n    return indexOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.contains(element: Double): Boolean {\n    return indexOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.contains(element: Boolean): Boolean {\n    return indexOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.contains(element: Char): Boolean {\n    return indexOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline fun Array<out T>.contains(element: T): Boolean {\n    return indexlistOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.contains(element: Byte): Boolean {\n    return indexlistOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.contains(element: Short): Boolean {\n    return indexlistOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.contains(element: Int): Boolean {\n    return indexlistOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.contains(element: Long): Boolean {\n    return indexlistOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.contains(element: Float): Boolean {\n    return indexlistOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.contains(element: Double): Boolean {\n    return indexlistOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.contains(element: Boolean): Boolean {\n    return indexlistOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.contains(element: Char): Boolean {\n    return indexlistOf(element) >= 0\n}\n@kotlin.internal.InlineOnly\npublic inline fun Array<out T>.elementAt(index: Int): T {\n    return get(index)\n}\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.elementAt(index: Int): Byte {\n    return get(index)\n}\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.elementAt(index: Int): Short {\n    return get(index)\n}\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.elementAt(index: Int): Int {\n    return get(index)\n}\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.elementAt(index: Int): Long {\n    return get(index)\n}\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.elementAt(index: Int): Float {\n    return get(index)\n}\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.elementAt(index: Int): Double {\n    return get(index)\n}
[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
private fun BooleanArray.elementAt(index: Int): Boolean {
    return get(index)
}

private fun CharArray.elementAt(index: Int): Char {
    return get(index)
}
```

The `CharArray` class contains a method `.elementAt()` that returns an element at the given index or the result of calling the `defaultValue` function if the index is out of bounds of the array.

```kotlin
private fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return getOrElse(index, defaultValue)
}
```

The `CharArray` class also contains a method `.elementAtOrNull()` that returns an element at the given index or `null` if the index is out of bounds of the array.

```kotlin
private fun CharArray.elementAtOrNull(index: Int): Char? {
    return getOrNull(index)
}
```

These methods are part of the `CharArray` class in the Kotlin standard library, which provides a way to safely access elements of an array without the risk of runtime errors if the index is out of bounds.
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element matching the given [predicate], or `null` if element was not found.

```kotlin
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```kotlin
public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun <T> Array<out T>.getOrNull(index: Int): T? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
public fun ByteArray.getOrNull(index: Int): Byte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
public fun ShortArray.getOrNull(index: Int): Short? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
public fun IntArray.getOrNull(index: Int): Int? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
public fun LongArray.getOrNull(index: Int): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
public fun FloatArray.getOrNull(index: Int): Float? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
public fun DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
public fun BooleanArray.getOrNull(index: Int): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
public fun CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
public fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

DoubleArray.indexOfFirst(predicate: (Double) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

FloatArray.indexOfFirst(predicate: (Float) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

LongArray.indexOfFirst(predicate: (Long) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

ShortArray.indexOfFirst(predicate: (Short) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

CharArray.indexOf(element: Char): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

BooleanArray.indexOf(element: Boolean): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

BooleanArray.getOrNull(index: Int): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

BooleanArray.getOrNull(index: Int): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

BooleanArray.getOrNull(index: Int): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

DoubleArray.getOrNull(index: Int): Double? {
Open Source Used in Secure Network Analytics (Stealthwatch) 7.4.0

```kotlin
/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[this[lastIndex]]
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```
empty.

*/
public fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.last(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public fun ByteArray.lastIndexOf(element: Byte): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (element == element)
            return index
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public fun ShortArray.lastIndexOf(element: Short): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (element == element)
            return index
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public fun IntArray.lastIndexOf(element: Int): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (element == element)
            return index
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public fun LongArray.lastIndexOf(element: Long): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (element == element)
            return index
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public fun FloatArray.lastIndexOf(element: Float): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (element == element)
            return index
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public fun DoubleArray.lastIndexOf(element: Double): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (element == element)
            return index
    }
    return -1
}
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* @throws NoSuchElementException if this array is empty.

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* @throws NoSuchElementException if this array is empty.
var single: T? = null
var found = false
for (element in this) {
    if (predicate(element)) {
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")
        single = element
        found = true
    }
}
if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

@Suppress("UNCHECKED_CAST")
return single as T
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Byte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Short
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Int
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Long
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Float
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Double
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Boolean
}
if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 */
public fun CharArray.drop(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
n).coerceAtLeast(0))"n}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic fun LongArray.dropLast(n: Int): List<Long> {\n require(n >= 0) { "Requested element count $n is less than zero." }\n return take((size - n).coerceAtLeast(0))}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic fun FloatArray.dropLast(n: Int): List<Float> {\n require(n >= 0) { "Requested element count $n is less than zero." }\n return take((size - n).coerceAtLeast(0))}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic fun DoubleArray.dropLast(n: Int): List<Double> {\n require(n >= 0) { "Requested element count $n is less than zero." }\n return take((size - n).coerceAtLeast(0))}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic fun BooleanArray.dropLast(n: Int): List<Boolean> {\n require(n >= 0) { "Requested element count $n is less than zero." }\n return take((size - n).coerceAtLeast(0))}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic fun CharArray.dropLast(n: Int): List<Char> {\n require(n >= 0) { "Requested element count $n is less than zero." }\n return take((size - n).coerceAtLeast(0))}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n return emptyList()\n}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic inline fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n return emptyList()\n}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic inline fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n return emptyList()\n}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n return emptyList()\n}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n return emptyList()\n}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n return emptyList()\n}\n\n**n* n * @sample
samples.collections.Collections.Transformations.dropn */unpublic inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n return emptyList()\n}
filterTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun ByteArray.filter(predicate: (Byte) -> Boolean): List<Byte> {
    return
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun <T> Array<out T>.filter(predicate: (T) -> Boolean): List<T> {
    return
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {
    var yielding = false
    val list = ArrayList<Char>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    var yielding = false
    val list = ArrayList<Boolean>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    var yielding = false
    val list = ArrayList<Long>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    var yielding = false
    val list = ArrayList<Short>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    var yielding = false
    val list = ArrayList<Int>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun CharArray.dropFirstWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in 0 until count) {
        if (!predicate(this[index])) {
            return dropFirst(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 */
public inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in 0 until count) {
        if (!predicate(this[index])) {
            return dropWhile(index + 1)
        }
    }
    return emptyList()
}}
public inline fun ShortArray.filter(predicate: (Short) -> Boolean): List<Short> {
    return filterTo(ArrayList<Short>(), predicate)
}

public inline fun IntArray.filter(predicate: (Int) -> Boolean): List<Int> {
    return filterTo(ArrayList<Int>(), predicate)
}

public inline fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> {
    return filterTo(ArrayList<Long>(), predicate)
}

public inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> {
    return filterTo(ArrayList<Float>(), predicate)
}

public inline fun DoubleArray.filter(predicate: (Double) -> Boolean): List<Double> {
    return filterTo(ArrayList<Double>(), predicate)
}

public inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterTo(ArrayList<Boolean>(), predicate)
}

public inline fun CharArray.filter(predicate: (Char) -> Boolean): List<Char> {
    return filterTo(ArrayList<Char>(), predicate)
}

public inline fun <T> Array<out T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}

public inline fun ByteArray.filterIndexed(predicate: (index: Int, Byte) -> Boolean): List<Byte> {
    return filterIndexedTo(ArrayList<Byte>(), predicate)
}

public inline fun ShortArray.filterIndexed(predicate: (index: Int, Short) -> Boolean): List<Short> {
    return filterIndexedTo(ArrayList<Short>(), predicate)
}

public inline fun IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> {
    return filterIndexedTo(ArrayList<Int>(), predicate)
}

public inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(ArrayList<Long>(), predicate)
}

public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(ArrayList<Float>(), predicate)
}

public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}

public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)
}

public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)
}

// Other methods for filterTo and filterIndexedTo
and returns the result of predicate evaluation on the element.\n"\n@public inline fun <T, C : MutableCollection\(in T\)> Array\(-\)\(out T\).filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n    forEachIndexed { index, element ->\n        if (predicate(index, element)) destination.add(element)\n    }\n    return destination\n}  \n\n* Appends all elements matching the given [predicate] to the given [destination].\n* \n@param [predicate] function that takes the index of an element and the element itself to * and returns the result of predicate evaluation on the element.\n"\n@public inline func <C : MutableCollection\(in Byte\)> ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {\n    forEachIndexed { index, element ->\n        if (predicate(index, element)) destination.add(element)\n    }\n    return destination\n}  \n\n* Appends all elements matching the given [predicate] to the given [destination].\n* \n@param [predicate] function that takes the index of an element and the element itself to * and returns the result of predicate evaluation on the element.\n"\n\nShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C {\n    forEachIndexed { index, element ->\n        if (predicate(index, element)) destination.add(element)\n    }\n    return destination\n}  \n\n* Appends all elements matching the given [predicate] to the given [destination].\n* \n@param [predicate] function that takes the index of an element and the element itself to * and returns the result of predicate evaluation on the element.\n"\n\nIntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  \n\n* Appends all elements matching the given [predicate] to the given [destination].\n* \n@param [predicate] function that takes the index of an element and the element itself to * and returns the result of predicate evaluation on the element.\n"\n\nLongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  \n\n* Appends all elements matching the given [predicate] to the given [destination].\n* \n@param [predicate] function that takes the index of an element and the element itself to * and returns the result of predicate evaluation on the element.\n"\n\nByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  \n\n* Appends all elements matching the given [predicate] to the given [destination].\n* \n@param [predicate] function that takes the index of an element and the element itself to * and returns the result of predicate evaluation on the element.\n"\n\nFloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  \n\n* Appends all elements matching the given [predicate] to the given [destination].\n* \n@param [predicate] function that takes the index of an element and the element itself to * and returns the result of predicate evaluation on the element.\n"\n\nDoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  \n\n* Appends all elements matching the given [predicate] to the given [destination].\n* \n@param [predicate] function that takes the index of an element and the element itself to * and returns the result of predicate evaluation on the element.\n"\n\nBooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  \n\n* Appends all elements matching the given [predicate] to the given [destination].\n* \n@param [predicate] function that takes the index of an element and the element itself to * and returns the result of predicate evaluation on the element.\n"\n\nCharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  \n\n* Returns a list containing all elements that are instances of specified type parameter R.\n* \npublic inline fun <reified R> Array\(\*)\(filterIsInstance\(\)\): List\@kotlin.internal.NoInfer R\{\n    return filterIsInstanceTo(Array\(List\(R\\*)\))\n\}  \n\n* Appends all elements that are instances of specified type parameter R to the given [destination].\n* \npublic inline func <R : MutableList\(in R\)> Array\(\*)\(filterIsInstance\(\)\): List\@kotlin.internal.NoInfer R\{\n    return filterIsInstanceTo(Array\(List\(R\\*)\))\n\}  \n\n* Returns a list containing all elements not matching the
given [predicate].

*\n
//public inline fun <T> Array\<out T\>.filterNot\(predicate: (T) -> Boolean\): List\<T\> {
  \n  return filterNotTo\(Array\<List\<T\>\>(\), predicate)\n  \n  * Returns a list containing all elements not matching the given [predicate].
*\n
//public inline fun Byte\<Array\>.filterNot\(predicate: (Byte) -> Boolean\): List\<Byte\> {
  \n  return filterNotTo\(Array\<List\<Byte\>\>(\), predicate)\n  \n  * Returns a list containing all elements not matching the given [predicate].
*\n
//public inline fun Short\<Array\>.filterNot\(predicate: (Short) -> Boolean\): List\<Short\> {
  \n  return filterNotTo\(Array\<List\<Short\>\>(\), predicate)\n  \n  * Returns a list containing all elements not matching the given [predicate].
*\n
//public inline fun Long\<Array\>.filterNot\(predicate: (Long) -> Boolean\): List\<Long\> {
  \n  return filterNotTo\(Array\<List\<Long\>\>(\), predicate)\n  \n  * Returns a list containing all elements not matching the given [predicate].
*\n
//public inline fun Float\<Array\>.filterNot\(predicate: (Float) -> Boolean\): List\<Float\> {
  \n  return filterNotTo\(Array\<List\<Float\>\>(\), predicate)\n  \n  * Returns a list containing all elements not matching the given [predicate].
*\n
//public inline fun Double\<Array\>.filterNot\(predicate: (Double) -> Boolean\): List\<Double\> {
  \n  return filterNotTo\(Array\<List\<Double\>\>(\), predicate)\n  \n  * Returns a list containing all elements not matching the given [predicate].
*\n
//public inline fun Boolean\<Array\>.filterNot\(predicate: (Boolean) -> Boolean\): List\<Boolean\> {
  \n  return filterNotTo\(Array\<List\<Boolean\>\>(\), predicate)\n  \n  * Returns a list containing all elements not matching the given [predicate].
*\n
//public inline fun Char\<Array\>.filterNot\(predicate: (Char) -> Boolean\): List\<Char\> {
  \n  return filterNotTo\(Array\<List\<Char\>\>(\), predicate)\n  \n  * Returns a list containing all elements not matching the given [predicate].
*\n
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public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
public fun FloatArray.takeLast(n: Int): List<Float> {
    require(n > 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n > size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Float>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @sample
 */
public fun <T> Array<out T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @sample
 */
public fun ByteArray.takeLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Byte>(n)
    for (item in this) {
        if (count++ == n)
            break
        list.add(item)
    }
    return list
}
/**
 * Reverses elements in the array in-place.
 */
public fun FloatArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun LongArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun IntArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ShortArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun <T> Array<out T>.drop(index: Int): List<T> {
    return drop(index + 1)
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Array<out T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {
    val list = ArrayList<Char>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun BooleanArray.takeWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    val list = ArrayList<Boolean>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {
    val list = ArrayList<Double>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.takeWhile(predicate: (Float) -> Boolean): List<Float> {
    val list = ArrayList<Float>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.takeWhile(predicate: (Int) -> Boolean): List<Int> {
    val list = ArrayList<Int>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ShortArray.takeWhile(predicate: (Short) -> Boolean): List<Short> {
    val list = ArrayList<Short>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ByteArray.takeWhile(predicate: (Byte) -> Boolean): List<Byte> {
    val list = ArrayList<Byte>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
```java
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/**
 * Returns an array with elements of this array in reversed order.
 */
public fun DoubleArray.reversedArray(): DoubleArray {
    if (isEmpty()) return this
    val result = DoubleArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun FloatArray.reversedArray(): DoubleArray {
    if (isEmpty()) return this
    val result = FloatArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun LongArray.reversedArray(): DoubleArray {
    if (isEmpty()) return this
    val result = LongArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun ShortArray.reversedArray(): DoubleArray {
    if (isEmpty()) return this
    val result = ShortArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun ByteArray.reversedArray(): DoubleArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
```

```java
// DoubleArray.reverse(): Unit {
    var midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndexOf(this)
    var tmp = this[reverseIndex]
    this[reverseIndex] = this[midPoint]
    this[midPoint] = tmp
    reverseIndex--
}
```

```java
// ByteArray.reverse(): Unit {
    var midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndexOf(this)
    var tmp = this[reverseIndex]
    this[reverseIndex] = this[midPoint]
    this[midPoint] = tmp
    reverseIndex--
}
```
this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array in reversed order.
 */
public fun Array<out T>.sorted(): List<T> {
    return sortedArray().asList()
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified 
 * [selector] function.
 */
public fun <T : Comparable<T>> ByteArray.sortDescending(): Unit {
    if (size > 1) sortWith(compareByDescending(selector))
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun IntArray.sortDescending(): Unit {
    if (size > 1) { sort(); reverse(); } }
(isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun FloatArray.sortedArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun DoubleArray.sortedArrayDescending(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun CharArray.sortedArrayDescending(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns a list with all elements sorted according to the specified [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other.
 */
public fun <R : Comparable<R>> List<R> sortedWith(comparator: Comparator<R>) { // and returns a list with all elements of this array sorted descending according to their natural sort order.
    return sortedWith(compareBy(comparator))
}

/**
 * Returns a list with all elements sorted according to the specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other.
 */
public inline fun <T, R : Comparable<R>> Array<T>.sortedBy(selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list with all elements sorted according to the specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other.
 */
public inline fun <R : Comparable<R>> ByteArray.sortedBy(selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list with all elements sorted according to the specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other.
 */
public inline fun <R : Comparable<R>> ShortArray.sortedBy(selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}
IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>>
Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Array<out T>.sortedDescending(): List<T> {
    return sortedWith(reverseOrder())
}

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public fun ByteArray.sortedDescending(): List<Byte> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ShortArray.sortedDescending(): List<Short> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun LongArray.sortedDescending(): List<Long> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun FloatArray.sortedDescending(): List<Float> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sortedDescending(): List<Double> {
    return copyOf().apply { sort() }.reversed().toList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun <T> Array<out T>.sortedWith(comparator: Comparator<in T>): List<T> {
    return sortedArrayWith(comparator).asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public expect fun ByteArray.asList(): List<Byte>

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public expect fun ShortArray.asList(): List<Short>

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public expect fun IntArray.asList(): List<Int>

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public expect fun LongArray.asList(): List<Long>

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public expect fun FloatArray.asList(): List<Float>

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public expect fun DoubleArray.asList(): List<Double>

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public expect fun BooleanArray.asList(): List<Boolean>

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public expect fun CharArray.asList(): List<Char>

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
* if two corresponding elements are nested arrays, they are also compared deeply.
* If any of arrays contains itself on any nesting level the behavior is undefined.
* The elements of other types are compared for equality with the [equals][Any.equals] function.
* For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not
equal to `0.0`.\n */
@SinceKotlin("1.1")
public expect infix fun <T> Array<out T>.contentDeepEquals(other: 
Array<out T>): Boolean\n/**
 * Returns a hash code based on the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n */
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentDeepHashCode(): Int\n/**
 * Returns a string representation of the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * If any of arrays contains itself on any nesting level that reference\n * is rendered as "$[...$]" to prevent recursion.\n */
@SinceKotlin("1.1")
public expect fun @sample samples.collections.Arrays.ContentOperations.contentDeepToString
(*\n@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentDeepToString(): String\n/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another.\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
public expect fun ByteArray.contentEquals(other: ByteArray): Boolean\n/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another.\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
public expect fun ShortArray.contentEquals(other: ShortArray): Boolean\n/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another.\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
public expect fun IntArray.contentEquals(other: IntArray): Boolean\n/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another.\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
public expect fun LongArray.contentEquals(other: LongArray): Boolean\n/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another.\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
public expect fun FloatArray.contentEquals(other: FloatArray): Boolean\n/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another.\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
public expect fun DoubleArray.contentEquals(other: DoubleArray): Boolean\n/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another.\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
public expect fun BooleanArray.contentEquals(other: BooleanArray): Boolean\n/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another.\n * i.e. contain the same number of the same elements in the same order.\n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
public expect fun CharArray.contentEquals(other: CharArray): Boolean\n/**
 * Returns a hash code based on the contents of this array as if it is a [List].\n */
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentHashCode(): Int\n/**
 * Returns a hash code based on the contents of this array as if it is a [List].\n */
@SinceKotlin("1.1")
public expect fun ByteArray.contentHashCode(): Int
based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
public expect fun ShortArray.contentHashCode(): Int\n
/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
public expect fun IntArray.contentHashCode(): Int\n
/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
public expect fun LongArray.contentHashCode(): Int\n
/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
public expect fun FloatArray.contentHashCode(): Int\n
/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
public expect fun DoubleArray.contentHashCode(): Int\n
/**
 * Returns a hash code based on the contents of this array as if it is [List].\n */
@SinceKotlin("1.1")
public expect fun CharArray.contentHashCode(): Int\n
/**
 * Copies this array or its subrange into the [destination] array and returns
 * a string representation of the contents of the specified array as if it is
 * [List].\n */
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentToString(): String\n
/**
 * Copies this array or its subrange into the [destination] array and returns
 * a string representation of the contents of the specified array as if it is
 * [List].\n */
@SinceKotlin("1.1")
public expect fun ByteArray.contentToString(): String\n
/**
 * Copies this array or its subrange into the [destination] array and returns
 * a string representation of the contents of the specified array as if it is
 * [List].\n */
@SinceKotlin("1.1")
public expect fun ShortArray.contentToString(): String\n
/**
 * Copies this array or its subrange into the [destination] array and returns
 * a string representation of the contents of the specified array as if it is
 * [List].\n */
@SinceKotlin("1.1")
public expect fun IntArray.contentToString(): String\n
/**
 * Copies this array or its subrange into the [destination] array and returns
 * a string representation of the contents of the specified array as if it is
 * [List].\n */
@SinceKotlin("1.1")
public expect fun LongArray.contentToString(): String\n
/**
 * Copies this array or its subrange into the [destination] array and returns
 * a string representation of the contents of the specified array as if it is
 * [List].\n */
@SinceKotlin("1.1")
public expect fun FloatArray.contentToString(): String\n
/**
 * Copies this array or its subrange into the [destination] array and returns
 * a string representation of the contents of the specified array as if it is
 * [List].\n */
@SinceKotlin("1.1")
public expect fun DoubleArray.contentToString(): String\n
/**
 * Copies this array or its subrange into the [destination] array and returns
 * a string representation of the contents of the specified array as if it is
 * [List].\n */
@SinceKotlin("1.1")
public expect fun CharArray.contentToString(): String\n
/**
 * Copies this array or its subrange into the [destination] array and returns
 * a string representation of the contents of the specified array as if it is
 * [List].\n */
@SinceKotlin("1.1")
public expect fun BooleanArray.contentToString(): String\n
/**
 * Copies this array or its subrange into the [destination] array and returns
 * a string representation of the contents of the specified array as if it is
 * [List].\n */
@SinceKotlin("1.1")
public expect fun CharArray.contentToString(): String

IndexOutOfBoundsException or [IllegalArgument Exception] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

```kotlin
IndexOutOfBoundsException: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, @param destination the array to copy to.
```
[destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
* @return the [destination] array.
* @since kotlin("1.3")

public fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
* @return the [destination] array.
* @since kotlin("1.3")

public fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
* @return the [destination] array.
* @since kotlin("1.3")

public fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray

/**
 * Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NO_ACTUAL_FOR_EXPECT")
public fun <T> Array<T>.copyOf(): Array<T>

/**
 * Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
public fun ByteArray.copyOf(): ByteArray

/**
 * Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
public fun ShortArray.copyOf(): ShortArray

/**
 * Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyWith
*/
public fun IntArray.copyOf(): IntArray

/**
 * Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyWith
*/
public fun LongArray.copyOf(): LongArray

/**
 * Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyWith
*/
public fun FloatArray.copyOf(): FloatArray

/**
 * Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyWith
*/
public fun DoubleArray.copyOf(): DoubleArray
BooleanArray

* Returns new array which is a copy of the original array.

`sample.collections.Arrays.CopyOfOperations.copyOf`:

CharArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with zero values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`:

ByteArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with zero values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`:

CharArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with zero values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`:

ShortArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with zero values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`:

IntArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with zero values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`:

LongArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with zero values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`:

FloatArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with zero values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`:

DoubleArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with `false` values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`:

BooleanArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with `false` values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`:

CharArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with `null` values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`:

ByteArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`:

CharArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with `null` values if necessary.

If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

`sample.collections.Arrays.CopyOfOperations.resizedCopyOf`
filled with 'null' values.

```kotlin
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf(newSize: Int): Array<T>*null

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>*null

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

public val <T> Array<out T>.indices: IntRange
    get() = IntRange(0, lastIndex)

public val ByteArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val ShortArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val IntArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val LongArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val FloatArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val DoubleArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val BooleanArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val CharArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

public inline fun <T> ByteArray.isEmpty(): Boolean {
    return size == 0
}

public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}
```

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*\@kotlin.internal.InlineOnly

// An inline function that checks if an IntArray is empty.
fun IntArray.isEmpty(): Boolean {
    return size == 0
}

// An inline function that checks if a LongArray is empty.
fun LongArray.isEmpty(): Boolean {
    return size == 0
}

// An inline function that checks if a FloatArray is empty.
fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

// An inline function that checks if a DoubleArray is empty.
fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

// An inline function that checks if a BooleanArray is empty.
fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

// An inline function that checks if a CharArray is empty.
fun CharArray.isEmpty(): Boolean {
    return size == 0
}

// An inline function that checks if a ByteArray is empty.
fun ByteArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

// An inline function that checks if a ShortArray is empty.
fun ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

// An inline function that checks if an IntArray is empty.
fun IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

// An inline function that checks if a LongArray is empty.
fun LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

// An inline function that checks if a FloatArray is empty.
fun FloatArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

// An inline function that checks if a DoubleArray is empty.
fun DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

// An inline function that checks if a BooleanArray is empty.
fun BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

// An inline function that checks if a CharArray is empty.
fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

// An inline function that checks if an Array is empty.
fun <T> Array<out T>.isEmpty(): Boolean {
    return !isEmpty()
}

// An inline function that checks if an Array is not empty.
fun <T> Array<out T>.isNotEmpty(): Boolean {
    return !isEmpty()
}

// An inline function that returns the last valid index for an array.
fun <T> Array<out T>.lastIndex: Int
    get() = size - 1

// An inline function that returns an array containing all elements of the original array.
fun <T> Array<out T>.plus(element: T): Array<T>

// An inline function that returns an array containing all elements of the original array.
fun ByteArray.plus(element: Byte): ByteArray

// An inline function that returns an array containing all elements of the original array.
fun ShortArray.plus(element: Short): ShortArray

// An inline function that returns an array containing all elements of the original array.
fun IntArray.plus(element: Int): IntArray

// An inline function that returns an array containing all elements of the original array.
fun LongArray.plus(element: Long): LongArray

// An inline function that returns an array containing all elements of the original array.
fun FloatArray.plus(element: Float): FloatArray

// An inline function that returns an array containing all elements of the original array.
fun DoubleArray.plus(element: Double): DoubleArray

// An inline function that returns an array containing all elements of the original array.
fun BooleanArray.plus(element: Boolean): BooleanArray

// An inline function that returns an array containing all elements of the original array.
fun CharArray.plus(element: Char): CharArray
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```kotlin
BooleanArray {  
    val result = BooleanArray(size)  
    for (index in indices)  
        result[index] = this[index]  
    return result
}

/**  
 * Returns an array of Byte containing all of the elements of this generic array.
 */
public fun Array<out Byte>.toByteArray(): ByteArray {  
    val result = ByteArray(size)  
    for (index in indices)  
        result[index] = this[index]  
    return result
}

/**  
 * Returns an array of Char containing all of the elements of this generic array.
 */
public fun Array<out Char>.toCharArray(): CharArray {  
    val result = CharArray(size)  
    for (index in indices)  
        result[index] = this[index]  
    return result
}

/**  
 * Returns an array of Double containing all of the elements of this generic array.
 */
public fun Array<out Double>.toDoubleArray(): DoubleArray {  
    val result = DoubleArray(size)  
    for (index in indices)  
        result[index] = this[index]  
    return result
}

/**  
 * Returns an array of Float containing all of the elements of this generic array.
 */
public fun Array<out Float>.toFloatArray(): FloatArray {  
    val result = FloatArray(size)  
    for (index in indices)  
        result[index] = this[index]  
    return result
}

/**  
 * Returns an array of Int containing all of the elements of this generic array.
 */
public fun Array<out Int>.toIntArray(): IntArray {  
    val result = IntArray(size)  
    for (index in indices)  
        result[index] = this[index]  
    return result
}

/**  
 * Returns an array of Long containing all of the elements of this generic array.
 */
public fun Array<out Long>.toLongArray(): LongArray {  
    val result = LongArray(size)  
    for (index in indices)  
        result[index] = this[index]  
    return result
}

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ShortArray.toTypedArray(): Array<Short>

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray.toTypedArray(): Array<Int>

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray.toTypedArray(): Array<Long>

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun DoubleArray.toTypedArray(): Array<Double>

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun BooleanArray.toTypedArray(): Array<Boolean>

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray.toTypedArray(): Array<Char>

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ByteArray.associate(transform: (Byte) -> Pair<Short, V>) : Map<Short, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)  
    return associateTo(LinkedHashMap(16), transform)  
}

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun ShortArray.associate(transform: (Short) -> Pair<Byte, V>) : Map<Byte, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)  
    return associateTo(LinkedHashMap(16), transform)  
}

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun IntArray.associate(transform: (Int) -> Pair<Long, V>) : Map<Long, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)  
    return associateTo(LinkedHashMap(16), transform)  
}

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun LongArray.associate(transform: (Long) -> Pair<Double, V>) : Map<Double, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)  
    return associateTo(LinkedHashMap(16), transform)  
}

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun DoubleArray.associate(transform: (Double) -> Pair<Long, V>) : Map<Long, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)  
    return associateTo(LinkedHashMap(16), transform)  
}

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun BooleanArray.associate(transform: (Boolean) -> Pair<Char, V>) : Map<Char, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)  
    return associateTo(LinkedHashMap(16), transform)  
}

/**  
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public expect fun CharArray.associate(transform: (Char) -> Pair<ByteArray, V>) : Map<ByteArray, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)  
    return associateTo(LinkedHashMap(16), transform)  
}
```
mapCapacity(size).coerceAtLeast(16) \n\n\n\n\ntransform()\n\n\n\n\n* Returns a \[Map\] containing key-value pairs provided by \[transform\] function\n* applied to elements of the given array.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* /public inline fun \<K, V> LongArray.associate(transform: (Long) -> Pair\<K, V>): Map\<K, V> {\n\n\nval capacity = mapCapacity(size).coerceAtLeast(16) \n\n\n\n\nreturn associateTo(LinkedHashMap\<K, V>(capacity), \n\n\n\n\ntransform()\n\n\n\n\n* Returns a \[Map\] containing key-value pairs provided by \[transform\] function\n* applied to elements of the given array.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* /public inline fun \<K, V> FloatArray.associate(transform: (Float) -> Pair\<K, V>): Map\<K, V> {\n\n\nval capacity = mapCapacity(size).coerceAtLeast(16) \n\n\n\n\nreturn associateTo(LinkedHashMap\<K, V>(capacity), \n\n\n\n\ntransform()\n\n\n\n\n* Returns a \[Map\] containing key-value pairs provided by \[transform\] function\n* applied to elements of the given array.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* /public inline fun \<K, V> BooleanArray.associate(transform: (Boolean) -> Pair\<K, V>): Map\<K, V> {\n\n\nval capacity = mapCapacity(size).coerceAtLeast(16) \n\n\n\n\nreturn associateTo(LinkedHashMap\<K, V>(capacity), \n\n\n\n\ntransform()\n\n\n\n\n* Returns a \[Map\] containing key-value pairs provided by \[transform\] function\n* applied to elements of the given array.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* /public inline fun \<K, V> CharArray.associate(transform: (Char) -> Pair\<K, V>): Map\<K, V> {\n\n\nval capacity = mapCapacity(size).coerceAtLeast(16) \n\n\n\n\nreturn associateTo(LinkedHashMap\<K, V>(capacity), \n\n\n\n\ntransform()\n\n\n\n\n* Returns a \[Map\] containing the elements from the given array indexed by the key.\n* returned from \[keySelector\] function applied to each element.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* /public inline fun \<T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map\<K, T> {\n\n\nval capacity = mapCapacity(size).coerceAtLeast(16) \n\n\n\n\nreturn associateByTo(LinkedHashMap\<K, T>(capacity), \n\n\n\n\nkeySelector)\n\n\n\n\n\n* Returns a \[Map\] containing the elements from the given array indexed by the key.\n* returned from \[keySelector\] function applied to each element.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* /public inline fun \<K> ByteArray.associateByKey(keySelector: (Byte) -> K): Map\<K, Byte> {\n\n\nval capacity = mapCapacity(size).coerceAtLeast(16) \n\n\n\n\nreturn associateByTo(LinkedHashMap\<K, Byte>(capacity), \n\n\n\n\nkeySelector)\n\n\n\n\n\n* Returns a \[Map\] containing the elements from the given array indexed by the key.\n* returned from \[keySelector\] function applied to each element.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* /public inline fun \<K> ShortArray.associateByKey(keySelector: (Short) -> K): Map\<K, Short> {\n\n\nval capacity = mapCapacity(size).coerceAtLeast(16) \n\n\n\n\nreturn associateByTo(LinkedHashMap\<K, Short>(capacity), \n\n\n\n\nkeySelector)\n\n\n\n\n\n* Returns a \[Map\] containing the elements from the given array indexed by the key.\n* returned from \[keySelector\] function applied to each element.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* /public inline fun \<K> IntArray.associateByKey(keySelector: (Int) -> K): Map\<K, Int> {\n\n\nval capacity = mapCapacity(size).coerceAtLeast(16) \n\n\n\n\nreturn associateByTo(LinkedHashMap\<K, Int>(capacity), \n\n\n\n\nkeySelector)\n\n\n\n\n\n* Returns a \[Map\] containing the
elements from the given array indexed by the key returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

```kotlin
LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity), keySelector)
}
```

```kotlin
FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity), keySelector)
}
```

```kotlin
DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)
}
```

```kotlin
BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)
}
```

```kotlin
CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}
```

```kotlin
ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```
mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)

**Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.**

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.

**Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.**

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.

**Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.**

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.

**Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.**

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.

**Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.**

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.

**Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.**

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.

**Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.**

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.

**Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.**

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.

**Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.**

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
The returned map preserves the entry iteration order of the original array.

**Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.**

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
added to the map.

```kotlin
public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        return destination.put(keySelector(element), element)
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, and value is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        return destination.put(keySelector(element), element)
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, and value is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        return destination.put(keySelector(element), element)
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, and value is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        return destination.put(keySelector(element), element)
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, and value is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        return destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, and value is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        return destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, and value is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.*\n
```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.*\n
```
* In any of two pairs would have the same key the last one gets added to the map *
* Populates and returns the [destination] mutable map with key-value pairs * provided by [transform] function applied to each element of the given array.
* If any of two pairs would have the same key the last one gets added to the map.
* If any of two pairs would have the same key the last one gets added to the map.

```kotlin
/**
 * Populates and returns the 
 * mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the 
 * mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the 
 * mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : MutableCollection<in Long>> LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : MutableCollection<in Float>> FloatArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : MutableCollection<in Boolean>> BooleanArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : HashSet<Byte>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : HashSet<Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : HashSet<Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : HashSet<Long>> LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : HashSet<Float>> FloatArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <C : HashSet<Boolean>> BooleanArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given 
 * collection.
 */
public fun <T> Array<out T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size)))
}
```
ByteArray.toByteArray(): ByteArray<Byte> {
    return toFloatArray<ByteArray>(mapCapacity(size))
}

ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun BooleanArray.toHashSet(): HashSet<Boolean> {
    return toCollection(HashSet<Boolean>(mapCapacity(size)))
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size)))
}

/**
 * Returns a [List] containing all elements.
 */
public fun <T> Array<out T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [List] containing all elements.
 */
public fun CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun <T> Array<out T>.toMutableList(): MutableList<T> {
    return ArrayList(this.asCollection())
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toMutableList(): MutableList<Byte> {
    val list = ArrayList<Byte>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun ShortArray.toMutableList(): MutableList<Short> {
    val list = ArrayList<Short>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun IntArray.toMutableList(): MutableList<Int> {
    val list = ArrayList<Int>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun LongArray.toMutableList(): MutableList<Long> {
    val list = ArrayList<Long>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun FloatArray.toMutableList(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size)
    for (item in this) list.add(item)
    return list
}

ArrayList(this.astCollection())}
```kotlin
public fun CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun <T> Array<T>.toSet(): Set<T> {
    return when (size)
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun ByteArray.toSet(): Set<Byte> {
    return when (size)
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun ShortArray.toSet(): Set<Short> {
    return when (size)
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Short>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun IntArray.toSet(): Set<Int> {
    return when (size)
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun LongArray.toSet(): Set<Long> {
    return when (size)
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun FloatArray.toSet(): Set<Float> {
    return when (size)
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toSet(): Set<Double> {
    return when (size)
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun BooleanArray.toSet(): Set<Boolean> {
    return when (size)
        0 -> emptySet()
        1 -> setOf(this[0])
        else ->
            toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

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invoked on each element of original array.\n */
public inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> \n { return flatMapTo(ArrayList<R>(), transform)\n }

/**
 * Flattens each array element, returns an array containing the result of invoking a
 * function on each element of original array.
 */
public inline fun <T, C : Collection<in T>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<T>): C \n { for (element in this) \n { val list = transform(element) \n destination.addAll(list) \n } \n return destination \n }

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function applied to each element and returns a map where each group key is associated
 * with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function applied to each element and returns a map where each group key is associated
 * with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function applied to each element and returns a map where each group key is associated
 * with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function applied to each element and returns a map where each group key is associated
 * with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function applied to each element and returns a map where each group key is associated
 * with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)\n}
groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)\n\n\n/**
 * Groups elements of the original array by the key returned by the given \[keySelector\] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)\n}\n\n/**
 * Groups elements of the original array by the key returned by the given \[keySelector\] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, MutableList<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)\n}\n\n/**
 * Groups elements of the original array by the key returned by the given \[keySelector\] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, MutableList<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)\n}\n\n/**
 * Groups elements of the original array by the key returned by the given \[keySelector\] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, MutableList<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)\n}\n\n/**
 * Groups elements of the original array by the key returned by the given \[keySelector\] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, MutableList<Double>> {
    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)\n}\n\n/**
 * Groups values returned by the \[valueTransform\] function applied to each element of the original array\n * by the key returned by the given \[keySelector\] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <T, K, V> Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}
the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by
the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by
the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by
the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by
the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by
the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by
the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {
    return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}
values returned by the [valueTransform] function applied to each element of the original array\n * by the key
 * returned by the given [keySelector] function applied to the element\n * and returns a map where each key group is
 * associated with a list of corresponding values.\n * The returned map preserves the entry iteration order of the
 keys produced from the original array.\n * @sample
 samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V>
CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {
    return
    groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each key group associated with a list of corresponding elements.\n * @sample
 samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K, V>
CharArray.groupByTo(destination: Map<K, List<V>>, keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {
    return
    groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each key group associated with a list of corresponding elements.\n * @sample
 samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K, V, M : MutableMap<K, List<V>>> Array<Char>.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    return
    groupByTo(destination, keySelector, valueTransform)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each key group associated with a list of corresponding elements.\n * @sample
 samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K, V, M : MutableList<V>> Array<Char>.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    return
    groupByTo(destination, keySelector, valueTransform)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each key group associated with a list of corresponding elements.\n * @sample
 samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K, V, M : MutableList<V>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    return
    groupByTo(destination, keySelector, valueTransform)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each key group associated with a list of corresponding elements.\n * @sample
 samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K, V, M : MutableList<V>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    return
    groupByTo(destination, keySelector, valueTransform)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each key group associated with a list of corresponding elements.\n * @sample
 samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K, V, M : MutableList<V>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    return
    groupByTo(destination, keySelector, valueTransform)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each key group associated with a list of corresponding elements.\n * @sample
 samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K, V, M : MutableList<V>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    return
    groupByTo(destination, keySelector, valueTransform)\n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each key group associated with a list of corresponding elements.\n * @sample
 samples.collections.Collections.Transformations.groupBy\n */
public inline fun <K, V, M : MutableList<V>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    return
    groupByTo(destination, keySelector, valueTransform)\n}
destination.getOrPut(key) {
    val list = add(element)
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K>, MutableList<in Boolean>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<in Boolean>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K>, MutableList<in Char>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<Char>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, K, M : MutableMap<in K>, MutableList<out T>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K>, MutableList<out V>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K>, MutableList<out V>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K>, MutableList<out V>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K>, MutableList<out V>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}
val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
 * [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
 * [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
 * [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
 * [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations\n * using the specified [keySelector] function to extract a key from each element.\n */
@SinceKotlin("1.1")
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.\n */
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.\n */
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.\n */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.\n */
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

public inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

public inline fun <T, R> Array<out T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

public inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

public inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
array.

@param [transform] function that takes the index of an element and the element itself

@returns the result of the transform applied to the element.
(item in this)
destination.add(transform(index++, item))
return destination

* Applies the given [transform] function to each element and its index in the original array
* and appends the results to the given [destination].
* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
*/

public inline fun <R, C : MutableCollection<R>> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination

* Applies the given [transform] function to each element in the original array
* and appends the non-null results of applying the given [transform] function to each element of the original array
* and applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/

public inline fun <T, R : Any> Array<out T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullToArrayList<R> { transform }()
}

/**
 * Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/

public inline fun <T, R : Any, C : MutableCollection<R>> Array<out T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination

* Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/

public inline fun <T : Any, C : MutableCollection<T>> ByteArray.mapTo(destination: C, transform: (Byte) -> T): C {
    for (item in this)
        destination.add(transform(item))
    return destination

* Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/

public inline fun <T : Any, C : MutableCollection<T>> ShortArray.mapTo(destination: C, transform: (Short) -> T): C {
    for (item in this)
        destination.add(transform(item))
    return destination

* Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/

public inline fun <T : Any, C : MutableCollection<T>> IntArray.mapTo(destination: C, transform: (Int) -> T): C {
    for (item in this)
        destination.add(transform(item))
    return destination

* Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/

public inline fun <T : Any, C : MutableCollection<T>> LongArray.mapTo(destination: C, transform: (Long) -> T): C {
    for (item in this)
        destination.add(transform(item))
    return destination

* Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/

public inline fun <T : Any, C : MutableCollection<T>> FloatArray.mapTo(destination: C, transform: (Float) -> T): C {
    for (item in this)
        destination.add(transform(item))
    return destination

* Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/

public inline fun <T : Any, C : MutableCollection<T>> DoubleArray.mapTo(destination: C, transform: (Double) -> T): C {
    for (item in this)
        destination.add(transform(item))
    return destination

* Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/

public inline fun <T : Any, C : MutableCollection<T>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> T): C {
    for (item in this)
        destination.add(transform(item))
    return destination

* Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/

public inline fun <T : Any, C : MutableCollection<T>> CharArray.mapTo(destination: C, transform: (Char) -> T): C {
    for (item in this)
        destination.add(transform(item))
    return destination

* Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/

public fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */

public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */

public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */

public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}
Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
LongArray.withIndex(): Iterable<IndexedValue<Long>> { 
    return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
FloatArray.withIndex(): Iterable<IndexedValue<Float>> { 
    return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
DoubleArray.withIndex(): Iterable<IndexedValue<Double>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
ByteArray.withIndex(): Iterable<IndexedValue<Byte>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
CharArray.withIndex(): Iterable<IndexedValue<Char>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
IntArray.withIndex(): Iterable<IndexedValue<Int>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
LongArray.withIndex(): Iterable<IndexedValue<Long>> { 
    return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
FloatArray.withIndex(): Iterable<IndexedValue<Float>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
DoubleArray.withIndex(): Iterable<IndexedValue<Double>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
ByteArray.withIndex(): Iterable<IndexedValue<Byte>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
CharArray.withIndex(): Iterable<IndexedValue<Char>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
CharArray.withIndex(): Iterable<IndexedValue<Char>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
ByteArray.withIndex(): Iterable<IndexedValue<Byte>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
CharArray.withIndex(): Iterable<IndexedValue<Char>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
ByteArray.withIndex(): Iterable<IndexedValue<Byte>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
CharArray.withIndex(): Iterable<IndexedValue<Char>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
ByteArray.withIndex(): Iterable<IndexedValue<Byte>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
CharArray.withIndex(): Iterable<IndexedValue<Char>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
ByteArray.withIndex(): Iterable<IndexedValue<Byte>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
CharArray.withIndex(): Iterable<IndexedValue<Char>> 
    { 
        return IndexingIterable { iterator() } } *
```

Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.

```kotlin
BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> 
    { 
        return IndexingIterable { iterator() } } *
```
val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
 */
public infix fun CharArray.intersect(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
 */
public infix fun <T> Array<out T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
 */
public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
 */
public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
 */
public infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
 */
public infix fun LongArray.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
 */
public infix fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
 */
public infix fun DoubleArray.subtract(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
 */
public infix fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this array and not contained by the specified collection.
 */
public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a mutable set containing all distinct elements from the given array.
 */
public fun <T> Array<out T>.toMutableSet(): MutableSet<T> {
    val set = LinkedHashSet<T>(mapCapacity(size))
    for (item in this)
        set.add(item)
    return set
}

/**
 * Returns a mutable set containing all distinct elements from the given array.
 */
public fun ByteArray.toMutableSet(): MutableSet<Byte> {
    val set = LinkedHashSet<Byte>(mapCapacity(size))
    for (item in this)
        set.add(item)
    return set
}

/**
 * Returns a mutable set containing all distinct elements from the given array.
 */
public fun ShortArray.toMutableSet(): MutableSet<Short> {
    val set = LinkedHashSet<Short>(mapCapacity(size))
    for (item in this)
        set.add(item)
    return set
}

/**
 * Returns a mutable set containing all distinct elements from the given array.
 */
public fun IntArray.toMutableSet(): MutableSet<Int> {
    val set = LinkedHashSet<Int>(mapCapacity(size))
    for (item in this)
        set.add(item)
    return set
}

/**
 * Returns a mutable set containing all distinct elements from the given array.
 */
public fun LongArray.toMutableSet(): MutableSet<Long> {
    val set = LinkedHashSet<Long>(mapCapacity(size))
    for (item in this)
        set.add(item)
    return set
}
public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample
 */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample
 */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample
 */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample
 */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample
 */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
public fun <T> Array<out T>.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
public fun ByteArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
public fun ShortArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
public fun IntArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
public fun LongArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
public fun FloatArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
public fun DoubleArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
public fun BooleanArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
public fun CharArray.any(): Boolean {
    return !isEmpty()
}

/**
 * returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
samples.collections.Collections.Aggregates.anyWithPredicate\n
@public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@kotlin.internal.InlineOnly
@public inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

@kotlin.internal.InlineOnly
@public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

@kotlin.internal.InlineOnly
@public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

@kotlin.internal.InlineOnly
@public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

@kotlin.internal.InlineOnly
@public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

@kotlin.internal.InlineOnly
@public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

@kotlin.internal.InlineOnly
@public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

@kotlin.internal.InlineOnly
@public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
number of elements matching the given [predicate].

```kotlin
public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
to current accumulator value and each element.

accumulator = operation(accumulator, element)
return accumulator
* Accumulates value starting with [initial] value and applying [operation] from left to right
to current accumulator value and each element.

fun <T, R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
to current accumulator value and each element.

fun <T, R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
to current accumulator value and each element.

fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
to current accumulator value and each element.

fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
to current accumulator value and each element.

fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Returns the number of elements matching the given [predicate].

CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Counts the number of elements matching the given [predicate].

CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

@open-source

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 18964

Open Source Used in Secure Network Analytics (Stealthwatch) 7.4.0 18964
fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

fun <R> IntArray.foldRight(initial: R, operation: (element: Int, accumulator: R) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(element, accumulator)
    return accumulator
}

fun <R> ShortArray.foldRight(initial: R, operation: (element: Short, accumulator: R) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(element, accumulator)
    return accumulator
}

fun <R> CharArray.foldRight(initial: R, operation: (element: Char, accumulator: R) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(element, accumulator)
    return accumulator
}

fun <R> BooleanArray.foldRight(initial: R, operation: (element: Boolean, accumulator: R) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(element, accumulator)
    return accumulator
}

fun <R> ByteArray.foldRight(initial: R, operation: (element: Byte, accumulator: R) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(element, accumulator)
    return accumulator
}

fun <R> FloatArray.foldRight(initial: R, operation: (element: Float, accumulator: R) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(element, accumulator)
    return accumulator
}

fun <R> DoubleArray.foldRight(initial: R, operation: (element: Double, accumulator: R) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(element, accumulator)
    return accumulator
}

fun <R> LongArray.foldRight(initial: R, operation: (element: Long, accumulator: R) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(element, accumulator)
    return accumulator
}
accumulator = operation(index, get(index), accumulator)

--index
|\nreturn accumulator

* Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

*\npublic inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
public inline fun FloatArray.forEachIndexed(action: (Int, Float) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ShortArray.forEachIndexed(action: (Int, Short) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun CharArray.forEachIndexed(action: (Int, Char) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun DoubleArray.forEachIndexed(action: (Int, Double) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun LongArray.forEachIndexed(action: (Int, Long) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun IntArray.forEachIndexed(action: (Int, Int) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ByteArray.forEachIndexed(action: (Int, Byte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun DoubleArray.forEachIndexed(action: (Int, Double) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun LongArray.forEachIndexed(action: (Int, Long) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun IntArray.forEachIndexed(action: (Int, Int) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ByteArray.forEachIndexed(action: (Int, Byte) -> Unit): Unit {
    for (element in this) action(element)
}
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

```kotlin
return max
* Returns the largest element or `null` if there are no elements.

@sample
samples.collections.Collections.Aggregates.maxBy
* Returns the first element yielding the largest value of the given function or `null` if there are no elements.

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@sample
samples.collections这些东西已经超过了1024字限制，无法继续展示。
maxElem

\*\*\n* Returns the first element having the largest value according to the provided \[comparator\] or `null` if there are no elements.\n */
@SinceKotlin("1.1")\npublic fun Array<out Double>.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided \[comparator\] or `null` if there are no elements.\n */
@SinceKotlin("1.1")\npublic fun Array<out Long>.min(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided \[comparator\] or `null` if there are no elements.\n */
public fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the smallest element or `null` if there are no elements.\n */
public fun IntArray.min(): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element having the largest value according to the provided \[comparator\] or `null` if there are no elements.\n */
public fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the smallest element or `null` if there are no elements.\n */
public fun ShortArray.min(): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element having the largest value according to the provided \[comparator\] or `null` if there are no elements.\n */
@SinceKotlin("1.1")\npublic fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the smallest element or `null` if there are no elements.\n */
public fun ByteArray.min(): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element having the largest value according to the provided \[comparator\] or `null` if there are no elements.\n */
@SinceKotlin("1.1")\npublic fun BooleanArray.maxWith(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided \[comparator\] or `null` if there are no elements.\n */
@SinceKotlin("1.1")\npublic fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided \[comparator\] or `null` if there are no elements.\n */
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the largest value according to the provided \[comparator\] or `null` if there are no elements.\n */
public fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var maxElem
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
The code snippet is an implementation of the `minBy` method for various data types. It returns the element yielding the smallest value of the given function or `null` if there are no elements. The method is defined for different data types such as `DoubleArray`, `FloatArray`, `LongArray`, `IntArray`, `ShortArray`, and `ByteArray`. The implementation uses a loop to iterate through the elements, selecting the one with the smallest value according to the provided function. The code is self-contained and demonstrates the usage of the `minBy` function with various data types.
are no elements.\n * \n @sample samples.collections.Collections.Aggregates.minBy\n *\npublic inline fun \n< R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {\n \n if (isEmpty()) return null\n var minElem = this[0] for (i in 1..lastIndex) {\n val e = this[i] if (minValue > v) \n minElem = e \n minValue = v \n } \n return minElem\n} \n
// Returns the first element yielding the smallest value of the given function or 'null' if there are no elements.\n * \n @sample samples.collections.Collections.Aggregates.minBy\n *\npublic inline fun \n< R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char? {\n \n if (isEmpty()) return null\n var minElem = this[0] for (i in 1..lastIndex) {\n val e = this[i] if (minValue > v) \n minElem = e \n minValue = v \n } \n return minElem\n} \n
// Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.\n *\npublic fun IntArray.none(): Boolean {\n \n return isEmpty() \n} \n
// Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.\n *\npublic fun ShortArray.none(): Boolean {\n \n return isEmpty() \n} \n
// Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.\n *\npublic fun ByteArray.none(): Boolean {\n \n return isEmpty() \n} \n
// Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.\n *\npublic fun <T> Array<out T>.none(): Boolean {\n \n return isEmpty() \n}
isNotEmpty():

```kotlin
isEmpty()
```

**Returns `true` if the array has no elements.**

```kotlin
isEmpty()
```

**Returns `true` if the array has no elements.**

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```

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```

**Returns `true` if the array has no elements.**

```kotlin
isEmpty()
```

**Returns `true` if the array has no elements.**

```kotlin
isEmpty()
```

**Returns `true` if the array has no elements.**

```kotlin
isEmpty()
```

**Returns `true` if the array has no elements.**

```kotlin
isEmpty()
```

**Returns `true` if no elements match the given [predicate].**

```kotlin
isEmpty()
```

**Returns `true` if no elements match the given [predicate].**

```kotlin
isEmpty()
```

**Returns `true` if no elements match the given [predicate].**

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**Returns `true` if no elements match the given [predicate].**

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```

**Returns `true` if no elements match the given [predicate].**

```kotlin
isEmpty()
```

**Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.**

```kotlin
ReduceOperationException("Empty array can't be reduced.")
```

**Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.**

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ReduceOperationException("Empty array can't be reduced.")
```

**Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.**

```kotlin
ReduceOperationException("Empty array can't be reduced.")
```
if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")

var accumulator = this[0]
for (index in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
}
return accumulator

*Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.*

An *unpacked inline fun IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {*
    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.*

    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.*

An *unpacked inline fun FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {*
    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.*

An *unpacked inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {*
    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
accumulator
* Accumulates value starting with the first element and applying [operation] from left to
right
* to current accumulator value and each element with its index in the original array.
* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself and calculates the nextaccumulator value.
* @public inline fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int):
Int
if (isEmpty())
throw UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with the first element and applying [operation] from left to
right
* to current accumulator value and each element with its index in the original array.
* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself and calculates the nextaccumulator value.
* @public inline fun LongArray.reduceIndexed(operation: (index: Int, acc: Long, Long) -> Long):
Long
if (isEmpty())
throw UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with the first element and applying [operation] from left to
right
* to current accumulator value and each element with its index in the original array.
* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself and calculates the nextaccumulator value.
* @public inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float):
Float
if (isEmpty())
throw UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with the first element and applying [operation] from left to
right
* to current accumulator value and each element with its index in the original array.
* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself and calculates the nextaccumulator value.
* @public inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double):
Double
if (isEmpty())
throw UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with the first element and applying [operation] from left to
right
* to current accumulator value and each element with its index in the original array.
* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself and calculates the nextaccumulator value.
* @public inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean):
Boolean
if (isEmpty())
throw UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with the first element and applying [operation] from left to
right
* to current accumulator value and each element with its index in the original array.
* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself and calculates the nextaccumulator value.
* @public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char):
Char
if (isEmpty())
throw UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with last element and applying [operation] from right to left
each element and current accumulator value.
* @public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S
var accumulator = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = get(index--)

while (index >= 0)
accumulator = operation(get(index--), accumulator)
return accumulator

* Accumulates value starting with last element and applying [operation] from right to left
each element and current accumulator value.
* @public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with last element and applying [operation] from right to left
each element and current accumulator value.
* @public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with last element and applying [operation] from right to left
each element and current accumulator value.
* @public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with last element and applying [operation] from right to left
each element and current accumulator value.
* @public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with last element and applying [operation] from right to left
each element and current accumulator value.
* @public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with last element and applying [operation] from right to left
each element and current accumulator value.
* @public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with last element and applying [operation] from right to left
each element and current accumulator value.
* @public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char
var index = lastIndex
if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex)
accumulator = operation(index, accumulator, this[index])
return accumulator

* Accumulates value starting with last element and applying [operation] from right to left
each element and current accumulator value.
function ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 */
public inline fun ShortArray.reduceRightIndexed(operation: (Int, acc: Short, index: Int) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 */
public inline fun IntArray.reduceRightIndexed(operation: (Int, acc: Int, index: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 */
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 */
public inline fun FloatArray.reduceRightIndexed(operation: (Float, acc: Float, index: Int) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 */
public inline fun DoubleArray.reduceRightIndexed(operation: (Double, acc: Double, index: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 */
public inline fun BooleanArray.reduceRightIndexed(operation: (Boolean, acc: Boolean, index: Int) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 */
public inline fun CharArray.reduceRightIndexed(operation: (Char, acc: Char, index: Int) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

*\public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

*\public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

*\public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

*\public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

*\public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

*\public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

*\public inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (i in 0 until size) {
        sum += selector(get(i))
    }
    return sum
}
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

```kotlin
/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded \`true\`,\n * while *second* list contains elements for which [predicate] yielded \`false\`.\n */
public inline fun <T> Array<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

@Suppress("UNCHECKED_CAST")
    return this as Array<T>
}

/**
 * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded \`true\`,\n * while *second* list contains elements for which [predicate] yielded \`false\`.\n */
public inline fun <T> ArrayList<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

The above code snippet demonstrates a method for partitioning an array into two lists based on a given predicate. It uses inline functions to define the partitioning logic in a concise manner. The `partition` method takes a predicate function as an argument and returns a `Pair` of lists, where the first list contains elements for which the predicate is true, and the second list contains elements for which the predicate is false.
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with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */
public inline fun <R, V> IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */
public inline fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */
public inline fun <R, V> FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */
public inline fun <R, V> DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */
public inline fun <R, V> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */
public inline fun <T, R> Array<out T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */
public inline fun <R, V> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */
public inline fun <R, V> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */
public inline fun <R, V> UintArray.zip(other: Iterable<R>): List<Pair<Uint, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
The returned list has length of the shortest collection.

*\@sample

collections.Operations.zipIterable\n
*/

public infix fun <R> LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
The returned list has length of the shortest collection.

*\@sample

collections.Operations.zipIterable\n
*/

public infix fun <R> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
The returned list has length of the shortest collection.

*\@sample

collections.Operations.zipIterable\n
*/

public infix fun <R> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
The returned list has length of the shortest collection.

*\@sample

collections.Operations.zipIterable\n
*/

public infix fun <R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
The returned list has length of the shortest collection.

*\@sample

collections.Operations.zipIterable\n
*/

public infix fun <R> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
The returned list has length of the shortest collection.

*\@sample

collections.Operations.zipIterableWithTransform\n
*/

public inline fun <T, R, V> Array<out T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
The returned list has length of the shortest collection.

*\@sample

collections.Operations.zipIterableWithTransform\n
*/

public inline fun <R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
The returned list has length of the shortest collection.

*\@sample

collections.Operations.zipIterableWithTransform\n
*/

public inline fun <R, V> ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
The returned list has length of the shortest collection.

*\@sample

collections.Operations.zipIterableWithTransform\n
*/

public inline fun <R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
The returned list has length of the shortest collection.

*\@sample

collections.Operations.zipIterableWithTransform\n
*/

    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 18982
in other) {\n    if (i >= arraySize) break\n    list.add(transform(this[i++], element))\n} \nreturn
list\n} \n\n* Returns a list of values built from the elements of 'this' array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.ITERABLES.Operations.zipIterableWith\n* \n\n/\n\nFloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {\n    List<V> {\n        var arraySize = size\n        var list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n        for (element in other) {\n            if (i >= arraySize) break\n            list.add(transform(this[i++], element))\n        } \n        return list\n    } \n\n* Returns a list of values built from the elements of 'this' array and the [other] collection with the same index* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.ITERABLES.Operations.zipIterableWith\n* \n\n/\n\nBooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {\n    List<V> {\n        var arraySize = size\n        var list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n        for (element in other) {\n            if (i >= arraySize) break\n            list.add(transform(this[i++], element))\n        } \n        return list\n    } \n\n* Returns a list of values built from the elements of 'this' array and the [other] collection with the same index* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.ITERABLES.Operations.zipIterableWith\n* \n\n/\n\nCharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {\n    List<V> {\n        var arraySize = size\n        var list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n        for (element in other) {\n            if (i >= arraySize) break\n            list.add(transform(this[i++], element))\n        } \n        return list\n    } \n\n* Returns a list of values built from the elements of 'this' array and the [other] collection with the same index* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.ITERABLES.Operations.zipIterableWith\n* \n\n/\n\nByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n\n* Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.ITERABLES.Operations.zipIterableWith\n* \n\n/\n\nShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n\n* Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.ITERABLES.Operations.zipIterableWith\n* \n\n/\n\nIntArray.zip(other: IntArray): List<Pair<Int, Int>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n\n* Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.ITERABLES.Operations.zipIterableWith\n* \n\n/\n\nLongArray.zip(other: LongArray): List<Pair<Long, Long>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n\n* Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.ITERABLES.Operations.zipIterableWith\n* \n\n/\n\nFloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n\n* Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n\n* \n* @sample samples.collections.ITERABLES.Operations.zipIterableWith\n* \n\n/\n\nDoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {\n    return zip(other) { t1, t2 -> t1 to t2 }
Returns a list of pairs built from the elements of `this` array and the [other] array with the same `index` array. * The returned list has length of the shortest collection.

\[
\text{public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>>} \\{ \text{return zip(other) { t1, t2 to t1 to t2 }\}}\n\]

Returns a list of values built from the elements of `this` array and the [other] array with the same `index` array using the provided `transform` function applied to each pair of elements. * The returned list has length of the shortest array.

\[
\text{public infix fun CharArray.zip(other: CharArray): List<Pair<Char, Char>>} \\{ \text{return zip(other) { t1, t2 to t1 to t2 }\}}\n\]

Returns a list of values built from the elements of `this` array and the [other] array with the same `index` array using the provided `transform` function applied to each pair of elements. * The returned list has length of the shortest array.

\[
\text{public inline fun BooleanArray.zipWithTransform(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V>} \\{ \text{val list = ArrayList<V>}}\n\]

Returns a list of values built from the elements of `this` array and the [other] array with the same `index` array using the provided `transform` function applied to each pair of elements. * The returned list has length of the shortest array.

\[
\text{public inline fun CharArray.zipWithTransform(other: CharArray, transform: (a: Char, b: Char) -> V): List<V>} \\{ \text{val list = ArrayList<V>}}\n\]

Returns a list of values built from the elements of `this` array and the [other] array with the same `index` array using the provided `transform` function applied to each pair of elements. * The returned list has length of the shortest array.

\[
\text{public inline fun ByteArray.zipWithTransform(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V>} \\{ \text{val list = ArrayList<V>}}\n\]

Returns a list of values built from the elements of `this` array and the [other] array with the same `index` array using the provided `transform` function applied to each pair of elements. * The returned list has length of the shortest array.

\[
\text{public inline fun ShortArray.zipWithTransform(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V>} \\{ \text{val list = ArrayList<V>}}\n\]

Returns a list of values built from the elements of `this` array and the [other] array with the same `index` array using the provided `transform` function applied to each pair of elements. * The returned list has length of the shortest array.

\[
\text{public inline fun IntArray.zipWithTransform(other: IntArray, transform: (a: Int, b: Int) -> V): List<V>} \\{ \text{val list = ArrayList<V>}}\n\]

Returns a list of values built from the elements of `this` array and the [other] array with the same `index` array using the provided `transform` function applied to each pair of elements. * The returned list has length of the shortest array.

\[
\text{public inline fun LongArray.zipWithTransform(other: LongArray, transform: (a: Long, b: Long) -> V): List<V>} \\{ \text{val list = ArrayList<V>}}\n\]

Returns a list of values built from the elements of `this` array and the [other] array with the same `index` array using the provided `transform` function applied to each pair of elements. * The returned list has length of the shortest array.

\[
\text{public inline fun FloatArray.zipWithTransform(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V>} \\{ \text{val list = ArrayList<V>}}\n\]

Returns a list of values built from the elements of `this` array and the [other] array with the same `index` array using the provided `transform` function applied to each pair of elements. * The returned list has length of the shortest array.

\[
\text{public inline fun DoubleArray.zipWithTransform(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V>} \\{ \text{val list = ArrayList<V>}}\n\]

Returns a list of values built from the elements of `this` array and the [other] array with the same `index` array using the provided `transform` function applied to each pair of elements. * The returned list has length of the shortest array.
CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    return CharArray.zip(other, CharArray, transform)
}

CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

Appendable.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (T) -> CharSequence? = null): A {
    Appendable.append(buffer, prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
        if (limit >= 0 && count > limit) break
        buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit < 0 || count <= limit) {
        buffer.append(prefix)
        var count = 0
        for (element in this) {
            if (++count > 1)
                break
            else
                buffer.append(transform(element))
        }
    }
    return buffer
}

Appendable.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (T) -> CharSequence? = null): A {
    Appendable.append(buffer, prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
        else
            buffer.append(transform(element))
    }
    return buffer
}

Appendable.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (T) -> CharSequence? = null): A {
    Appendable.append(buffer, prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
        else
            buffer.append(transform(element))
    }
    return buffer
}

Appendable.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (T) -> CharSequence? = null): A {
    Appendable.append(buffer, prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
        else
            buffer.append(transform(element))
    }
    return buffer
}

Appendable.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (T) -> CharSequence? = null): A {
    Appendable.append(buffer, prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            break
        else
            buffer.append(transform(element))
    }
    return buffer
}
the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to \"...\"),* \n * @sample samples.collections.Collections.Transformations.joinToString* */public fun <T> Array<out T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): String {
    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to \"...\"),* \n * @sample samples.collections.Collections.Transformations.joinToString* */public fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Byte) -> CharSequence)? = null): String {
    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to \"...\"),* \n * @sample samples.collections.Collections.Transformations.joinToString* */public fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Short) -> CharSequence)? = null): String {
    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to \"...\"),* \n * @sample samples.collections.Collections.Transformations.joinToString* */public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Int) -> CharSequence)? = null): String {
    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to \"...\"),* \n * @sample samples.collections.Collections.Transformations.joinToString* */public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Long) -> CharSequence)? = null): String {
    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to \"...\"),* \n * @sample samples.collections.Collections.Transformations.joinToString* */public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Float) -> CharSequence)? = null): String {
    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]* elements will be appended, followed by the [truncated] string (which defaults to \"...\"),* \n * @sample samples.collections.Collections.Transformations.joinToString* */public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Double) -> CharSequence)? = null): String {
    return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

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huge, you can specify a non-negative value of \([\text{limit}]\), in which case only the first \([\text{limit}]\)\* \(n\) elements will be appended, followed by the \([\text{truncated}]\) string (which defaults to \("...\)).\* \(n\) * @sample samples.collections.Collections.Transformations.joinToString

\(*\)\newline

\(\text{BooleanArray.joinToString}(\text{separator: CharSequence} = \"\,\", \text{prefix: CharSequence} = \"\", \text{postfix: CharSequence} = \"\", \text{limit: Int} = -1, \text{truncated: CharSequence} = \"...\", \text{transform: } ((\text{Boolean}) \rightarrow \text{CharSequence})?) = \text{null}:\) \(\text{String} \{ \text{return} \text{joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()} \}

\(\text{\* Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.}\* \(n\) * \(n\)

If the collection could be huge, you can specify a non-negative value of \([\text{limit}]\), in which case only the first \([\text{limit}]\)\* \(n\) elements will be appended, followed by the \([\text{truncated}]\) string (which defaults to \("...\)).\* \(n\) * @sample samples.collections.Collections.Transformations.joinToString

\(*\)\newline

\(\text{ByteArray.asIterable()}: \text{Iterable<Byte>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)\newline

\(\text{ByteArray.asSequence()}: \text{Sequence<Byte>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)\newline

\(\text{CharArray.asIterable()}: \text{Iterable<Char>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)\newline

\(\text{CharArray.asSequence()}: \text{Sequence<Char>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)\newline

\(\text{DoubleArray.asIterable()}: \text{Iterable<Double>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)\newline

\(\text{DoubleArray.asSequence()}: \text{Sequence<Double>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)\newline

\(\text{FloatArray.asIterable()}: \text{Iterable<Float>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)\newline

\(\text{FloatArray.asSequence()}: \text{Sequence<Float>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)\newline

\(\text{IntArray.asIterable()}: \text{Iterable<Int>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)\newline

\(\text{IntArray.asSequence()}: \text{Sequence<Int>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)\newline

\(\text{LongArray.asIterable()}: \text{Iterable<Long>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)\newline

\(\text{LongArray.asSequence()}: \text{Sequence<Long>} \{ \text{if} (\text{isEmpty()}) \text{return emptyList()} \}

\(\text{\* Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.}\* \(n\) * @sample samples.collections.Sequences.Building.sequenceFromArray

\(*\)
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.

```kotlin
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.

```kotlin
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.

```kotlin
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.

```kotlin
public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
```

Returns an average value of elements in the array.

```kotlin
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0;
    var count: Int = 0;
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the array.

```kotlin
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0;
    var count: Int = 0;
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the array.

```kotlin
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0;
    var count: Int = 0;
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the array.

```kotlin
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0;
    var count: Int = 0;
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the array.

```kotlin
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0;
    var count: Int = 0;
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the array.

```kotlin
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0;
    var count: Int = 0;
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns the sum of all elements in the array.

```kotlin
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0;
    for (element in this) {
        sum += element
    }
    return sum
}
```

Returns the sum of all elements in the array.

```kotlin
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0;
    for (element in this) {
        sum += element
    }
    return sum
}
```

Returns the sum of all elements in the array.

```kotlin
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0;
    for (element in this) {
        sum += element
    }
    return sum
}
```

Returns the sum of all elements in the array.

```kotlin
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Int {
    var sum: Int = 0;
    for (element in this) {
        sum += element
    }
    return sum
}
```
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ShortArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun IntArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun LongArray.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun FloatArray.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun DoubleArray.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
Int?): Boolean {
    return element != null && contains(element)
} * Returns `true` if this range contains the specified element.

*Always returns `false` if the [element] is `null`.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline operator fun LongRange.contains(element: Long?): Boolean {
    return element != null && contains(element)
} * Returns `true` if this range contains the specified element.

*Always returns `false` if the [element] is `null`.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline operator fun CharRange.contains(element: Char?): Boolean {
    return element != null && contains(element)
} * Returns `true` if this range contains the specified [element].

*Always returns `false` if the [element] is `null`.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean {
    return contains(value.toInt())
} * Checks if the specified [value] belongs to this range.

@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
} * Checks if the specified [value] belongs to this range.

@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Float): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
} * Checks if the specified [value] belongs to this range.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public operator fun ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toLong())
} * Checks if the specified [value] belongs to this range.

@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
} * Checks if the specified [value] belongs to this range.

@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Float): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
} * Checks if the specified [value] belongs to this range.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean {
    return contains(value.toShort())
} * Checks if the specified [value] belongs to this range.

@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
} * Checks if the specified [value] belongs to this range.

@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Float): Boolean {
    return contains(value.toFloat())
} * Checks if the specified [value] belongs to this range.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
} * Checks if the specified [value] belongs to this range.

@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Double): Boolean {
    return contains(value.toFloat())
} * Checks if the specified [value] belongs to this range.

@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Float): Boolean {
    return contains(value.toFloat())
} * Checks if the specified [value] belongs to this range.
*\@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Float): Boolean {\n    return value.toByteExactOrNull().let { if (it != null)
        contains(it) else false }\n}\n
*\@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun
ClosedRange<Short>.contains(value: Float): Boolean {\n    return value.toFloat().let { if (it != null)
        contains(it) else false }\n}\n
*\@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Float): Boolean {
    return contains(value.toDouble())\n}

*\@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Int): Boolean {
    return contains(value.toLong())\n}\n
*\@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Int): Boolean {
    return value.toByteExactOrNull().let { if (it != null)
        contains(it) else false }\n}\n
*\@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun
ClosedRange<Short>.contains(value: Int): Boolean {
    return value.toShortExactOrNull().let { if (it != null)
        contains(it) else false }\n}\n
*\@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Int): Boolean {
    return contains(value.toDouble())\n}\n
*\@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun
ClosedRange<Float>.contains(value: Int): Boolean {
    return contains(value.toFloat())\n}\n
*\@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun
ClosedRange<Int>.contains(value: Long): Boolean {
    return value.toIntExactOrNull().let { if (it != null)
        contains(it) else false }\n}\n
*\@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Long): Boolean {
    return value.toByteExactOrNull().let { if (it != null)
        contains(it) else false }\n}\n
*\@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun
ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShortExactOrNull().let { if (it != null)
        contains(it) else false }\n}\n
*\@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Long): Boolean {
    return contains(value.toDouble())\n}\n
*\@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun
ClosedRange<Float>.contains(value: Long): Boolean {
    return contains(value.toFloat())\n}\n
*\@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun
ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())\n}\n
*\@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let { if (it != null)
        contains(it) else false }\n}\n
*\@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun
ClosedRange<Short>.contains(value: Short): Boolean {
    return value.toShortExactOrNull().let { if (it != null)
        contains(it) else false }\n}\n
*\@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())\n\n*\@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics"}
Checks if the specified `value` belongs to this range.

@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified `value` belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Int.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Long.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Byte.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Int.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Long.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Byte.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Short.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Char.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Int.downTo(to: Float): IntProgression {
    return IntProgression.fromClosedRange(this, to.toFloat(), -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Char.downTo(to: Float): CharProgression {
    return CharProgression.fromClosedRange(this, to.toFloat(), -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Int.downTo(to: Double): IntProgression {
    return IntProgression.fromClosedRange(this, to.toDouble(), -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Char.downTo(to: Double): CharProgression {
    return CharProgression.fromClosedRange(this, to.toDouble(), -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Int.downTo(to: Float): IntProgression {
    return IntProgression.fromClosedRange(this, to.toFloat(), -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Char.downTo(to: Float): CharProgression {
    return CharProgression.fromClosedRange(this, to.toFloat(), -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Int.downTo(to: Double): IntProgression {
    return IntProgression.fromClosedRange(this, to.toDouble(), -1)
}

/**
 * Returns a progression from this value down to the specified `to` value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
public infix fun Char.downTo(to: Double): CharProgression {
    return CharProgression.fromClosedRange(this, to.toDouble(), -1)
* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun Short.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to, -1L)
}
```

* The [to] value should be less than or equal to 'this' value.

```kotlin
public infix fun Int.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

* The [to] value should be less than or equal to 'this' value.

```kotlin
public infix fun Long.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toLong(), to.toLong(), -1L)
}
```

* The [to] value should be less than or equal to 'this' value.

```kotlin
public infix fun Byte.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

* The [to] value should be less than or equal to 'this' value.

```kotlin
public fun IntProgression.reversed(): IntProgression {
    return IntProgression.fromClosedRange(last, first, -step)
}
```

* The [to] value should be less than or equal to 'this' value.

```kotlin
public fun LongProgression.reversed(): LongProgression {
    return LongProgression.fromClosedRange(last, first, -step)
}
```

* The [to] value should be less than or equal to 'this' value.

```kotlin
public fun CharProgression.reversed(): CharProgression {
    return CharProgression.fromClosedRange(last, first, -step)
}
```

* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)
    return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}
```

* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)
    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}
```

* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)
    return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}
```

* If the [to] value is greater than 'this' value the returned progression is empty.
Int.toShortExactOrNull(): Short? { return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt()) this.toShort() else null } unshorten fun Long.toShortExactOrNull(): Short? { return if (this in Long.MIN_VALUE.toLong()..Long.MAX_VALUE.toLong()) this.toShort() else null } unshorten fun Double.toShortExactOrNull(): Short? { return if (this in Double.MIN_VALUE.toDouble()..Double.MAX_VALUE.toDouble()) this.toShort() else null } unshorten fun Float.toShortExactOrNull(): Short? { return if (this in Float.MIN_VALUE.toFloat()..Float.MAX_VALUE.toFloat()) this.toShort() else null } unshorten

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Byte): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Char.until(to: Char): CharRange {
    return CharRange.EMPTY
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Int): IntRange {
    return this .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Int): LongRange {
    return this .. (to - 1).toLong()
}

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 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Int): IntRange {
    return this.toInt() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Int): IntRange {
    return this.toInt() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Short): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Short): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Float): IntRange {
    return this .. (to.toFloat() - 1).toFloat()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Float): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Float): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Float): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Double): IntRange {
    return this .. (to.toDouble() - 1).toDouble()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Double): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Double): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Double): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Float): IntRange {
    return this .. (to.toFloat() - 1).toFloat()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Float): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Float): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Float): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Long): IntRange {
    if (to <= Long.MIN_VALUE) return IntRange.EMPTY
    return this .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Short): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Short): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
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 */
public infix fun Byte.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}
1).toLong())\n\n**\n
Returns a range from this value up to but excluding the specified [to] value:\n\n\nIf the [to] value is less than or equal to ‘this’ value, then the returned range is empty:\n\n*\n\n\npublic infix fun Byte.until(to: Short): IntRange {\n    return this.toInt(). .. (toInt() - 1).toInt()\\n\n**\n
* Returns a range from this value up to but excluding the specified [to] value:\n\n\nIf the [to] value is less than or equal to ‘this’ value, then the returned range is empty:\n\n*\n
\n\npublic infix fun Short.until(to: Short): IntRange {\n    return this.toInt() .. (toInt() - 1).toInt()\\n\n**\n
* Ensures that this value is not less than the specified [minimumValue].\n\n\n@return this value if it’s greater than or equal to the [minimumValue] or the [maximumValue] otherwise.\n\n\nSamples: comparisons.ComparableOps.coerceAtLeastComparable\n
T.coerceAtLeast(minimumValue: T): T {\n\n    return if (this < minimumValue) minimumValue else this\\n\n**\n
* Ensures that this value is not less than the specified [minimumValue].\n\n\n@return this value if it’s greater than or equal to the [minimumValue] or the [maximumValue] otherwise.\n\n\nSamples: comparisons.ComparableOps.coerceAtLeast\n
*\n
\n\npublic fun Byte.coerceAtLeast(minimumValue: Byte): Byte {\n\n    return if (this < minimumValue) minimumValue else this\\n\n**\n
* Ensures that this value is not less than the specified [minimumValue].\n\n\n@return this value if it’s greater than or equal to the [minimumValue] or the [maximumValue] otherwise.\n\n\nSamples: comparisons.ComparableOps.coerceAtLeast\n
*\n
\n\npublic fun Short.coerceAtLeast(minimumValue: Short): Short {\n\n    return if (this < minimumValue) minimumValue else this\\n\n**\n
* Ensures that this value is not less than the specified [minimumValue].\n\n\n@return this value if it’s greater than or equal to the [minimumValue] or the [maximumValue] otherwise.\n\n\nSamples: comparisons.ComparableOps.coerceAtLeast\n
*\n
\n\npublic fun Int.coerceAtLeast(minimumValue: Int): Int {\n\n    return if (this < minimumValue) minimumValue else this\\n\n**\n
* Ensures that this value is not less than the specified [minimumValue].\n\n\n@return this value if it’s greater than or equal to the [minimumValue] or the [maximumValue] otherwise.\n\n\nSamples: comparisons.ComparableOps.coerceAtLeast\n
*\n
\n\npublic fun Long.coerceAtLeast(minimumValue: Long): Long {\n\n    return if (this < minimumValue) minimumValue else this\\n\n**\n
* Ensures that this value is not less than the specified [minimumValue].\n\n\n@return this value if it’s greater than or equal to the [minimumValue] or the [maximumValue] otherwise.\n\n\nSamples: comparisons.ComparableOps.coerceAtLeast\n
*\n
\n\npublic fun Double.coerceAtLeast(minimumValue: Double): Double {\n\n    return if (this < minimumValue) minimumValue else this\\n\n**\n
* Ensures that this value is not less than the specified [minimumValue].\n\n\n@return this value if it’s greater than or equal to the [minimumValue] or the [maximumValue] otherwise.\n\n\nSamples: comparisons.ComparableOps.coerceAtLeast\n
*\n
\n\npublic fun Byte.coerceAtMost(maximumValue: Byte): Byte {\n\n    return if (this > maximumValue) maximumValue else this\\n\n**\n
* Ensures that this value is not greater than the specified [maximumValue].\n\n\n@return this value if it’s less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n\nSamples: comparisons.ComparableOps.coerceAtMost\n
*\n
\n\npublic fun Short.coerceAtMost(maximumValue: Short): Short {\n\n    return if (this > maximumValue) maximumValue else this\\n\n**\n
* Ensures that this value is not greater than the specified [maximumValue].\n\n\n@return this value if it’s less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n\nSamples: comparisons.ComparableOps.coerceAtMost\n
*\n
\n\npublic fun Int.coerceAtMost(maximumValue: Int): Int {\n\n    return if (this > maximumValue) maximumValue else this\\n\n**\n
* Ensures that this value is not greater than the specified [maximumValue].\n\n\n@return this value if it’s less than or equal to the [maximumValue] or
the [maximumValue] otherwise.

public fun Long.coerceAtMost(maximumValue: Long): Long { return if (this > maximumValue)
    maximumValue else
    this
}

public fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue !== null && maximumValue !== null) {
        if (minimumValue > maximumValue) throw
        IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
        minimum $minimumValue.")
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    } else {
        if (minimumValue !== null && this < minimumValue) return minimumValue
        if (maximumValue !== null && this > maximumValue) return
        maximumValue
    }
    return this
}

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is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

```kotlin
@sample samples.comparisons.ComparableOps.coerceIn

@SinceKotlin("1.1")
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range
 * [minimumValue][maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified 
 * [range].
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`
 * @sample samples.comparisons.ComparableOps.coerceInFloatingPointRange
 */
public fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        // this < start equiv to this <= start && !(this >= start)
        range.lessThanOrEquals(this, range.start) && !range.lessThanOrEquals(range.start, this) -> range.start
        // this > end equiv to this >= end && !(this <= end)
        range.lessThanOrEquals(range.endInclusive, this) && !range.lessThanOrEquals(this, range.endInclusive) -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified 
 * [range].
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */
public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<T>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the
 * specified [range].
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Int>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the
 * specified [range].
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(range: ClosedRange<Long>): Long {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Long>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}
```

/*
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

/**
 * A range of values of type Char.
 */
public class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {
    override val start: Char get() = first
    override val endInclusive: Char get() = last

    override fun contains(value: Char): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first == last

    override fun equals(other: Any?): Boolean = other is CharRange && (isEmpty() || first == other.first && last == other.last)
```
== other.last
override fun hashCode(): Int = if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

override fun toString(): String = "$first..$last"

companion object {
    /** An empty range of values of type Char. */
    public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
}

/**
 * A range of values of type `Int`.
 */
public class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {
    override val start: Int get() = first
    override val endInclusive: Int get() = last

    override fun contains(value: Int): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean = other is IntRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int = if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Int. */
        public val EMPTY: IntRange = IntRange(1, 0)
    }
}

/**
 * A range of values of type `Long`.
 */
public class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long> {
    override val start: Long get() = first
    override val endInclusive: Long get() = last

    override fun contains(value: Long): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean = other is LongRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))).toInt()

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Long. */
        public val EMPTY: LongRange = LongRange(1L, 0L)
    }
}

/*
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 * that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.contracts.*

internal object EmptyIterator : ListIterator<Nothing> {
    override fun hasNext(): Boolean = false
    override fun hasPrevious(): Boolean = false
    override fun nextIndex(): Int = 0
    override fun previousIndex(): Int = -1
    override fun next(): Nothing = throw NoSuchElementException()
    override fun previous(): Nothing = throw NoSuchElementException()
}

internal object EmptyList : List<Nothing>, Serializable, RandomAccess {
    private const val serialVersionUID: Long = -7390468764508069838L

    override fun equals(other: Any?): Boolean = other is List<*> && other.isEmpty()
    override fun hashCode(): Int = 1
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")
    override fun indexOf(element: Nothing): Int = -1
    override fun lastIndexOf(element: Nothing): Int = -1

    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun listIterator(): ListIterator<Nothing> {
        if (index != 0) throw IndexOutOfBoundsException("Index: $index")
        return EmptyIterator
    }

    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
        if (fromIndex == 0 && toIndex == 0) return this
        throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
    }

    private fun readResolve(): Any = EmptyList
}

/**
 * Returns an empty read-only list. The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyReadOnlyList
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list of given elements. The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.readOnlyList
 */
public fun <T>
listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList() * Returns an empty read-only list. The returned list is serializable (JVM).

@kotlin.internal.InlineOnly
public inline fun <T> listOf(): List<T> = emptyList() * Returns an empty new [MutableList].

/**
 * Returns an empty read-only list. The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyReadOnlyList
 */
@kotlin.internal.InlineOnly

/**
 * Returns an empty new [ArrayList].
 * @sample samples.collections.Collections.Lists.emptyArrayList
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> arrayListOf(): ArrayList<T> = ArrayList() * Returns a new read-only list only of those given elements, that are not null. The returned list is serializable (JVM).

/**
 * Returns an empty new [MutableList] of the specified [size], where each element is calculated by calling the specified [init] function. The [init] function returns a list element given its index.
 * @sample samples.collections.Collections.Lists.readOnlyListFromInitializer
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly

/**
 * Returns the index of the last item in the list or -1 if the list is empty.
 * @sample samples.collections.Collections.Lists.lastIndexOfList
 */
public val <T> List<T>.lastIndex: Int = this.size - 1 * Returns this Collection if it's not empty or the result of calling [defaultValue] function if the collection is empty.

/**
 * Returns this List if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Lists.listOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList() * Returns this Collection if it's not `null` and the empty list otherwise.
R; R where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if all
 * elements in the specified collection are contained in this collection.
 * Allows to overcome type-safety restriction of `containsAll` that requires to pass a collection of type `Collection<E>`.
 * @sample samples.collections.Collections`collectionContainsAll`

 * @return the index of the element, if it is contained in the list within the specified range; * otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted,
 * so that the list (or the specified subrange of list) still remains sorted.
 * @sample samples.collections.Collections`Lists.binarySearchOnComparable`

 * @return the index of the element, if it is contained in the list within the specified range; * otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted,
 * so that the list (or the specified subrange of list) still remains sorted according to the specified [comparator].
 * @sample samples.collections.Collections`Lists.binarySearchWithComparator`

 * Searches this list or its range for an element having the key returned by the specified [selector] function equal to the provided [key] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements.
 * If the list contains multiple elements equal to the specified [key], there is no guarantee which one will be found.
 * * `null` value is considered to be less than any non-null value.
 * * @return the index of the element, if it is contained in the list within the specified range; * otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted,
 * so that the list (or the specified subrange of list) still remains sorted according to the specified [comparator].
 * @sample samples.collections.Collections`Lists.binarySearchByKey`

 * @return the index of the element, if it is contained in the list within the specified range; * otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted,
 * so that the list (or the specified subrange of list) still remains sorted.
 * @sample samples.collections.Collections`Lists.binarySearchByKey`

 * do not introduce this overload --- too rare
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 * @sample samples.collections.Collections`Lists.binarySearchByKey`

 * do not introduce this overload --- too rare
 * @sample samples.collections.Collections`Lists.binarySearchByKey`
comparator.compare(selector(it), key) }

/**
 * Searches this list or its range for an element for which
 * [comparison] function returns zero using the binary search algorithm.
 * The list is expected to be sorted into
 * ascending order according to the provided [comparison].
 * If the list contains multiple elements for which [comparison] returns zero,
 * there is no guarantee which one will be found.
 *
 * @param comparison function that compares an element of the list with the element being searched.
 * @return the index of the found element, if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point `(-insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted;
 * so that the list (or the specified subrange of list) still remains sorted.
 *
 * @param samples.collections.Collections.Lists.binarySearchWithComparisonFunction
 */
public fun <T>
List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparison(midVal)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

/**
 * @param comparison function that compares an element of the list with the element being searched.
 * @return the index of the found element, if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point `(-insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted;
 * so that the list (or the specified subrange of list) still remains sorted.
 *
 * @param samples.collections.Collections.Lists.binarySearchWithComparisonFunction
 */
private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {
    when {
        fromIndex > toIndex -> throw IllegalArgumentException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
        fromIndex < 0 -> throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")
        toIndex > size -> throw IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")
    }
}

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkIndexOverflow(index: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkCountOverflow(count: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal fun throwIndexOverflow() { throw ArithmeticException("Index overflow has happened.") }

@PublishedApi
@SinceKotlin("1.3")
internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.") }

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

import kotlin.contracts.*

private object EmptyMap : Map<Any?, Nothing>, Serializable {

    override fun equals(other: Any?): Boolean = other is Map<*, *> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "{}"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true

    override fun get(key: Any?): Nothing? = null
    override fun containsKey(key: Any?): Boolean = false
    override fun containsValue(value: Nothing): Boolean = false

    override fun entries: Set<Map.Entry<Any?, Nothing>> get() = EmptySet
    override fun keys: Set<Any?> get() = EmptySet
    override fun values: Collection<Nothing> get() = EmptyList

    private fun readResolve(): Any = EmptyMap
}

/**
 * Returns an empty read-only map of
 * specified type.
 *
 * The returned map is serializable (JVM).
 *
 * @sample samples.collections.Maps.instantiation.emptyReadOnlyMap
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> emptyMap(): Map<K, V> = emptyMap()

/**
 * Returns a new read-only map with
 * the specified contents, given as a list of pairs
 * where the first value is the key and the second is the value.
 *
 * Entries of the map are iterated in the order they were specified.
 * The returned map is serializable (JVM).
 *
 * @sample samples.collections.Maps.instantiation.mapFromPairs
 */
public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =
    if (pairs.size > 0) pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else
        EmptyMap
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> mutableMapOf():
    LinkedHashMap<K, V> = LinkedHashMap()

/**
 * Returns a new 
 [MutableMap](https://kotlinlang.org/api/latest/jvm/stdlib/kotlin.collections/-mutable-map.html) with the specified contents, given as a list of pairs
 * where the first component is the key and the second is the value.
 * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.
 */
public fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> =
    LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

/**
 * Returns an empty new 
 [HashMap](https://kotlinlang.org/api/latest/jvm/stdlib/kotlin.collections/-hash-map.html). 
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> hashMapOf():
    LinkedHashMap<K, V> = LinkedHashMap<K, V>()

/**
 * Returns a new 
 [LinkedHashMap](https://kotlinlang.org/api/latest/jvm/stdlib/kotlin.collections/-linked-map.html) with the specified contents, given as a list of pairs
 * where the first component is the key and the second is the value.
 * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.
 */
public fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> =
    pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))

/**
 * Calculates the initial capacity of a map, based on Guava's com.google.common.collect.Maps approach. This is equivalent to the Collection constructor for HashSet, (c.size()/.75f) + 1, but provides further optimisations for very small or very large sizes, allows support non-collection classes, and provides consistency for all map based classic construction.
 */
@PublishedApi
internal fun mapCapacity(expectedSize: Int): Int {
    if (expectedSize < 3) {
        return expectedSize + 1
    }
    if (expectedSize < INT_MAX_POWER_OF_TWO) {
        return expectedSize + expectedSize / 3
    }
    return Int.MAX_VALUE // any large value
}

private const val INT_MAX_POWER_OF_TWO: Int = Int.MAX_VALUE / 2 + 1

/** Returns `true` if this map is not `null` or `empty`.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.isNullOrEmpty(): Boolean =
    this@isNullOrEmpty?.isNullOrEmpty() || isEmpty()

/**
 * Returns this map if it's not empty
 * or the result of calling `defaultValue` function if the map is empty.
 * This method allows to use the `x in map` syntax for checking whether an object is contained in the map.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =
    if (isEmpty())
        defaultValue()
    else this

/**
 * Allows to use the index operator for storing values in a mutable map.
 */
@kotlin.internal.InlineOnly
    put(key, value)
}

/**
 * Checks if the map contains the given key.
 */
@kotlin.internal.InlineOnly
    containsKey(key)
[Map] and the values of this map.

In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.

    return entries.associateByTo(destination, transform, { it.value })
}

    for ((key, value) in pairs) {
        put(key, value)
    }
}

    for ((key, value) in pairs) {
        put(key, value)
    }
}

*\public fun <K, V, R> Map<K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
    return mapValuesTo(LinkedHashMap<K, R>(), transform) // .optimizeReadOnlyMap()
}

    return filterKeysTo(LinkedHashMap<K, V>(), predicate) // .optimizeReadOnlyMap()
}

    return filterTo(destination, predicate) // .optimizeReadOnlyMap()
}

    return filterNotTo(predicate) // .optimizeReadOnlyMap()
}

    return filterNotTo(destination, predicate) // .optimizeReadOnlyMap()
}

    return conquer(predicate) // .optimizeReadOnlyMap()
}

    return conquerNot(predicate) // .optimizeReadOnlyMap()
}

*\public fun <K, V> Map<K, V>.conquer(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {
    return conquer(predicate) // .optimizeReadOnlyMap()
}

    return conquerNot(predicate) // .optimizeReadOnlyMap()
}

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(Map.Entry<K, V> -> Boolean): Map<K, V> { // return filterNotTo(LinkedHashMap<K, V>(), predicate) \n \n \n * Returns a new map containing all key-value pairs from the given collection of pairs. \n * The returned map preserves the entry iteration order of the original collection. \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n \n \n * The returned map updates the entry iteration order of the original array. \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n \n \n * Returns a new map containing all key-value pairs from the given array of pairs. \n * \n * The returned map preserves the entry iteration order of the original array. \n * \n \n \n * Returns a new map containing all key-value pairs from the given collection of pairs. \n * \n * The returned map preserves the entry iteration order of the original collection. \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n \n \n * Returns a new map containing all key-value pairs from the given array of pairs. \n * \n * The returned map preserves the entry iteration order of the original array. \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n \n \n * Returns a new map containing all key-value pairs from the given collection of pairs. \n * \n * The returned map preserves the entry iteration order of the original collection. \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n \n \n * Returns a new map containing all key-value pairs from the given array of pairs. \n * \n * The returned map preserves the entry iteration order of the original array. \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n \n \n * Returns a new map containing all key-value pairs from the given collection of pairs. \n * \n * The returned map preserves the entry iteration order of the original collection. \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n \n \n * Returns a new map containing all key-value pairs from the given array of pairs. \n * \n * The returned map preserves the entry iteration order of the original array. \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n \n \n * Returns a new map containing all key-value pairs from the given collection of pairs. \n * \n * The returned map preserves the entry iteration order of the original collection. \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n \n \n * Returns a new map containing all key-value pairs from the given array of pairs. \n * \n * The returned map preserves the entry iteration order of the original array. \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n \n \n * Returns a new map containing all key-value pairs from the given collection of pairs. \n * \n * The returned map preserves the entry iteration order of the original collection. \n * If any of two pairs would have the same key the last one gets added to the map.

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 19006
preserves the entry iteration order of the original map.
* Those entries of another [map] that are missing in this map are iterated in the end in the order of that [map].

/*\n * Append or replaces all pairs from the given collection of [pairs] in this mutable map.
 */
    putAll(pairs.toMutableMap()).optimizeReadOnlyMap()
}

/**
 * Returns a map containing all entries of the original map except the entry with the given [key].
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(key) }

/**
 * Returns a map containing all entries of the original map except the keys of which are contained in the given [keys] collection.
 */
@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

package kotlin.collections

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "[]"


@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package kotlin.collections


override val size: Int get() = 0
override fun isEmpty(): Boolean = true
override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

override fun contains(element: Nothing): Boolean = false
override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

override fun iterator(): Iterator<Nothing> = EmptyIterator

private fun readResolve(): Any = EmptySet

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are in the order they were specified.
 * The returned set preserves the element iteration order.
 */
@kotlin.internal.InlineOnly
public inline fun <T> setOf(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are in the order they were specified.
 * The returned set is serializable (JVM).
 */
@sample samples.collections.Collections.Sets.emptyReadOnlySet

*/@kotlin.internal.InlineOnly
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

@sample samples.collections.Collections.Sets.emptyReadOnlySet

*/@kotlin.internal.InlineOnly
public inline fun <T> mutableSetOf(): MutableSet<T> = LinkedHashSet()

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> mutableSetOf(vararg elements: T): MutableSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> hashSetOf(): HashSet<T> = HashSet()

public fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(): LinkedHashSet<T> = LinkedHashSet()

public fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

@kotlin.internal.InlineOnly
public inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()

internal fun <T> Set<T>.optimizeReadOnlySet() = when (size)
{ 0 -> emptySet()
  1 -> setOf(iterator().next())
  else -> this
}

 QLatin

**
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 */

package kotlin.random

import kotlin.math.nextDown

/**
 * An abstract class that is implemented by random number generator algorithms.
 */
@SinceKotlin("1.3")
public abstract class Random {

    /**
     * Gets the next random `bitCount` number of bits.
     *
     * Generates an `Int` whose lower `bitCount` bits are filled with random values and the remaining upper bits are zero.
     *
     * @param bitCount number of bits to generate, must be in range 0..32, otherwise the behavior is unspecified.
     */
    public abstract fun nextBits(bitCount: Int): Int

    /**
     * Gets the next random `Int` from the random number generator.
     *
     * Generates an `Int` that is uniformly distributed between `Int.MIN_VALUE` and `Int.MAX_VALUE`
     * (inclusive).
     */
    public open fun nextInt(): Int = nextBits(32)

    /**
     * Gets the next random non-negative `Int` from the random number generator not greater than the specified `until` bound.
     */
    public open fun nextInt(until: Int): Int = nextBits(32)

    /**
     * Gets the next random `Int` from the random number generator.
     */
    public abstract fun nextInt(): Int

    /**
     * Generates an `Int` random value uniformly distributed between `Int.MIN_VALUE` and `Int.MAX_VALUE`
     * (inclusive).
     */
    public open fun nextIntRange(from: Int, until: Int): Int = nextBits(32)
nextBits(bitCount) \n} else \{ \n    var v: Uint, do \{ \n        val bits = nextInt().ushr(1) \n        v = bits % n \n    \} while (bits - v + (n - 1) < 0) \n    \n    return from + rnd \n\} \n\} \n/** \* Gets the next random `Long` from the random number generator. \* \* `n` * Generates a `Long` random value uniformly distributed between `Long.MIN_VALUE` and `Long.MAX_VALUE` (inclusive). \*/ \npublic open fun nextLong(): Long = nextInt().toLong().shl(32) + nextInt() / /** \* Gets the next random non-negative `Long` from the random number generator not greater than the specified \[until\]. \* \* `n` * Generates a `Long` random value uniformly distributed between `0` (inclusive) and the specified \[until\] bound (exclusive). \*/ \n\} \n\} \n/** \* Fills a subrange of the specified byte \[array\] starting from \[fromIndex\] inclusive and ending \[toInt\] exclusive \n\} else \{ \n    var v: Long, do \{ \n        val bits = nextInt().ushr(1) \n        v = bits % n \n    \} while (bits - v + (n - 1) < 0) \n    \n    return from + rnd \n\} \n\} \n/** \* Gets the next random `Boolean` value. \*/ \n\} \n/** \* Gets the next random non-negative `Double` from the random number generator not greater than the specified \[until\] bound. \* \* `n` * Generates a `Double` random value uniformly distributed between 0 (inclusive) and 1 (exclusive). \*/ \n\} \n\} \n/** \* Gets the next random non-negative `Double` from the random number generator not greater than the specified \[from\] (inclusive) and \[until\] (exclusive) bounds. \* \* `n` * Generates a `Double` random value uniformly distributed between 0 (inclusive) and \[until\] (exclusive). \*/ \n\} \n\} \n/** \* Gets the next random `Double` from the random number generator. \* \* \* `n` * Generates a `Double` random value uniformly distributed between \[from\] (inclusive) and \[until\] (exclusive). \*/ \n\} \n\} \n/** \* Gets the next random `Long` from the random number generator.

please check the missing code
nextBits(remainder * 8) in for (i in 0 until remainder) { in array[position + i] = vr.ushr(i * 8).toByte(); in
} in return array in } in /*/* in * Fills the specified byte [array] with random bytes and returns it.
* in @return [array] filled with random bytes.
*/ in public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)
*/ in * Creates a byte array of the specified [size], filled with random bytes.
*/ in public open fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))
*/ in
* The default random number generator.
*/ in * On JVM this generator is thread-safe, its methods can be invoked from multiple threads.
*/ in * @sample samples.random.Randoms.defaultRandom
*/ in companion object Default : Random() { in private val defaultRandom: Random =
defaultPlatformRandom()
} in
override fun nextBits(bitCount: Int): Int = defaultRandom.nextBits(bitCount)
*/ in override fun nextInt(): Int = defaultRandom.nextInt()
*/ in override fun nextInt(until: Int): Int = defaultRandom.nextInt(until)
*/ in override fun nextInt(from: Int, until: Int): Int = defaultRandom.nextInt(from, until)
*/ in override fun nextLong(): Long = defaultRandom.nextLong()
*/ in override fun nextLong(until: Long): Long = defaultRandom.nextLong(until)
*/ in override fun nextBoolean(): Boolean = defaultRandom.nextBoolean()
*/ in override fun nextDouble(): Double = defaultRandom.nextDouble()
*/ in override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)
*/ in override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)
*/ in
float = defaultRandom.nextFloat()
in
override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)
*/ in override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)
*/ in override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray = defaultRandom.nextBytes(array, fromIndex, toIndex)
*/ in
@Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
@Suppress("DEPRECATION_ERROR")
in
@kotlin.jvm.JvmField
} in

@Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
public object Companion : Random()


} in

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Int` value.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Long): Random = XorWowRandom(seed.toInt(), seed.shr(32).toInt())
range.endInclusive) + 1

    else -> nextLong()
}

internal expect fun defaultPlatformRandom():

internal expect fun fastLog2(value: Int): Int // 31 - Integer.numberOfLeadingZeros(value)

internal expect fun doubleFromParts(hi26: Int, low27: Int): Double

/** Takes upper [bitCount] bits (0..32) from this number. */
internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun checkRangeBounds(from: Double, until: Double) =
    require(until > from) { boundsErrorMessage(from, until) }

internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from, $until)."

package kotlin

/**
 * Parses the string as a signed [Byte]
 * number and returns the result
 * or `null` if the string is not a valid representation of a number.

@SinceKotlin("1.1")
@throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

@SinceKotlin("1.1")
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

@SinceKotlin("1.1")
public fun String.toByteOrNull(radix: Int): Byte? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null
    return int.toByte()
}

@SinceKotlin("1.1")
public fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)

@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null
    return int.toShort()
}

@SinceKotlin("1.1")
public fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)

@SinceKotlin("1.1")
public fun String.toIntOrNull(radix: Int): Int? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after

        start = 1

        if (firstChar == '-') {
            isNegative = true
            limit = -Int.MAX_VALUE
        } else if (firstChar == '+') {
            limit = Int.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = Int.MAX_VALUE
    }

    var result = 0
    for (i in start..(length - 1)) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limitBeforeMul) return null
        if (result < limitBeforeMul) return null
        result *= radix
        if (result < limit + digit) return null
        result -= digit
    }

    return if (isNegative) result else -result
}

@SinceKotlin("1.1")
public fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)

@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after

        start = 1

        if (firstChar == '-') {
            isNegative = true
            limit = Long.MIN_VALUE
        } else if (firstChar == '+') {
            limit = -Long.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = -Long.MAX_VALUE
    }

    var result = 0
    for (i in start..(length - 1)) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limitBeforeMul) return null
        if (result < limitBeforeMul) return null
        result *= radix
        if (result < limit + digit) return null
        result -= digit
    }

    return if (isNegative) result else -result
}

@SinceKotlin("1.1")
public fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)

@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after

        start = 1

        if (firstChar == '-') {
            isNegative = true
            limit = Long.MIN_VALUE
        } else if (firstChar == '+') {
            limit = -Long.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = -Long.MAX_VALUE
    }

    var result = 0
    for (i in start..(length - 1)) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limitBeforeMul) return null
        if (result < limitBeforeMul) return null
        result *= radix
        if (result < limit + digit) return null
        result -= digit
    }

    return if (isNegative) result else -result
}
limit = -Long.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false

        limit = -Long.MAX_VALUE
    }

    val limitBeforeMul = limit / radix
    var result = 0L
    for (i in
        start..(length - 1)) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result < limitBeforeMul) return null

        result *= radix

        if (result < limit + digit) return null

        result -= digit
    }

    return if (isNegative) result else -result
}

internal fun numberFormatError(input: String): Nothing = throw NumberFormatException("Invalid number format: '$input'")

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("PreconditionsKt")

package

import kotlin.contracts.contract

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public
    inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) {
        "Failed requirement." }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling
 * [lazyMessage] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw
            IllegalArgumentException(message.toString())
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise
 * returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any>
    checkNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return checkNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] with the given [message].
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw
    IllegalStateException(message.toString())

/*
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 */

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*
import primitiveArrayConcat
import withType

/**
 * Returns a [List] that wraps the original array.
 */
public actual
fun <T> Array<out T>.asList(): List<T> { return ArrayList<T>(this.unsafeCast<Array<Any?>>(@kotlin.internal.InlineOnly)public actual inline fun ByteArray.asList(): List<Byte> { return this.unsafeCast<Array<Byte>>(@kotlin.internal.InlineOnly)public actual inline fun LongArray.asList(): List<Long> { return this.unsafeCast<Array<Long>(@kotlin.internal.InlineOnly)public actual inline fun DoubleArray.asList(): List<Double> { return this.unsafeCast<Array<Double>(@kotlin.internal.InlineOnly)public actual inline fun BooleanArray.asList(): List<Boolean> { return this.unsafeCast<Array<Boolean>(@kotlin.internal.InlineOnly)public actual inline fun CharArray.asList(): List<Char> { return object : AbstractList<Char>(), RandomAccess { override val size: Int get() = this@asList.size override fun isEmpty(): Boolean = this@asList.isEmpty() override fun get(index: Int): Char = this@asList[index] override fun indexOf(element: Char): Int = this@asList.indexOf(element) override fun lastIndexOf(element: Char): Int = this@asList.lastIndexOf(element) } }

/**
 * Returns a \[List\] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>.asList(): List<T> { return ArrayList<T>(this.unsafeCast<Array<Any?>>(@kotlin.internal.InlineOnly)public actual inline fun IntArray.asList(): List<Int> { return this.unsafeCast<Array<Int>(@kotlin.internal.InlineOnly)public actual inline fun ShortArray.asList(): List<Short> { return this.unsafeCast<Array<Short>(@kotlin.internal.InlineOnly)public actual inline fun FloatArray.asList(): List<Float> { return this.unsafeCast<Array<Float>(@kotlin.internal.InlineOnly)public actual inline fun DoubleArray.asList(): List<Double> { return this.unsafeCast<Array<Double>(@kotlin.internal.InlineOnly)public actual inline fun CharArray.asList(): List<Char> { return object : AbstractList<Char>(), RandomAccess { override val size: Int get() = this@asList.size override fun isEmpty(): Boolean = this@asList.isEmpty() override fun get(index: Int): Char = this@asList[index] override fun indexOf(element: Char): Int = this@asList.indexOf(element) override fun lastIndexOf(element: Char): Int = this@asList.lastIndexOf(element) } }

/**
 * Returns a hash code based on the contents of this array as if it is \[List\]. Nested arrays are treated as lists too.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the \[equals\][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. `NaN` is not defined externally.
 * If two corresponding elements are deeply equal to one another, they are also compared deeply.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the \[equals\][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. `NaN` is not defined externally.
 * If two corresponding elements are deeply equal to one another, they are also compared deeply.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the \[equals\][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. `NaN` is not defined externally.
 * If two corresponding elements are deeply equal to one another, they are also compared deeply.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the \[equals\][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. `NaN` is not defined externally.
 * If two corresponding elements are deeply equal to one another, they are also compared deeply.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the \[equals\][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. `NaN` is not defined externally.
/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another,
 * i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun <T> Array<out T>.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ByteArray.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ShortArray.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun IntArray.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun LongArray.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun FloatArray.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun DoubleArray.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun BooleanArray.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun CharArray.contentHashCode(): Int {
    definedExternally
}
contents of this array as if it is [List].
*
@SinceKotlin("1.1")@n@library("arrayHashCode")@n@public actual fun CharArray.contentHashCode(): Int {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun <T> Array<out T>.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun ByteArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun ShortArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun IntArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun LongArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun FloatArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun DoubleArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun BooleanArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun CharArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun IntArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun LongArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun FloatArray.contentToString(): String {
    definedExternally
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@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun DoubleArray.contentToString(): String {
    definedExternally
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@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun BooleanArray.contentToString(): String {
    definedExternally
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    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun LongArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun FloatArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun DoubleArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun BooleanArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.1")@n@library("arrayToString")@n@public actual fun CharArray.contentToString(): String {
    definedExternally
}@n@*/
@SinceKotlin("1.3")@n@kotlin.internal.InlineOnly@n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")@n@public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>,
    destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset,
    startIndex, endIndex)
    return destination
}@n@*/
@sinceKotlin("1.3")@n@kotlin.internal.InlineOnly@n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")@n@public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>,
    destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset,
    startIndex, endIndex)
    return destination
}@n@*/
@SinceKotlin("1.3")@n@kotlin.internal.InlineOnly@n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")@n@public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>,
    destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset,
    startIndex, endIndex)
    return destination
}@n@*/
@SinceKotlin("1.3")@n@kotlin.internal.InlineOnly@n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")@n@public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>,
    destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset,
    startIndex, endIndex)
    return destination
}@n@*/
IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], @return the [destination] array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS!")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startDevice the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endDevice the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], @return the [destination] array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS!")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startDevice the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endDevice the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], @return the [destination] array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS!")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startDevice the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endDevice the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], @return the [destination] array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS!")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)
    return destination
}
same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
@param destination the array to copy to.
@param destinationOffset the position in the [destination] array to copy to, 0 by default.
@param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
@param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
@throws IndexOutOfBoundsException or [IllegalArgument Exception] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@kotlin.internal.InlineOnly
@suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
* Copies this array or its subrange into the [destination] array and returns that array. It's allowed to pass
* the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgument Exception] when [startIndex] or [endIndex] is out of range of this
* array indices or when `startIndex > endIndex`.
* */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@kotlin.internal.InlineOnly
@suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
* Copies this array or its subrange into the [destination] array and returns that array. It's allowed to pass
* the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgument Exception] when [startIndex] or [endIndex] is out of range of this
* array indices or when `startIndex > endIndex`.
* */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@kotlin.internal.InlineOnly
@suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)
    return destination
}
return fillFrom(this, IntArray(newSize))

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @param samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun LongArray.copyOf(newSize: Int): LongArray
{
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, 0L)
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @param samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun FloatArray.copyOf(newSize: Int): FloatArray
{
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, FloatArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @param samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray
{
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, DoubleArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with `false` values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.
 * @param samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray
{
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with `null` char (`\u0000`) values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` char (`\u0000`) values.
 * @param samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun CharArray.copyOf(newSize: Int): CharArray
{
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, CharArray(newSize)))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with `null` values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.
 * @param samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?>
{
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, null)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `0..array.size`
 * @param fromIndex...array.array.size
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>
{
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

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be in `0..array.size`
* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
* @param fromIndex the start of the range (inclusive), must be in `0..array.size`
* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex))
}

public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex))
}

public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Returns an array containing all elements of the original array and then the given 
 * `element`.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given 
 * `element`.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given 
 * `element`.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given 
 * `element`.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given 
 * `element`.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given 
 * `element`.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given 
 * `element`.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given 
 * `element`.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {
    return plus(booleanArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given 
 * `element`.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}
LongArray {
    return plus(longArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {
    return plus(booleanArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun Collection<T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual operator fun IntArray.plus(elements: IntArray): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}
IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort { a: Long, b: Long -> a.compareTo(b) }
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun CharArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place according to the natural order of its elements.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit {
    if (size > 1) sortArrayWith(this, comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {
    asDynamic().sort(comparison)
}
inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.sortWith(comparator: Comparator<Int>): Unit {
    asDynamic().sortWith(comparator)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.sortWith(comparator: Comparator<Long>): Int {
    return compareValuesBy(LongArray() { n -> n }, this, comparator)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.sortWith(comparator: Comparator<Byte>): Unit {
    asDynamic().sortWith(comparator)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.sortWith(comparator: Comparator<Short>): Unit {
    asDynamic().sortWith(comparator)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.sortWith(comparator: Comparator<Int>): Unit {
    asDynamic().sortWith(comparator)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.sortWith(comparator: Comparator<Long>): Unit {
    asDynamic().sortWith(comparator)
}

/**
 * Compares two values using the specified functions [selectors] to calculate the result of the comparison.
 * The functions are called sequentially, receive the given values [a] and [b] and return
 * [Comparable]* objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do
 * not compare as equal, the result of that comparison is returned.
 */
@kotlin.internal.InlineOnly
public inline fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {
    require(selectors.size > 0)
    return compareValuesByImpl(a, b, selectors)
}

private inline fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?>): Int {
    for (fn in selectors) {
        val v1 = fn(a)
        val v2 = fn(b)
        val diff = compareValues(v1, v2)
        if (diff != 0) return diff
    }
    return 0
}

/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.
 */
@kotlin.internal.InlineOnly
public inline fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<K>, selector: (T) -> K): Int {
    return comparator.compare(selector(a), selector(b))
}

/**
 * Compares two nullable [Comparable] values. Null
 */
public actual fun Nullable<Comparable>.compare(a: Nullable<Comparable>, b: Nullable<Comparable>): Int {
    return compareValues(a, b)
}

*/

// Not so useful without type inference for receiver of expression
//@Suppress("NOTHING_TO_INLINE")
public inline fun <T> compareValuesWith(a: T, b: T, comparator: Comparator<T>): Int = comparator.compare(a, b)

//
is considered less than any value.\n
```java
public <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1
    @SuppressWarnings("UNCHECKED_CAST")
    return (a as Comparable<Any>).compareTo(b)
}

/**
 * Creates a comparator using the sequence of functions to calculate a result of comparison.
 * The functions are called sequentially, receive the given values ‘a’ and ‘b’ and return
 * [Comparable]* objects. As soon as the [Comparable] instances returned by a function for ‘a’ and ‘b’ values do
 * not* compare as equal, the result of that comparison is returned from the [Comparator].\n
 * @sample samples.comparisons.Comparisons.compareByWithSelectors
 */
public fun <T> compareBy(vararg selectors: (T) -> Comparable<*>)?: Comparator<T> {
    require(selectors.size > 0)
    return Comparator { a, b ->
        compareValuesByImpl(a, b, selectors)
    }
}

/**
 * Creates a comparator using the function to transform value to a [Comparable] instance for comparison.
 *\n
 * @sample samples.comparisons.Comparisons.compareByWithSingleSelector
 */
@kotlin.internal.InlineOnly
public inline fun <T> compareBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(a, b, selector)
    }

/**
 * Creates a descending comparator using the function to transform value to a [Comparable] instance for comparison.
 *\n
 * @sample samples.comparisons.Comparisons.compareByDescendingWithSingleSelector
 */
@kotlin.internal.InlineOnly
public inline fun <T> compareByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(b, a, selector)
    }

/**
 * Creates a comparator comparing values after the primary comparator defined them equal. It
 * uses* the function to transform value to a [Comparable] instance for comparison.
 *\n
 * @sample samples.comparisons.Comparisons.thenBy
 */
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenBy.compare(a, b)
        if (previousCompare != 0) previousCompare else
        compareValuesBy(a, b, selector)
    }

/**
 * Creates a descending comparator comparing values after the primary comparator defined them equal. It uses* the function to transform value to a [Comparable] instance for comparison.
 *\n
 * @sample samples.comparisons.Comparisons.thenByDescending
 */
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else
        compareValuesBy(b, a, selector)
    }
```

---

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inline fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)
    }

/**
 * Creates a comparator using the primary comparator and function to calculate a result of comparison.
 */
@sample samples.comparisons.Comparisons.thenByDescending

inline fun <T, K> Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparator.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only * when the former considered values equal.
 */
@sample samples.comparisons.Comparisons.thenDescending

infix fun <T> Comparator<T>.then(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@then.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

infix fun <T> Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =
    Comparator<T> { a, b ->
        val previousCompare = this@thenDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(b, a)
    }

// Not so useful without type inference for receiver of expression
/**
 * Extends the given [comparator] of non-nullable values to a comparator of nullable values considering `null` value less than any other value.
 */
@sample samples.comparisons.Comparisons.nullsFirstLastWithComparator

fun <T : Any> nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> -1
            b == null -> 1
            else -> comparator.compare(a, b)
        }
    }

fun <T : Comparable<T>> nullsFirst(): Comparator<T?> = nullsFirst(naturalOrder())

fun <T : Any> nullsLast(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    }

fun <T : Comparable<T>> nullsLast(): Comparator<T?> = nullsLast(naturalOrder())

/**
 * Returns a comparator that imposes the reverse ordering of this comparator.
 */
fun <T> Comparator<T>.reversed(): Comparator<T> = when (this) {
    is ReversedComparator -> this.comparator
    NaturalOrderComparator -> @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)
    ReverseOrderComparator -> @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)
    else -> ReversedComparator(this)
}

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {

...
override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
@Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
  override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
@Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}

package kotlin

actual interface Comparator<T> {
    @JsName("compare")
    actual fun compare(a: T, b: T): Int
}

actual inline fun <T> Comparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> = object :
    Comparator<T> {
        override fun compare(a: T, b: T): Int = comparison(a, b)
}

package kotlin

import kotlin.contracts.*

/**
 * An exception is thrown to indicate that a method body remains to be implemented.

 * @param message A String message that describes the problem.
 */
public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.

 * @param reason A string explaining why the implementation is missing.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(): Nothing = throw NotImplementedError()

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.

 * @param reason A string explaining why the implementation is missing.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.run(block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

/**
 * Calls the specified function [block] with the given [receiver] as its receiver and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> with(receiver: T, block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return receiver.block()
}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns `this` value.
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.apply(block: T.() -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    block()
    return this
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(this)
}

/**
 * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (predicate(this)) this else null
}

/**
 * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (!predicate(this)) this else null
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.also(block: (T) -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    block(this)
    return this
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T, R> T.repeat(times: Int, action: (Int) -> R): Unit {
    contract {
        callsInPlace(action) ...
    }
    for (index in 0 until times) {
        action(index)
    }
}
governed by the Apache 2.0 license * that can be found in the license/LICENSE.txt file.

*\n
package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//import kotlin.js.*

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> minOf(a: T, b: T): T {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>()
}
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Int, b: Int): Int {\n return Math.min(a, b)\n}\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin(\"1.1\")\n@Suppress(\"DEPRECATION_ERROR\", \"NOTHING_TO_INLINE\")\npublic actual
inline fun minOf(a: Long, b: Long): Long {\n return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two
values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Float, b: Float): Float {\n return Math.min(a, b)\n}\n\n/**\n * Returns the smaller of two
values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Double, b: Double): Double {\n return Math.min(a, b)\n}\n\n/**\n * Returns the smaller of
three values.\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T {\n
return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {\n return Math.min(a.toInt(), b.toInt(),
c.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Short, b: Short, c: Short): Short {\n return Math.min(a.toInt(), b.toInt(),
c.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Int, b: Int, c: Int): Int {\n return Math.min(a, b, c)\n}\n\n/**\n * Returns the smaller of three
values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Long, b: Long,
c: Long): Long {\n return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Float, b: Float, c: Float): Float {\n return Math.min(a, b, c)\n}\n\n/**\n * Returns the smaller
of three values.\n
*/\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION_ERROR\")\npublic actual
inline fun minOf(a: Double, b: Double, c: Double): Double {\n return Math.min(a, b, c)\n}\n\n","/*\n * Copyright
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license/LICENSE.txt file.\n
*/\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage
kotlin.collections\n\n/**\n * Given an [iterator] function constructs an [Iterable] instance that returns values through
the [Iterator]\n * provided by that function.\n * @sample samples.collections.Iterables.Building.iterable\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T>
= object : Iterable<T> {\n override fun iterator(): Iterator<T> = iterator()\n}\n\n/**\n * A wrapper over another
[Iterable] (or any other object that can produce an [Iterator]) that returns\n * an indexing iterator.\n */\ninternal class
IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {\n override
fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())\n}\n\n\n/**\n * Returns the size of
this iterable if it is known, or `null` otherwise.\n */\n@PublishedApi\ninternal fun <T>
Iterable<T>.collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null\n\n/**\n * Returns the size of
this iterable if it is known, or the specified [default] value otherwise.\n */\n@PublishedApi\ninternal fun <T>
Iterable<T>.collectionSizeOrDefault(default: Int): Int = if (this is Collection<*>) this.size else default\n\n/**
Returns true when it's safe to convert this collection to a set without changing contains method behavior. */\nprivate
fun <T> Collection<T>.safeToConvertToSet() = size > 2 && this is ArrayList\n\n/** Converts this collection to a
set, when it's worth so and it doesn't change contains method behavior. */\ninternal fun <T>
Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =\n when (this) {\n
is
Set -> this\n
is Collection ->\n
when {\n
source is Collection && source.size < 2 -> this\n
else -> if (this.safeToConvertToSet()) toHashSet() else this\n
}\n
else -> toHashSet()\n }\n\n/**
Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */\ninternal fun

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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

/**
 * Given an [iterator] function constructs a [Sequence] that returns values through the [Iterator]
 * provided by that function. This are valued lazily, and the sequence is potentially infinite.
 * *@sample sample.collections.Sequences.Building.sequenceFromIterator
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.
 * *@sample sample.collections.Sequences.Building.sequenceOfValues
 */
public fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Returns an empty sequence.
 */
public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
}

/**
 * Returns a sequence that iterates through the elements either of this sequence
 * or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.
 * *@sample sample.collections.Sequences.Usage.sequenceIfEmpty
 */
@SinceKotlin("1.3")
public fun <T> Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {
    val iterator = this@ifEmpty.iterator()
    if (iterator.hasNext()) {
        yieldAll(iterator)
    } else {
        yieldAll(defaultValue())
    }
}

/**
 * Returns a sequence of all elements from all sequences in this sequence.
 * This is an _intermediate_ and _stateless_ operation.
 */
public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() } @sample
 */

/*
 * Copyright 2010-2018
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName(""SequencesKt"")

package kotlin.sequences

/**
 * Returns a single list of all elements from each of the given collection.
 * *@sample samples.collections.Iterables.Operations.flattenIterable
 */
public fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }

/**
 * Returns a pair of lists, where first list is built from the first values of each pair from this collection,
 * second list is built from the second values of each pair from this collection.
 * *@sample samples.collections.Iterables.Operations.unzipIterable
 */
public fun <T, R> Iterable<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> =
    (expectedSize = collectionSizeOrDefault(10)) val listT =
    ArrayList<T>(expectedSize) val listR = ArrayList<R>(expectedSize)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR

/*
 * Copyright 2010-2018
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName(""SequencesKt"")

package kotlin.sequences

/**
 * Returns a single list of all elements from each of the given collection.
 * *@sample samples.collections.Iterables.Operations.flattenIterable
 */
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        is Set -> this
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 * Returns a single list of all elements from each of the given collection.
 * *@sample samples.collections.Iterables.Operations.flattenIterable
 */
public fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }

/**
 * Returns a single list of all elements from each of the given collection.
 * *@sample samples.collections.Iterables.Operations.flattenIterable
 */
public fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }

/**
 * Returns a single list of all elements from each of the given collection.
 * *@sample samples.collections.Iterables.Operations.flattenIterable
 */
public fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }

/**
 * Returns a single list of all elements from each of the given collection.
 * *@sample samples.collections.Iterables.Operations.flattenIterable
 */
public fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }

/**
 * Returns a single list of all elements from each of the given collection.
 * *@sample samples.collections.Iterables.Operations.flattenIterable
 */
public fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }

/**
 * Returns a single list of all elements from each of the given collection.
 * *@sample samples.collections.Iterables.Operations.flattenIterable
 */
public fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }

/**
 * Returns a single list of all elements from each of the given collection.
 * *@sample samples.collections.Iterables.Operations.flattenIterable
 */
public fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
A sequence which returns the values from the underlying [sequence] that either match or do not match * the specified [predicate].  

```kotlin
fun filter(iterator: (R) -> Iterator<E>): Sequence<E> {
    return FilteringSequence<T, R, E>(sequence, transformer, iterator)
}
```

Returns the values returned by that function. The sequence stops returning values as soon as one of the underlying sequences stops returning values.

```kotlin
internal class FilteringSequence<T, R, E> : Sequence<E> {
    private valsequence: Sequence<T>,
    private val transformer: (T) -> R,
    private val predicate: (T) -> Boolean
) : Sequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
        var nextItem: T? = null

        private fun calcNext() {
            while (iterator.hasNext()) {
                val item = iterator.next()
                if (predicate(item) == sendWhen) {
                    nextItem = item
                    nextState = 1
                } else {
                    nextState = 0
                }
            }
            nextState = 0
        }

        override fun hasNext(): Boolean
            return nextState != -1

        override fun next(): T {
            if (nextState == -1)
                throw NoSuchElementException()
            return nextItem
        }
    }
}
```

The function to the values in the underlying [sequence], where the transformer function takes the index of the value in the underlying sequence along with the value itself. 

```kotlin
internal class TransformingSequence<T, R> : Sequence<R> {
    private val sequence: Sequence<T>,
    private val transformer: (T) -> R
}
```

A sequence which combines values from the underlying [sequence] with their indices and returns them as IndexedValue objects.

```kotlin
internal class IndexingSequence<T> {
    private val sequence: Sequence<T>

    override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {
        val iterator = sequence.iterator()
        var index = 0

        override fun next(): IndexedValue<T> {
            return IndexedValue(checkIndexOverflow(index++), iterator.next())
        }
    }
}
```

A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence]. 

```kotlin
internal class TransformingIndexedSequence<T, R> : Sequence<R> {
    private val sequence: Sequence<T>,
    private val transformer: (Int, T) -> R
}
```

A sequence which returns the results of applying the given [transformer] to the values in the underlying [sequence], and returns the values returned by that function. The sequence stops returning values as soon as one of the underlying sequences stops returning values.

```kotlin
internal class MergingSequence<T1, T2, V> : Sequence<V> {
    private val sequence1: Sequence<T1>,
    private val sequence2: Sequence<T2>,
    private val transform: (T1, T2) -> V
}
```

A sequence which returns the values from two parallel underlying sequences, passes them to the given [transformer] function and returns the values returned by that function. The sequence stops returning values as soon as one of the underlying sequences stops returning values.

```kotlin
internal class FlatteningSequence<T, R, E> : Sequence<E> {
    private val sequence: Sequence<T>,
    private val transformer: (T) -> R,
    private val iterator: (R) -> Iterator<E>
}
```

A sequence which takes the values from two parallel underlying sequences, passes them to the given [transformer] function and returns the values returned by that function. The sequence stops returning values as soon as one of the underlying sequences stops returning values.

```kotlin
internal class FlatteningSequence<T, R, E> : Sequence<E> {
    private val sequence: Sequence<T>,
    private val transformer: (T) -> R,
    private val iterator: (R) -> Iterator<E>
}
```

A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence], where the transformer function takes the index of the value in the underlying sequence along with the value itself.

```kotlin
internal class TransformingIndexedSequence<T, R> : Sequence<R> {
    private val sequence: Sequence<T>,
    private val transformer: (Int, T) -> R
}
```

The function to the values in the underlying [sequence], where the transformer function takes the index of the value in the underlying sequence along with the value itself.
if (nextItemIterator.hasNext()) { 
    itemIterator = nextItemIterator
    return true
} 

@Suppress("UNCHECKED_CAST")
@UnsafeValueParam("T")
class TakeWhileSequence<T> {
    constructor(
        private val sequence: Sequence<T>,
        private val predicate: (T) -> Boolean
    ) : super(sequence)

    fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)

    fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)
}

class SubSequence<T>(
    private val sequence: Sequence<T>,
    private val startIndex: Int,
    private val endIndex: Int
) : Sequence<T>, DropTakeSequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return position < startIndex || position < endIndex && iterator.hasNext()
        }

        override fun next(): T {
            if (position == startIndex) {
                throw NoSuchElementException()
            }
            val item = iterator.next()
            if (predicate(item)) {
                nextState = 1
                nextItem = item
                return
            }
        }

        override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)

        override fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)
    }
}

class DropSequence<T>(
    private val sequence: Sequence<T>,
    private val count: Int
) : Sequence<T>, DropTakeSequence<T> {
    init {
        require(count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var left = count
        override fun hasNext(): Boolean {
            return left > 0 && iterator.hasNext()
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }

        override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)
    }

    override fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)
}

class TakeSequence<T>(
    private val sequence: Sequence<T>,
    private val count: Int
) : Sequence<T>, DropTakeSequence<T> {
    init {
        require(count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return left > 0 && iterator.hasNext()
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }

        override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)
    }

    override fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)
}

class DropTakeSequence<T> : Sequence<T> {
    fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)

    fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)
}

fun calcNext(): 
@Suppress("UNCHECKED_CAST")
    var result = nextItem as T

    // Clean next to avoid keeping reference on yielded instance
    nextItem = null
    nextState = -1
    if (nextState == 0) {
        throw NoSuchElementException()
    }

    override fun hasNext(): Boolean {
        return nextState == 0
    }

    override fun next(): T {
        if (nextState == -1) {
            return calcNext()
        }
        return nextItem
    }

    override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)

    override fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)
}

fun calcNext() // will change nextState
if (nextState == 0) {
    throw NoSuchElementException()
}

@UnsafeValueParam("T")
class TakeWhileSequence<T> {
    constructor(
        private val sequence: Sequence<T>,
        private val predicate: (T) -> Boolean
    ) : super(sequence)

    fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)

    fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)
}

If (predicate(item)) {
    nextState = 1
    nextItem = item
    return
}

private val sequence: Sequence<T>,
    private val count: Int
) : Sequence<T>, DropTakeSequence<T> {
    init {
        require(count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return left > 0 && iterator.hasNext()
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }

        override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)
    }

    override fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)
}

class TakeWhileSequence<T> {
    constructor(
        private val sequence: Sequence<T>,
        private val predicate: (T) -> Boolean
    ) : super(sequence)

    fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)

    fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)
}

/**
 * A sequence that returns values from the underlying sequence, and stops returning values once the function returns `false` for the next element. This class is implemented with a
 * DropTakeSequence type.
 */
internal class DropSequence<T>(
    private val sequence: Sequence<T>,
    private val count: Int
) : Sequence<T>, DropTakeSequence<T> {
    init {
        require(count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return left > 0 && iterator.hasNext()
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }

        override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)
    }

    override fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)
}

/**
 * A sequence that supports drop(n) and take(n) operations
 */
internal interface DropTakeSequence<T> : Sequence<T> {
    fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)

    fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)
}

If (predicate(item)) {
    nextState = 1
    nextItem = item
    return
}

private val sequence: Sequence<T>,
    private val count: Int
) : Sequence<T>, DropTakeSequence<T> {
    init {
        require(count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var position = 0
        override fun hasNext(): Boolean {
            return left > 0 && iterator.hasNext()
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }

        override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)
    }

    override fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)
}
iterator.next()
            return

    }

    override fun next(): T {
        drop()
        return iterator.next()
    }

    override fun hasNext(): Boolean {
        drop()
        return iterator.hasNext()
    }

/**
 * A sequence that skips the values from the underlying [sequence] while the given
 * [predicate] returns `true` and returns all values after that.
 */
private class DropWhileSequence<T> private constructor(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var dropState: Int = -1 // -1 for not dropping, 1 for nextItem, 0 for normal iteration
        var nextItem: T? = null

        private fun drop() {
            while (iterator.hasNext()) {
                nextItem = iterator.next()
                if (!predicate(nextItem!!)) {
                    return
                }
            }
            dropState = 0
        }

        override fun next(): T {
            if (dropState == -1)
                drop()

            if (dropState == 1) {
                @Suppress("UNCHECKED_CAST")
                val result = nextItem as T
                nextItem = null
                dropState = 0
                return result
            }
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            if (dropState == -1)
                drop()
            return dropState == 1 || iterator.hasNext()
        }
    }
}

private class DistinctSequence<T, K>(private val source: Sequence<T>,
    private val keySelector: (T) -> K) : Sequence<T> {
    override fun iterator(): Iterator<T> = source.iterator().distinctBy(keySelector)
}

private class DistinctIterator<T, K>(private val source: Iterator<T>,
    private val keySelector: (T) -> K) : AbstractIterator<T>() {
    private val observed = HashSet<K>()

    override fun computeNext() {
        while (source.hasNext()) {
            val next = source.next()
            val key = keySelector(next)

            if (observed.add(key)) {
                setNext(next)
                return
            }
        }
        done()
    }
}

private class GeneratorSequence<T : Any>(private val getInitialValue: () -> T?,
    private val getNextValue: (T) -> T?) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var nextItem: T? = null
        var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for continue

        private fun calcNext() {
            nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
            nextState = if (nextItem == null) 0 else 1
        }

        override fun next(): T {
            if (nextState < 0)
                calcNext()

            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem as T
            // Do not clean nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
            nextState
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState < 0)
            calcNext()
            return nextState == 1
        }
    }
}

/**
 * Returns a wrapper sequence that provides values of this sequence, but ensures it can be iterated only one time.
 * The operation is _intermediate_ and _stateless_.
 * [IllegalStateException] is thrown on iterating the returned sequence from the second time.
 * @sample samples.collections.Sequences.Building.generateSequence
 */
@kotlin.internal.LowPriorityInOverloadResolution public fun <T> Sequence<T>.constrainOnce(): Sequence<T> =
    if (this is ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)

/**
 * Returns a sequence which invokes the function to calculate the next value on each iteration until the function returns `null`.
 * The returned sequence is constrained to be iterated only once.
 * @see kotlin.collections.Sequence
 * @sample samples.collections.Sequences.Building.generateSequence
 * @sample samples.collections.SequencesBuilding.generateSequence
 */
@kotlin.internal.LowPriorityInOverloadResolution public fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> =
    GeneratorSequence(nextFunction, { nextFunction() }).constrainOnce()
which is invoked to produce the starting value,\n* and the [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration.\n* The sequence produces values until it encounters first `null` value,\n* If [seedFunction] returns `null`, an empty sequence is produced.\n* The sequence can be iterated multiple times.\n* @see kotlin.sequences.sequence\n* @sample samples.collections.Sequences.Building.generateSequenceWithLazySeed\n*\npublic fun <T : Any>\ngenerateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> =\nGeneratorSequence(seedFunction, nextFunction)\n
"/*
 * Copyright 2010-2019 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */

@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n
package\n kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n See: https://github.com/JetBrains/kotlin/tree/master/stub/lib\n
import kotlin.random.*

/**
 * Returns 1st *element* from the collection.\n *\n * @sample samples.collections.Collections.Elements.elementAt\n */
public operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the collection.\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the collection.\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the collection.\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the collection.\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.\n *\n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */
public fun <T> List<T>.elementAtOrNull(index: Int): T? {
    if (this is List)
        return getOrNull(index)
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first *element* matching the given [predicate], or 'null' if no such element was found.\n */
Iterate<T>.findLast(predicate: (T) -> Boolean): T? |

    return lastOrNull(predicate) *

    Returns the last element matching the given [predicate], or `null` if no such element was found.

    @throws [NoSuchElementException] if the collection is empty.

    *@kotlin.internal.InlineOnly*|public inline fun <T> Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {

    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            lastIndex = index
        index++
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or `null` if element was not found.
 * @throws [NoSuchElementException] if such element does not exist.
 */
@kotlin.internal.InlineOnly|public inline fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOf(element: T): Int {

    return checkIndexOverflow(index)
    if (element == item)
        return index
    index++
}

/**
 * Returns first index of 
 * @throws [NoSuchElementException] if the list is empty.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOf(element: T): Int {

    if (this is List) return this.indexOf(element)
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}
public fun <T> Iterable<T>.last(): T {
    when (this) {
        is List -> return this.last()
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection is empty.")
            else
                return last
        }
    }
}

/**
 * Returns the last
 * @throws 
 */
public fun <T> List<T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("List is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element matching the given 
 * @throws 
 */
public inline fun <T> Iterable<T>.last(predicate: (T) -> Boolean): T {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.

 * Returns last index of 
 * 
 * @throws 
 */
public fun <T> List<T>.lastIndexOf(element: T): Int {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return
    }
    throw NoSuchElementException("List contains no element matching the predicate.

 * Returns last index of 
 * @throws 
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.random(): T {
    return random(Random)
}

/**
 * Returns a random element from this collection using the specified source of randomness.
 * @throws 
 */
@SinceKotlin("1.3")
public fun <T> Collection<T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Collection is empty.")
    return elementAt(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the collection is empty or has more than one element.
 * @throws 
 */
public fun <T> Iterable<T>.single(): T {
    when (this) {
        is List -> return this.single()
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection is empty.")
            else
                return last
        }
    }
}

/**
 * Returns the single element, or throws an exception if the list is empty or has more than one element.
 * @throws 
 */
public fun <T> List<T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("List is empty.")
        1 -> this[0]
        else -> throw
    }
}
equal elements preserve their order relative to each other after sorting.

```kotlin
public inline fun <T, R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareBy(selector))
}

/**
 * Sorts elements in the list in-place descending according to natural sort
 * order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to
 * each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T, R : Comparable<R>> Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T, R : Comparable<R>> Iterable<T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}
```

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Collection<Short>.toShortArray(): ShortArray {\n    val result = ShortArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] = element\n    return result\n}\n
Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given collection.\n
The returned map preserves the entry iteration order of the original collection.\n
@<T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>):\n    Map<K, V> {\n        val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n        return associateTo(LinkedHashMap<K, V>(capacity), transform)}\n
Returns a [Map] containing the elements from the given collection indexed by the key \n returned from [keySelector] function applied to each element.\n
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n
The returned map preserves the entry iteration order of the original collection.\n
@<T, K> Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)}\n
Returns a [Map] containing the key-value pairs, \n where key is provided by the [keySelector] function applied to elements of the given collection.\n
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n
The returned map preserves the entry iteration order of the original collection.\n
@<T, K, M: MutableMap<in K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n    for (element in this) {\n        destination.put(keySelector(element), element)\n    }\n    return destination\n}\n
Populates and returns the [destination] mutable map with key-value pairs, \n where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to each element of the given collection.\n
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n
The returned map preserves the entry iteration order of the original collection.\n
@<T, K, M: MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n    for (element in this) {\n        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n}\n
Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given collection.\n
If any two pairs would have the same key the last one gets added to the map.\n
The returned map preserves the entry iteration order of the original collection.\n
@<K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {\n    val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)}\n
Populates and returns the [destination] mutable map with key-value pairs provided by [valueSelector] function applied to each element of the given collection.\n
If any two elements are equal, the last one overwrites the former value in the map.\n
The returned map preserves the entry iteration order of the original collection.\n
@<K, V, M: MutableMap<in K, in V>> Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n    for (element in this) {\n        destination += valueSelector(element)\n    }\n    return destination\n}\n
Appends all elements to the given [destination] collection.\n
If any two elements are equal, the last one gets added to the map.\n
The returned map preserves the entry iteration order of the original collection.\n
@<T, C: MutableCollection<in T>> Iterable<T>.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination
Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
    override fun keyOf(element: T): K = keySelector(element)
}

Returns a list containing the results of applying the given [transform] function to each element in the original collection.

Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<T>(collectionSizeOrDefault(10)), transform)
}

Returns a list containing the results of applying the given [transform] function to each element and its index in the original collection.

Iterable<T>.mapIndexed(transform: (Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<T>(collectionSizeOrDefault(10)), transform)
}

Returns a list containing only the non-null results of applying the given [transform] function to each element and its index in the original collection.

Iterable<T>.mapIndexedNotNull(transform: (Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<T>(), transform)
}

Returns a list containing only the non-null results of applying the given [transform] function to each element in the original collection.

Iterable<T>.mapIndexedNotNullTo(destination: MutableCollection<R>, transform: (Int, T) -> R?): R {
    forEachIndexed {
        index, element -> transform(index, element) ?: return@forEachIndexed
    }
    return destination
}

Iterable<T>.mapIndexedTo(destination: MutableCollection<R>, transform: (Int, T) -> R): R {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<T>(), transform)
}

Returns a list containing only the non-null results of applying the given [transform] function to each element in the original collection.

Iterable<T>.mapNotNullTo(destination: MutableCollection<R>, transform: (T) -> R?): R {
    forEach {
        element -> transform(element) ?: return@forEach
    }
    return destination
}

Iterable<T>.mapTo(destination: MutableCollection<R>, transform: (T) -> R): R {
    for (item in this)
        destination.add(transform(item))
    return destination
}

Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

Returns a lazy [Iterable] of [IndexedValue] for each element in the original collection.

Iterable<T>.distinct(): List<T> {
    return toMutableSet().toList()
}

Returns a list containing only elements from the given collection
having distinct keys returned by the given [selector] function.

Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
    return this@distinctBy.toMutableSet().toList()
}

The elements in the resulting list are in the same order as they were in the source collection.

Iterable<T>.intersect(other: Iterable<T>): Set<T> {
    val set = HashSet<K>(other)
    val list = ArrayList<T>(other)
    for (e in this)
        if (set.contains(e)) list.add(e)
    return list
}

Returns a set containing all elements that are contained by both this set and the specified collection.

Iterable<T>.intersects(collection: Collection<T>): Boolean {
    for (e in this)
        if (collection.contains(e)) return true
    return false
}

Iterable<T>.retainAll(collection: Collection<T>): Boolean {
    for (e in this)
        if (!collection.contains(e)) return false
    return true
}

Iterable<T>.intersection(collection: Collection<T>): Set<T> {
    return toMutableSet().retainAll(collection)
}

The returned set preserves the element iteration order of the original collection.

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collection and not contained by the specified collection.\n * \n * The returned set preserves the element iteration
order of the original collection.\n */\npublic infix fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {\n
val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a mutable set containing
all distinct elements from the given collection.\n * \n * The returned set preserves the element iteration order of the
original collection.\n */\npublic fun <T> Iterable<T>.toMutableSet(): MutableSet<T> {\n return when (this) {\n
is Collection<T> -> LinkedHashSet(this)\n
else -> toCollection(LinkedHashSet<T>())\n }\n}\n\n/**\n *
Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element
iteration order of the original collection.\n * Those elements of the [other] collection that are unique are iterated in
the end\n * in the order of the [other] collection.\n */\npublic infix fun <T> Iterable<T>.union(other: Iterable<T>):
Set<T> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns `true` if all
elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic
inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {\n if (this is Collection && isEmpty()) return
true\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if
collection has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic
fun <T> Iterable<T>.any(): Boolean {\n if (this is Collection) return !isEmpty()\n return
iterator().hasNext()\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n *
@sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <T>
Iterable<T>.any(predicate: (T) -> Boolean): Boolean {\n if (this is Collection && isEmpty()) return false\n for
(element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns the number of elements in
this collection.\n */\npublic fun <T> Iterable<T>.count(): Int {\n if (this is Collection) return size\n var count =
0\n for (element in this) checkCountOverflow(++count)\n return count\n}\n\n/**\n * Returns the number of
elements in this collection.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.count(): Int {\n
return size\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun <T>
Iterable<T>.count(predicate: (T) -> Boolean): Int {\n if (this is Collection && isEmpty()) return 0\n var count =
0\n for (element in this) if (predicate(element)) checkCountOverflow(++count)\n return count\n}\n\n/**\n *
Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator
value and each element.\n */\npublic inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R
{\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original collection.\n * @param
[operation] function that takes the index of an element, current accumulator value\n * and the element itself, and
calculates the next accumulator value.\n */\npublic inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation:
(index: Int, acc: R, T) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator
= operation(checkIndexOverflow(index++), accumulator, element)\n return accumulator\n}\n\n/**\n *
Accumulates value starting with [initial] value and applying [operation] from right to left to each element and
current accumulator value.\n */\npublic inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R):
R {\n var accumulator = initial\n if (!isEmpty()) {\n
val iterator = listIterator(size)\n
while
(iterator.hasPrevious()) {\n
accumulator = operation(iterator.previous(), accumulator)\n
}\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to
left\n * to each element with its index in the original list and current accumulator value.\n * @param [operation]
function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the
next accumulator value.\n */\npublic inline fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (index: Int,
T, acc: R) -> R): R {\n var accumulator = initial\n if (!isEmpty()) {\n
val iterator = listIterator(size)\n
while (iterator.hasPrevious()) {\n
val index = iterator.previousIndex()\n
accumulator =
operation(index, iterator.previous(), accumulator)\n
}\n }\n return accumulator\n}\n\n/**\n * Performs the
given [action] on each element.\n */\n@kotlin.internal.HidesMembers\npublic inline fun <T>
Iterable<T>.forEach(action: (T) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the
given [action] on each element, providing sequential index with the element.\n * @param [action] function that

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```kotlin
public fun <T, R : Comparable<R>> Iterable<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    var minValue = selector(minElem)
    while (iterator.hasNext()) {
        val e = iterator.next()
        val v = selector(e)
        if (minValue < v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

public fun <T> Iterable<T>.forEachIndexed(action: (Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}
```

The code snippet above demonstrates how to extract the smallest element from a collection using the `minBy` function in Kotlin. This function takes a selector function as an argument, which is used to determine the value of each element in the collection. The `minBy` function returns the first element that yields the smallest value according to the provided selector function. If there are no elements in the collection, it returns `null`. If any of the elements is `NaN`, the result is `NaN`. The `minBy` function is defined as follows:

```kotlin
public fun <T> Iterable<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}
```

This function iterates through the collection, comparing each element against the current minimum. If a new minimum is found, it updates the current minimum and continues searching. If the end of the collection is reached without finding a minimum, it returns `null`. The `minBy` function can be used in conjunction with other functions like `min`, `max`, `maxWith`, and `minWith` to perform various operations on collections in a secure network analytics environment.
samples.collections.Collections.Aggregates.noneWithPredicate

@SinceKotlin("1.1")
public inline fun <T>
    Iterable<T>.none(predicate: (T) -> Boolean): Boolean {
    var accumulator = operation(accumulator, iterator.next())
    return accumulator
        .requireNoNulls() // Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.
        .sumBy(selector: (T) -> Int): Int
    return val iterator = listIterator(size)
}
Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
* Splits this collection into several lists each not exceeding the given [size] and applies the given [transform] function to an each.
* @return list of results of the [transform] applied to an each.
* Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
* You should not store it or allow it to escape in some way, unless you made a snapshot of it.
* The last list may have less elements than the given [size].
* @param size number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
* @sample samples.text.Strings.chunkedTransform
*/
@SinceKotlin("1.2")
public fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public operator fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.
*/
public operator fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {
    val other = elements.toHashSet()
    return filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.
*/
public operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    return filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.
*/
public operator fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {
    val other = elements.toHashSet()
    return filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minusElement(element: T): List<T> {
    return minus(element)
}

/**
 * Splits the original collection into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`.
*/
public inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    if (this is Collection) return this.plus(element)
    val result = ArrayList<T>()
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public operator fun <T> Collection<T>.plus(element: T): List<T> {
    val result = ArrayList<T>(this.size + 1)
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    val result = ArrayList<T>(this.size + elements.size)
    result.addAll(this)
    result.addAll(elements)
    return result
}
containing all elements of the original collection and then all elements of the given \[\text{elements}\] collection.

```kotlin
public operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T> {
    if (this is Collection) return this.plus(elements)
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given \[\text{elements}\] sequence.
 */
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>(this.size + 10)
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then the given \[\text{element}\].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.plusElement(element: T): List<T> {
    return plus(element)
}

/**
 * Returns a list containing all elements of the original collection and then the given \[\text{element}\].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.plusElement(element: T): List<T> {
    return plus(element)
}

/**
 * Returns a list of snapshots of the window of the given \[\text{size}\] sliding along this collection with the given \[\text{step}\], where each snapshot is a list containing all elements of the original collection and then the given \[\text{size}\] sequences.
 * Several last lists may have less elements than the given \[\text{size}\] sequences.
 * Both \[\text{size}\] and \[\text{step}\] must be positive and can be greater than the number of elements in this collection.
 * @param \[\text{size}\] the number of elements to take in each window
 * @param \[\text{step}\] the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default false which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.takeWindows
 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val result = ArrayList<List<T>>((thisSize + step - 1) / step)
        var index = 0
        while (index < thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (windowSize < size && !partialWindows) break
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}
```

```kotlin
/**
 * Returns a list of results of applying the given \[\text{transform}\] function to each list representing a view over the window of the given \[\text{size}\] sliding along this collection with the given \[\text{step}\].
 * Note that the list passed to the \[\text{transform}\] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last lists may have less elements than the given \[\text{size}\] sequences.
 * Both \[\text{size}\] and \[\text{step}\] must be positive and can be greater than the number of elements in this collection.
 * @param \[\text{size}\] the number of elements to take in each window
 * @param \[\text{step}\] the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default false which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val result = ArrayList<R>((thisSize + step - 1) / step)
        val window = MovingSubList(this)
        var index = 0
        while (index < thisSize) {
            window.move(index, (index + size).coerceAtMost(thisSize))
            if (!partialWindows && window.size < size) break
            result.add(transform(window))
            index += step
        }
        return result
    }
    val result = ArrayList<R>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
        result.add(it)
    }
    return result
}
```

```kotlin
/**
 * Returns a list of values resulting from applying the given \[\text{transform}\] function to each list representing a view over the window of the given \[\text{size}\] sliding along this collection with the given \[\text{step}\].
 * @param \[\text{size}\] the number of elements to take in each window
 * @param \[\text{step}\] the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default false which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val result = ArrayList<R>((thisSize + step - 1) / step)
        val window = MovingSubList(this)
        var index = 0
        while (index < thisSize) {
            window.move(index, (index + size).coerceAtMost(thisSize))
            if (!partialWindows && window.size < size) break
            result.add(transform(window))
            index += step
        }
        return result
    }
    val result = ArrayList<R>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
        result.add(it)
    }
    return result
}
```

```kotlin
/**
 * Returns a list of values resulting from applying the given \[\text{transform}\] function to each list representing a view over the window of the given \[\text{size}\] sliding along this collection with the given \[\text{step}\].
 * @param \[\text{size}\] the number of elements to take in each window
 * @param \[\text{step}\] the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default false which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val result = ArrayList<R>((thisSize + step - 1) / step)
        val window = MovingSubList(this)
        var index = 0
        while (index < thisSize) {
            window.move(index, (index + size).coerceAtMost(thisSize))
            if (!partialWindows && window.size < size) break
            result.add(transform(window))
            index += step
        }
        return result
    }
    val result = ArrayList<R>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
        result.add(it)
    }
    return result
}
```
result.add(transform(it))} return result

/**
 * Returns a list of pairs built from the elements of this collection and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @param other The other array.
 * @return A list of pairs.
 */
public inline fun <T, R> Iterable<T>.zip(other: Array<R>): List<Pair<T, R>>
{
    return transform { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of this collection and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @param other The other array.
 * @param transform The function to apply to each pair.
 * @return A list of pairs.
 */
public inline fun <T, R, V> Iterable<T>.zip(other: Array<R>, transform: (t1: T, t2: R) -> V)
{
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), other.size))
    var i = 0
    for (element in this)
    {
        if (i >= other.size) break
        list.add(transform(element, other[i++]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of this collection and the [other] collection with the same index.
 * The returned list has length of the shortest collection.
 * @param other The other collection.
 * @return A list of pairs.
 */
public infix fun <T, R> Iterable<T>.zip(other: Iterable<R>)
{
    return transform { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of this collection and the [other] collection with the same index.
 * The returned list has length of the shortest collection.
 * @param other The other collection.
 * @param transform The function to apply to each pair.
 * @return A list of values.
 */
public inline fun <T, R, V> Iterable<T>.zip(other: Iterable<R>, transform: (t1: T, t2: R) -> V):
{
    val iterator1 = this.iterator()
    val iterator2 = other.iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
    while (iterator1.hasNext() && iterator2.hasNext())
    {
        list.add(transform(iterator1.next(), iterator2.next()))
    }
    return list
}

/**
 * Returns a list of pairs of each two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @return A list of pairs.
 */
public infix fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>>
{
    return transform { a, b -> a to b }
}

/**
 * Returns a list containing the results of applying the given transform function to each pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @param transform The function to apply to each pair.
 * @return A list of values.
 */
public inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R):
{
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    val result = mutableListOf<R>()
    var current = iterator.next()
    while (iterator.hasNext())
    {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }
    return result
}

/**
 * Appends the string from all the elements separated using separator and using the given prefix and postfix if supplied.
 * If the collection could be huge, you can specify a non-negative value of limit, in which case only the first limit elements will be appended, followed by the truncated string (which defaults to \"...\")
 * @param separator The separator.
 * @param prefix The prefix.
 * @param postfix The postfix.
 * @param limit The limit.
 * @param truncated The truncated string.
 * @return The resulting string.
 */
public fun <T, A : Appendable> Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A
{
    buffer.append(prefix)
    var count = 0
    for (element in this)
    {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit)
        {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using separator and using the given prefix and postfix if supplied.
 * If the collection could be huge, you can specify a non-negative value of limit, in which case only the first limit elements will be appended, followed by the truncated string (which defaults to \"...\")
 * @param separator The separator.
 * @param prefix The prefix.
 * @param postfix The postfix.
 * @param limit The limit.
 * @param truncated The truncated string.
 * @return The resulting string.
 */
public fun <T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String
{
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
copyToArrayImpl(collection: Collection<*>) { array = emptyArray<Any?>(); while (iterator.hasNext()) array.asDynamic().push(iterator.next()); return array
}@JsName("copyToArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>, array: Array<T>) { if (array.size < collection.size) return copyToArrayImpl(collection).unsafeCast<Array<T>>();
    val iterator = collection.iterator();
    var index = 0;
    while (iterator.hasNext()) { array[index++] = iterator.next();
    } if (index < array.size) { array[index] = null; return array
} } *public fun <T> listOf(element: T): List<T> =
    arrayListOf(element)

/**
 * Returns an immutable set containing only the specified object [element].
 */
public fun <T> setOf(element: T): Set<T> = hashSetOf(element)

/**
 * Returns an immutable map,
 * mapping only the specified key to the specified value.
 */
public fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> = hashMapOf(pair)

/**
 * Fills the list with the provided [value].
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.fill(value: T): Unit {
    for (index in 0..lastIndex) {
        this[index] = value
    }
}

/**
 * Randomly shuffles elements in this list.
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)

/**
 * Returns a new list with the elements of this list randomly shuffled.
 */
@SinceKotlin("1.2")
public actual fun <T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }

/**
 * Sorts elements in the list in-place according to their natural sort order.
 * Each element in the list gets replaced with the new list.
 */
public actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit {
    sortArrayWith(arrayOfNulls(0), naturalOrder())
}

/**
 * Sorts elements in the list in-place according to the order specified with [comparator].
 */
public actual fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit {
    sortArrayWith(arrayOfNulls(0), comparator)
}

private fun <T> sortArrayWith(list: Array<T>, comparator: Comparator<in T>) {
    if (list.size <= 1) return
    val rangeSize = list.size
    for (index in 0 until rangeSize) {
        list[index] = list[index]!!
    }
    sortArrayWith(list, comparator)
}

@SinceKotlin("1.3")
@PublishedApi
@JsName("arrayCopy")
internal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int, startIndex: Int, endIndex: Int) {
    AbstractList.checkRangeIndexes(startIndex, endIndex, source.size)
    AbstractList.checkRangeIndexes(destinationOffset, destination.size)
    if (js("ArrayBuffer").isView(source) && js("ArrayBuffer").isView(destination)) {
        val subrange = source.asDynamic().subarray(startIndex, endIndex)
        destination.asDynamic().set(subrange, destinationOffset)
    } else {
        if (source !== destination || destinationOffset <= startIndex) {
            for (index in 0 until rangeSize) {
                destination[destinationOffset + index] = source[startIndex + index]
            }
        } else {
            for (index in rangeSize - 1 downTo 0) {
                destination[destinationOffset + index] = source[startIndex + index]
            }
        }
    }
}

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 * that can be found in the license/LICENSE.txt file.

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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Returns the given iterator itself. This allows to use an instance of iterator in a `for`
 * loop.
 * @sample samples.collections.Iterators.iterator
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Iterator<T>.iterator(): Iterator<T> = this

/**
 * Returns an `Iterator` wrapping each value produced by this `Iterator` with the
 * `IndexedValue`, containing value and it's index.
 * @sample samples.collections.Iterators.withIndex
 */
public fun <T> Iterator<T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Performs the given `operation` on each element of this `Iterator`.
 * @sample samples.collections.Iterators.forEach
 */
public inline fun <T> Iterator<T>.forEach(operation: (T) -> Unit): Unit {
    for (element in this) operation(element)
}

/**
 * A [Iterator] transforming original `iterator` into iterator of
 * `IndexedValue`, counting index from zero.
 * @sample samples.collections.Iterators.withIndex
 */
internal class IndexingIterator<out T>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T>> {
    private var index = 0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> = IndexedValue(checkIndexOverflow(index++), iterator.next())
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ComparisonsKt")

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt file.
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T): T

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float): Float

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Double, b: Double): Double

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> minOf(a: T, b: T): T

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expect inline fun minOf(a: Byte, b: Byte): Byte

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Byte, b: Byte): Byte

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return minOf(a, minOf(b, c, comparator), comparator)
}

/**
 * Returns the smaller of two values according to the order specified by the given "comparator".
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}


@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a list containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    }
    while (iterator.hasNext())
    return result
}
original map * and appends only the non-null results to the given [destination].\n */
public inline fun <K, V, R : Any, C : MutableCollection<R>> MapOut<K, V,.mapNotNullTo(destination: C, transform: (Map.Entry<K, V>)
-> R?): C {
    forEach { element -> transform(element).let { destination.add(it) } }
    return destination
}

*/
public inline fun <K, V, C : MutableCollection<K>> MapOut<K, V,.mapTo(destination: C, transform: (Map.Entry<K, V>)
-> R): C {
    for (item in this)
    destination.add(transform(item))
    return destination
}

/*
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 * by the Apache 2.0 license that can be found in the LICENSE.txt file.\n */

package 

@SinceKotlin("1.1")
public inline operator fun Float.rangeTo(that: 

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Float): ClosedFloatingPointRange<Float> =
this.toDouble().rangeTo(that.toDouble()).unsafeCast<ClosedFloatingPointRange<Float>>()
/*
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 * that can be found in
the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package
t kotlin.sequences

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 * The operation is _terminal_ *
 * `public` operator fun
 <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean
 * return indexOf(element) >= 0
 * `public` fun <T> Sequence<T>.contains@sample
 * (index) or throws an [IndexOutOfBoundsException] if the
 * (index) is out of bounds of this sequence
 * The operation is _terminal_ *
 * @sample
 * samples.collections.Collections.Elements.elementAt
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the
 * (index) is out of bounds of this sequence
 * The operation is _terminal_ *
 * @sample
 * samples.collections.Collections.Elements.elementAt
 */
public fun <T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at
index $index.") } * `public`fun <T> Sequence<T>.elementAt(index: Int): T
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checkIndexOverflow(index)
    if (predicate(item))
        return index
    index++
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.last(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns the last element matching the given [predicate].
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.lastOrNull(): T? {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    if (!found) return null
    return last
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate].
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    for (element in this) {
        if (predicate(element)) {
            last = element
        }
    }
    if (last == null) throw No SUCHElementException("Sequence contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return last as T
}

/**
 * Returns the single element, or throws an exception if the sequence is empty or has more than one element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.single(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.drop(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.dropWhile(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Sequence<T>.dropLast(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.dropLast(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Sequence<T>.dropLastWhile(predicate: (T) -> Boolean): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.dropLastWhile(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Represents a sequence containing all elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.take(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Represents a sequence containing all elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.takeWhile(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Represents a sequence containing all elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.take(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Represents a sequence containing all elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.takeWhile(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Represents a sequence containing all elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.take(n)
        else -> DropSequence(this, n)
    }

*/
operation is _intermediate_ and _stateless_

```kotlin
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, true, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {
    return FilteredSequence(this, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.filterNotTo(destination: MutableList<T>, predicate: (T) -> Boolean): MutableList<T> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

```kotlin
public fun <T> Sequence<T>.filterTo(destination: MutableList<T>, predicate: (T) -> Boolean): MutableList<T> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

```kotlin
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    return DropWhileSequence(this, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    return DropWhileSequence(this, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, true, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.filterNotTo(destination: MutableList<T>, predicate: (T) -> Boolean): MutableList<T> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

```kotlin
public fun <T> Sequence<T>.filterTo(destination: MutableList<T>, predicate: (T) -> Boolean): MutableList<T> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

```kotlin
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}
```

```kotlin
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}
```

```kotlin
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
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```kotlin
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}
```

```kotlin
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```

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public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
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    }
}
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```kotlin
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}
```

```kotlin
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}
```

```kotlin
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}
```

```kotlin
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}
```

```kotlin
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```

```kotlin
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}
```

```kotlin
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```
Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this.toMutableList()// This is an example of a mutable list.
            sortedList.sort()// This sorts the list.
            return sortedList.iterator()// Returns a sequence that yields elements of this sorted list.
        }
    }
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareBy(selector))// This sorts the sequence according to the specified [selector].
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())// This sorts the sequence in descending order.
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this.toMutableList()// This is an example of a mutable list.
            sortedList.sortWith(comparator) // This sorts the list using [comparator].
            return sortedList.iterator()// Returns a sequence that yields elements of this sorted list.
        }
    }
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given sequence.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <T, K, V> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(), transform)// This populates and returns a [Map] containing the key-value pairs.
}

/**
 * Returns a [Map] containing key-value pairs provided by [keySelector] function applied to each element of the given sequence.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    return associateByTo(LinkedHashMap<K, T>(), keySelector)// This populates and returns a [Map] containing the key-value pairs.
}

/**
 * Returns a [Map] containing key-value pairs provided by [keySelector] and [valueTransform] functions applied to elements of the given sequence.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <T, K, V> Sequence<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)// This populates and returns a [Map] containing the key-value pairs.
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [keySelector] function applied to each element of the given sequence.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)// This populates and returns the mutable map with key-value pairs.
    }
    return destination// This returns a mutable map.
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [keySelector] and [valueTransform] functions applied to elements of the given sequence.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))// This populates and returns the mutable map with key-value pairs.
    }
    return destination// This returns a mutable map.
}
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0
Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The operation is _terminal_ and _stateless_.
 * @param samples, Collections, Transformations
 * @param inline fun <T, K, M : MutableMap<K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * The operation is _terminal_ and _stateless_.
 * @param samples, Collections, Transformations
 * @param inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Grouping.groupingByEachCount
 * @param Grouping<T, K> {
    override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
    override fun keyOf(element: T): K = keySelector(element)
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each element in the original sequence.
 * @param transform: (T) -> R
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Colllections
 * @param Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each element and its index in the original sequence.
 * @param transform: (Int, T) -> R
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Colllections
 * @param Sequence<T>.mapIndexed(transform: (Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform)
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each element and its index in the original sequence.
 * @param transform: (Int, T) -> R
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Colllections
 * @param Sequence<T>.mapIndexedNotNull(transform: (Int, T) -> R?):
    For each element, it checks if the result of the transform function is null.
    If it is null, it skips the element.
    The operation is _intermediate_ and _stateless_.
    @sample samples.collections.Colllections
    @param Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (Int, T) -> R?):
        For each element, it applies the transform function and if the result is not null, it adds it to the destination list.
        The operation is _intermediate_ and _stateless_.
        @sample samples.collections.Colllections
original sequence

The operation is _intermediate_ and _stateless_ *no* `public <T, R : Any>`
`Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> { return TransformingSequence(this, transform).filterNotNull().run } *Applies the given [transform] function to each element in the original sequence* and appends only the non-null results to the given [destination].

The operation is _terminal_ *no* `public inline fun <T, R : Any, C : Collection<R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): Sequence<R> { return destination.run } *Applies the given [transform] function to each element of the original sequence* and appends the results to the given [destination].

The operation is _intermediate_ and _stateless_ *no* `public fun <T>`
`Sequence<T>.mapNotNull { transform: (T) -> R?: Sequence<R> { return TransformingSequence(this, transform).filterNotNull().run } *Applies the given [transform] function to each element of the original sequence* and appends the results to the given [destination].

The operation is _terminal_ *no* `public inline fun <T, R : Any>`
`Sequence<T>.mapNotNullTo { transform: (T) -> R?: Sequence<R> { return destination.add(transform(item)) } } *Returns a sequence of [IndexedValue] for each element of the original sequence.*

The operation is _intermediate_ and _stateless_ *no* `public fun <T>`
`Sequence<T>.mapTo { transform: (T) -> R: Sequence<R> { return destination.add(transform(item)) } } *Returns a mutable set containing all distinct elements from the given sequence.*

The operation is _intermediate_ and _stateful_ *no* `public fun <T>`
`Sequence<T>.withIndex() { IndexedValue<T> } *Returns a sequence of [IndexedValue] for each element of the original sequence.*

The operation is _intermediate_ and _stateless_ *no* `public fun <T>`
`Sequence<T>.distinct() { Sequence<T> { return this.distinctBy { it } } } *Returns a sequence containing only elements from the given sequence having distinct keys returned by the given [selector] function.*

The elements in the resulting sequence are in the same order as they were in the source sequence.

The operation is _intermediate_ and _stateful_ *no* `public fun <T>`
`Sequence<T>.distinctBy { selector: (T) -> K: Sequence<T> { return DistinctSequence(this, selector) } } *Returns a mutable set containing all distinct elements from the given sequence.*

The operation is _intermediate_ and _stateless_ *no* `public fun <T>`
`Sequence<T>.toHashSet() { LinkedHashSet<T>() for (item in this) return item } *Returns a mutable set containing all distinct elements from the given sequence.*

The operation is _terminal_ *no* `public fun <T>`
`Sequence<T>.all { predicate: (T) -> Boolean: Boolean { return (element in this) if (!predicate(element)) return false } return true } *Returns `true` if all elements match the given [predicate].*

The operation is _intermediate_ and _stateful_ *no* `public fun <T>`
`Sequence<T>.all { predicate: (T) -> Boolean: Boolean { return (element in this) if (!predicate(element)) return false } return true } *Returns `true` if sequence has at least one element.*

The operation is _intermediate_ and _stateless_ *no* `public fun <T>`
`Sequence<T>.any { predicate: (T) -> Boolean: Boolean { return (element in this) if (predicate(element)) return true } return false } *Returns `true` if at least one element matches the given [predicate].*

The operation is _terminal_ *no* `public fun <T>`
`Sequence<T>.count { Int { var count = 0 for (element in this) return count } } *Returns the number of elements in this sequence.*

The operation is _intermediate_ and _stateful_ *no* `public fun <T>`
`Sequence<T>.count { predicate: (T) -> Boolean: Int { var count = 0 for (element in this) if (predicate(element)) return count } } *Returns the number of elements matching the given [predicate].*

The operation is _intermediate_ and _stateless_ *no* `public fun <T>`
`Sequence<T>.fold { initial: R, operation: (acc: R, T) -> R: R { var accumulator = initial for (element in this) accumulator = operation(accumulator, element) return accumulator } } *Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.*

The operation is _intermediate_ and _stateless_ *no* `public fun <T>`
`Sequence<T>.foldIndexed { initial: R, operation: (acc: Int, index: Int, T) -> R: R { var accumulator = initial for (element in this) accumulator = operation(accumulator, index++, element) return accumulator } } *Performs the given [action] on each element.*

The operation is _intermediate_ and _stateless_ *no* `public inline fun <T>`
`Sequence<T>.forEach { action: (T) -> Unit: Unit { for (element in this) action(element) } } *Performs
the given [action] on each element, providing sequential index with the element.
* @param [action] function that takes the index of an element and the element itself
* and performs the desired action on the element.
* The operation is _terminal_.*

\[\text{\texttt{minWith}}(\text{\texttt{Comparator<in T>}}) \rightarrow \text{\texttt{T?}}\]

```kotlin
Sequence<T>.minWith(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()!
    if (max.isNaN()) return null
    var min = iterator.next()!
    if (min.isNaN()) return null
    var minElem = iterator.next()!
    var minValue = comparator(minElem, max)
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (e.isNaN()) return e
        if (min > e) min = e
        if (max < e) max = e
    }
    return min
}
```

```kotlin
Sequence<T>.maxWith(comparator: Comparator<in T>): T? {
    val iterator = iterator()!
    if (!iterator.hasNext()) return null
    var max = iterator.next()!
    if (max.isNaN()) return null
    var maxElem = iterator.next()!
    var maxValue = comparator(maxElem, max)
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (e.isNaN()) return e
        if (max < e) max = e
        if (min > e) min = e
    }
    return max
}
```

```kotlin
Sequence<T>.min(): T? {
    val iterator = iterator()!
    if (!iterator.hasNext()) return null
    var min = iterator.next()!
    if (min.isNaN()) return min
    var max = iterator.next()!
    if (max.isNaN()) return max
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (e.isNaN()) return e
        if (min > e) min = e
        if (max < e) max = e
    }
    return min
}
```

```kotlin
Sequence<T>.max(): T? {
    val iterator = iterator()!
    if (!iterator.hasNext()) return null
    var max = iterator.next()!
    if (max.isNaN()) return max
    var min = iterator.next()!
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (e.isNaN()) return e
        if (max < e) max = e
        if (min > e) min = e
    }
    return max
}
```

```kotlin
Sequence<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator()!
    if (!iterator.hasNext()) return null
    var max = iterator.next()!
    if (max.isNaN()) return null
    var min = iterator.next()!
    if (min.isNaN()) return null
    var minElem = iterator.next()!
    var minValue = selector(minElem)
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (e.isNaN()) return e
        if (minValue > e) minValue = e
        if (maxValue < e) maxValue = e
    }
    return min
}
```

```kotlin
Sequence<T>.maxBy(selector: (T) -> R): T? {
    val iterator = iterator()!
    if (!iterator.hasNext()) return null
    var max = iterator.next()!
    if (max.isNaN()) return null
    var maxElem = iterator.next()!
    var maxValue = selector(maxElem)
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (e.isNaN()) return e
        if (maxValue < e) maxValue = e
        if (maxValue < e) maxValue = e
    }
    return max
}
```

```kotlin
Sequence<Float>.min(): Float? {
    val iterator = iterator()!
    if (!iterator.hasNext()) return null
    var max = iterator.next()!
    if (max.isNaN()) return max
    var min = iterator.next()!
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (e.isNaN()) return e
        if (max < e) max = e
        if (min > e) min = e
    }
    return min
}
```

```kotlin
Sequence<Double>.min(): Double? {
    val iterator = iterator()!
    if (!iterator.hasNext()) return null
    var max = iterator.next()!
    if (max.isNaN()) return max
    var min = iterator.next()!
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (e.isNaN()) return e
        if (max < e) max = e
        if (min > e) min = e
    }
    return min
}
```

```kotlin
Sequence<Double>.max(): Double? {
    val iterator = iterator()!
    if (!iterator.hasNext()) return null
    var max = iterator.next()!
    if (max.isNaN()) return max
    var min = iterator.next()!
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (e.isNaN()) return e
        if (max < e) max = e
        if (min > e) min = e
    }
    return max
}
```

```kotlin
samples.collections.Collections.Aggregates.minBy
```
return null
    var min = iterator.next() // while (iterator.hasNext())  // {n  val e = iterator.next() //n if (comparator.compare(min, e) > 0) min = e
    return min
}

/**
 * Returns the minimum element in the sequence.
 *
 * The operation is _terminal_ and _stateless_.
 */
@SinceKotlin("1.1")
public fun <T> Sequence<T>.min(): T {
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the sequence has no elements.
 *
 * The operation is _terminal_ and _stateless_.
 */
@SinceKotlin("1.1")
public fun <T> Sequence<T>.none(): Boolean {
    return iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given [predicate].
 *
 * The operation is _terminal_ and _stateless_.
 */
public fun <T> Sequence<T>.noneWithPredicate(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns a sequence which performs the given [operation] on each element of the
 * original sequence as they pass through it.
 *
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.1")
public fun <T> Sequence<T>.map(operation: (T) -> U): Sequence<U> {
    return map { operation(it) }
}

/**
 * Accumulates value starting with the first element and applying
 * [operation] from left to right to current accumulator value and each element.
 *
 * The operation is _terminal_.
 */
@SinceKotlin("1.1")
public fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Accumulates value starting with
 * the first element and applying [operation] with
 * its index in the original sequence.
 *
 * The operation is _terminal_.
 */
@SinceKotlin("1.1")
public fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Returns the sum of all values produced by
 * [selector] function applied to each element in
 * the sequence.
 *
 * The operation is _terminal_.
 */
@SinceKotlin("1.1")
public inline fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits this sequence into a
 * sequence of lists each not exceeding the given [size].
 * 
 * The last list in the resulting sequence may have less
 * elements than the given [size].
 * 
 * The operation is _intermediate_ and _stateful_.
 * 
 * @param size the number of elements to take in each list, must be positive
 * and can be greater than the number of elements in this sequence.
 * 
 * The operation is _intermediate_ and _stateful_.
 * 
 * @sample samples.text.Strings.chunkedTransform
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}
The operation is _intermediate_ and _stateless_.

```kotlin
public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> { return object: Sequence<T> { override fun iterator(): Iterator<T> { var removed = false return this@minus.filter { if (removed && it == element) { removed = true; false } else true }.iterator() } }
}
```

```kotlin
/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from it. The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    val other = elements.toHashSet()
    return this@minus.filterNot { it in other }.iterator()
}
```

```kotlin
/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.
 * Note that the source sequence and the collection being subtracted are iterated only when an `iterator` is requested from it. The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    val other = elements.convertToSetForSetOperation()
    return if (other.isEmpty())
        this@minus.iterator()
    else
        this@minus.filterNot { it in other }.iterator()
}
```

```kotlin
/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.
 * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.
 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return this@minus.filterNot { it in other }.iterator()
}
```

```kotlin
/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return this@minus.filterNot { it == element }.iterator()
}
```

```kotlin
/**
 * Splits the original sequence into pair of lists, where the first list contains elements for which [predicate] yielded `true`, while the second list contains elements for which [predicate] yielded `false`.
 */
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Returns a sequence containing all elements of the original sequence and then the given [element].
 */
public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> { return sequenceOf(this, sequenceOf(element)).flatten() }
```

```kotlin
/**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] array.
 */
public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> { return sequenceOf(this, sequenceOf(*elements)).flatten() }
```
this.plus(elements.asList())

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten().n/**n
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return windowedSequenceOf(this, elements).flatten().n/**n
}

/**
 * Returns a sequence containing all elements of original sequence and then the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false).map { it.flatten() }
}

/**
 * Returns a sequence of results of applying the given [transform] function to an each list representing a view over the window of the given [size] sliding along this sequence with the given [step].
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform).n/**n
}

/**
 * Returns a sequence of pairs of each two adjacent elements in this sequence.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {
    return MergingSequence(this, this) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten().n/**n
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asList()).flatten().n/**n
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten().n/**n
}

/**
 * Returns a sequence containing all elements of original sequence and then the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false).map { it.flatten() }
}

/**
 * Returns a sequence of results of applying the given [transform] function to an each list representing a view over the window of the given [size] sliding along this sequence with the given [step].
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform).n/**n
}

/**
 * Returns a sequence of pairs of each two adjacent elements in this sequence.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {
    return MergingSequence(this, this) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asList()).flatten().n/**n
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten().n/**n
}

/**
 * Returns a sequence containing all elements of original sequence and then the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false).map { it.flatten() }
}

/**
 * Returns a sequence of results of applying the given [transform] function to an each list representing a view over the window of the given [size] sliding along this sequence with the given [step].
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform).n/**n
}

/**
 * Returns a sequence of pairs of each two adjacent elements in this sequence.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {
    return MergingSequence(this, this) { t1, t2 -> t1 to t2 }
}
Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function
 * to an each pair of two adjacent elements in this sequence.
 * The returned sequence is empty if this sequence contains less than two elements.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public
fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {
    return sequence result@

while (iterator.hasNext()) {
    val next = iterator.next()
    yield(transform(current, next))
    current = next
}

/**
 * Appends the string from all the elements separated using [separator] and
 * using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the
 * [truncated] string (which defaults to "...").
 * The operation is _terminal_.
 */
public fun <T, A : Appendable>
Sequence<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is _terminal_.
 */
public fun <T>
Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.
 */
public fun <T> Sequence<T>.asIterable(): Iterable<T> {
    return Iterable { this.iterator() }
}

/**
 * Returns this sequence as
 * a [Sequence].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> {
    return this
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfChar")
public fun Sequence<Char>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

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an average value of elements in the sequence.
* The operation is _terminal_.
* Returns the sum of all elements in the sequence.

```kotlin
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Byte>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Short>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Int>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Long>.sum(): Long {
    var sum = 0L
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Float>.sum(): Float {
    var sum = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
public fun Sequence<Double>.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
/*
 * Copyright 2010-2019 JetBrains s.r.o. Use of this source code is governed by
 * the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package
kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] array.
 */
public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty())
        return this.toSet()
    if (other is Set)
        return this.filterNotTo(LinkedHashSet<T>()) { it in other }
    val result = LinkedHashSet<T>(this)
    result.removeAll(other)
    return result
}

/**
 * Returns a set containing all elements of the original set except the given [element].
 */
@kotlin.internal.InlineOnly
public inline
...
fun <T> Set<T>.minusElement(element: T): Set<T> {\n    return minus(element)\n}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> {
    return plus(element)
}

fun <T> Set<T>.plus(element: T): Set<T> {\n    val result = LinkedHashSet<T>(mapCapacity(size + 1))\n    result.addAll(this)\n    result.add(element)\n    return result\n}

/**
 * Returns a set containing all elements of the original set and the given [elements] array, which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {\n    val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}

/**
 * Returns a set containing all elements of the original set and the given [elements] collection, which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public operator fun <T> Set<T>.plus(elements: Iterable<T>): Set<T> {\n    val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> {\n    return plus(element)\n}

fun <T> Set<T>.plus(element: T): Set<T> {\n    val result = LinkedHashSet<T>(mapCapacity(this.size + 1))\n    result.addAll(this)\n    result.add(element)\n    return result\n}

/**
 * Returns a set
 * containing all elements of the original set and the given [elements] array, which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {\n    val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}

/**
 * Returns a set containing all elements of the original set and the given [elements] collection, which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public operator fun <T> Set<T>.plus(elements: Iterable<T>): Set<T> {\n    val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))\n    result.addAll(this)\n    result.addAll(elements)\n    return result\n}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> {\n    return plus(element)\n}

Returns the first character matching the given [predicate], or `null` if character was not found.

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.getOrNull(index: Int): Char
@kotlin.internal.InlineOnly
public inline fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```
/**
 * Returns a character at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this char sequence.
 */
public fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)
}
```

```
/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 */
public inline fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)
}
```

```
/**
 * Returns index of the first character matching the given [predicate], or -1 if the char sequence does
 * not contain such character.
 */
*public inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int {
```
single\n\n/**\n * Returns a subsequence of this char sequence with the first [n] characters removed.
 * @sample samples.collections.Collections.Transformations.drop\n */
public fun CharSequence.drop(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtMost(length), length)
}

/**\n * Returns a string with the first [n] characters removed.
 * @sample samples.collections.Collections.Transformations.drop\n */
public fun String.drop(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtLeast(0).coerceAtMost(length), length)
}

/**\n * Returns a subsequence of this char sequence with the last [n] characters removed.
 * @sample samples.collections.Collections.Transformations.drop\n */
public fun CharSequence.dropLast(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))
}

/**\n * Returns a string with the last [n] characters removed.
 * @sample samples.collections.Collections.Transformations.drop\n */
public fun String.dropLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))
}

/**\n * Returns a subsequence of this char sequence containing all characters except last characters that satisfy the given [predicate].
 * @sample samples.collections.Collections.Transformations.drop\n */
public inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return subSequence(0, index + 1)
    return ""
}

/**\n * Returns a string containing all characters except last characters that satisfy the given [predicate].
 * @sample samples.collections.Collections.Transformations.drop\n */
public inline fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(0, index + 1)
    return ""
}

/**\n * Returns a char sequence containing all characters except first characters that satisfy the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.
 */
public inline fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

/**\n * Returns a string containing all characters except first characters that satisfy the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.
 */
public inline fun String.dropWhile(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}

/**\n * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 */
public inline fun CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {
    return filterTo(StringBuilder(), predicate)
}

/**\n * Returns a string containing only those characters from the original string that match the given [predicate].
 */
public inline fun String.filter(predicate: (Char) -> Boolean): String {
    return filterTo(StringBuilder(), predicate).toString()
}

/**\n * Returns a char sequence containing only those characters from the original char sequence that do not match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.
 */
public inline fun CharSequence.filterNot(predicate: (Char) -> Boolean): CharSequence {
    return filterNotTo(StringBuilder(), predicate)
}

/**\n * Returns a string containing only those characters from the original string that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.
 */
public inline fun String.filterNot(predicate: (Char) -> Boolean): String {
    return filterNotTo(StringBuilder(), predicate).toString()
}

/**\n * Returns a char sequence containing only those characters from the original char sequence that do not match the given [predicate].
 */
public inline fun CharSequence.filterIndexed(predicate: (index: Int, Char) -> Boolean): CharSequence {
    return filterIndexedTo(StringBuilder(), predicate)
}

/**\n * Returns a string containing only those characters from the original string that do not match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.
 */
public inline fun String.filterIndexed(predicate: (index: Int, Char) -> Boolean): String {
    return filterIndexedTo(StringBuilder(), predicate).toString()
}

/**\n * Appends all characters matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.
 * @param [destination] an Appendable object to which the characters will be appended.
 */
public inline fun String.filterIndexedTo(destination: Appendable, predicate: (index: Int, Char) -> Boolean): String {
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.append(element)
    }
    return destination.toString()
}

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predicate) * Returns a string containing only those characters from the original string that do not match the given [predicate].

public inline fun String.filterNot(predicate: (Char) -> Boolean): String {
    return filterNotTo(StringBuilder(), predicate).toString()
}

/**
 * Returns a string containing only those characters from the original string that do not match the given [predicate].
 */
public inline fun String.filterNot(predicate: (Char) -> Boolean): String {
    return filterNotTo(StringBuilder(), predicate).toString()
}

/**
 * Appends all characters not matching the given [predicate] to the given [destination].
 */
public inline fun <C : Appendable> CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.append(element)
    return destination
}

/**
 * Returns a char sequence containing characters of the original char sequence at the specified range of [indices].
 */
public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return ""
    return subSequence(indices)
}

/**
 * Returns a string containing characters of the original string at the specified range of [indices].
 */
public fun String.slice(indices: IntRange): String {
    if (indices.isEmpty()) return ""
    return substring(indices)
}

/**
 * Returns a char sequence containing characters of the original char sequence at specified [indices].
 */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return ""
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

/**
 * Returns a string containing characters of the original string at specified [indices].
 */
@kotlin.internal.InlineOnly
public inline fun String.slice(indices: Iterable<Int>): String {
    return (this as CharSequence).slice(indices).toString()
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 */
public fun CharSequence.take(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(0, n.coerceAtMost(length))
}

/**
 * Returns a string containing the first [n] characters from this string, or the entire string if this string is shorter.
 */
public fun String.take(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(0, n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 */
public fun CharSequence.takeLast(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return subSequence(length - n.coerceAtMost(length), length)
}

/**
 * Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.
 */
public fun String.takeLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return substring(length - n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].
 */
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return subSequence(index + 1)
        }
    }
    return subSequence(0, length)
}

/**
 * Returns a string containing last characters that satisfy the given [predicate].
 */
public inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return substring(index + 1)
        }
    }
    return this
}

/**
 * Returns a subsequence of this char sequence containing the first characters that satisfy the given [predicate].
 */
public inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in 0 until length) {
        if (!predicate(get(index))) {
            return subSequence(0, index)
        }
    }
    return subSequence(0, length)
}

/**
 * Returns a string containing the first characters that satisfy the given [predicate].
 */
public inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length) {
        if (!predicate(get(index))) {
            return subSequence(0, index)
        }
    }
    return this
}
samples.collections.Collections.Transformations.take

```kotlin
*\n\npublic inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length) if (!predicate(get(index))) {
        return substring(0, index)
    }
    return this
}
```

```kotlin
public inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return substring(0, index)
        }
    return this
}
```

```kotlin
/**
 * Returns a char sequence with characters in reversed order.
 */
public String.reverse(): String {
    return StringBuilder(this).reverse()
}
```

```kotlin
/**
 * Returns a string where characters are in reversed order.
 */
public String.reverse(): String {
    return StringBuilder(this).reverse()
}
```

```kotlin
/**
 * Returns a char sequence with characters in reversed order.
 */
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}
```

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 * Returns a char sequence with characters in reversed order.
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public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
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    return (this as CharSequence).reversed().toString()
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    return (this as CharSequence).reversed().toString()
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 * Returns a char sequence with characters in reversed order.
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 * Returns a char sequence with characters in reversed order.
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public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
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public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}
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    return (this as CharSequence).reversed().toString()
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 * Returns a char sequence with characters in reversed order.
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    return (this as CharSequence).reversed().toString()
}
```

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 * Returns a char sequence with characters in reversed order.
 */
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}
```

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 * Returns a char sequence with characters in reversed order.
 */
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}
```

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 * Returns a char sequence with characters in reversed order.
 */
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    return (this as CharSequence).reversed().toString()
}
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    return (this as CharSequence).reversed().toString()
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 * Returns a char sequence with characters in reversed order.
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public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}
```
CharSequence.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

CharSequence.toCollection(destination: C): C {
    return destination.add(item)
}

CharSequence.toMutableList(): MutableList<Char> {
    return toCollection(ArrayList<Char>(length))
}

CharSequence.toSet(): Set<Char> {
    return when (length) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Char>(), mapCapacity(length))
    }
}

CharSequence.flatMap(transform: (Char) -> List<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

CharSequence.flatMapTo(destination: C, transform: (Char) -> List<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}

CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(valueTransform(element))
    }
    return destination
}

CharSequence.toSet(): Set<Char> {
    return when (length) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Char>(), mapCapacity(length))
    }
}

CharSequence.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(), mapCapacity(length))
}

CharSequence.toList(): List<Char> {
    return when (length) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> toCollection(ArrayList<Char>(length))
    }
}

CharSequence.toMutableList(): MutableList<Char> {
    return toCollection(ArrayList<Char>(length))
}

CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}

CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(valueTransform(element))
    }
    return destination
}
Character `true` if no characters match the given [predicate].

`isEmpty()` function.

The last string in the resulting list may have less characters than the given [size].

The last string in the resulting list may have less characters than the given [size].
char sequence into a sequence of strings each not exceeding the given [size]. The last string in the resulting sequence may have less characters than the given [size]. @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence. * @param sample numbers of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence. * 

```
CharSequence.chunkedSequence(size: Int): Sequence<String> { 
    return chunkedSequence(size) { it.toString() }
}
```

```
CharSequence.chunkedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> { 
    it.toString() })
```

```
CharSequence.windows(size: Int, step: Int, partialWindows: Boolean = false): List<String> { 
    return windowed(size, step, partialWindows) { it.toString() }
}
```

```
CharSequence.partitions(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}
```

```
String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}
```
found in the license/LICENSE.txt file.

```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

import kotlin.contracts.contract

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 */
public inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length
    var startFound = false
    while (startIndex <= endIndex) {
        val index = if (!startFound) startIndex
        else endIndex
        val match = predicate(this[index])

        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}

/**
 * Returns a string having leading and trailing characters matching the [predicate] removed.
 */
public inline fun String.trim(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trim(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.
 */
public inline fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)

    return 
}

/**
 * Returns a string having leading characters matching the [predicate] removed.
 */
public inline fun String.trimStart(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trimStart(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.
 */
public inline fun CharSequence.trimEnd(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices.reversed())
        if (!predicate(this[index]))
            return subSequence(0, index + 1)

    return 
}

/**
 * Returns a string having trailing characters matching the [predicate] removed.
 */
public inline fun String.trimEnd(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trimEnd(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading and trailing whitespace removed.
 */
public fun CharSequence.trim(): CharSequence = trim(Char::isWhitespace)

/**
 * Returns a string having leading and trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trim(): String = (this as CharSequence).trim().toString()

/**
 * Returns a sub sequence of this char sequence having leading whitespace removed.
 */
public fun CharSequence.trimStart(): CharSequence = trimStart(Char::isWhitespace)

/**
 * Returns a string having leading whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trimStart(): String = (this as CharSequence).trimStart().toString()

/**
 * Returns a sub sequence of this char sequence having trailing whitespace removed.
 */
public fun CharSequence.trimEnd(): CharSequence = trimEnd(Char::isWhitespace)

/**
 * Returns a string having trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trimEnd(): String = (this as CharSequence).trimEnd().toString()

/**
 * Returns a char sequence with content of this char sequence padded at the beginning
 * to the specified [length] with the specified character or space.
 */
public fun CharSequence.padStart(length: Int, padChar: Char = ' '):
```

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CharSequence {
    if (length < 0) throw IllegalArgumentException("Desired length $length is less than zero.")
} if (length <= this.length) return this.subSequence(0, this.length)
val sb = StringBuilder(length) for (i in 1..(length - this.length)) sb.append(padChar)
return sb

@sample samples.text.Strings.padStart
/**
 * Pads the string to the specified [length] at the beginning with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * Space is used by default.
 * @return Returns a string of length at least [length] consisting of this string prepended with [padChar] as many times as are necessary to reach that length.
 */
public fun String.padStart(length: Int, padChar: Char = ' '): String = (this as CharSequence).padStart(length, padChar).toString()

@sample samples.text.Strings.padEnd
/**
 * Returns a char sequence with content of this char sequence padded at the end to the specified [length] with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * Space is used by default.
 * @return Returns a char sequence of length at least [length] consisting of this string appended with [padChar] as many times as are necessary to reach that length.
 */
public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0) throw IllegalArgumentException("Desired length $length is less than zero.")
    if (length <= this.length) return this.subSequence(0, this.length)
    val sb = StringBuilder(length) for (i in 1..(length - this.length)) sb.append(padChar)
    return sb
}

@sample samples.text.Strings.padEnd
/**
 * Pads the string to the specified [length] at the end with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * Space is used by default.
 * @return Returns a string of length at least [length] consisting of this string appended with [padChar] as many times as are necessary to reach that length.
 */
public fun String.padEnd(length: Int, padChar: Char = ' '): String = (this as CharSequence).padEnd(length, padChar).toString()

@sample samples.text.Strings.padEnd
/**
 * Returns `true` if this nullable char sequence is either `null` or empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return this == null || this.length == 0
}

@sample samples.text.Strings.padEnd
/**
 * Returns `false` if this char sequence is empty (contains no characters).
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length == 0

@sample samples.text.Strings.padEnd
/**
 * Returns `true` if this char sequence is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0

@sample samples.text.Strings.padEnd
/**
 * Returns `true` if this nullable char sequence is `null` or empty or consists solely of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }
    return this == null || this.isBlank()
}

@sample samples.text.Strings.padEnd
/**
 * Returns `true` if this char sequence is not empty and consists solely of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank()

@sample samples.text.Strings.padEnd
/**
 * Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrWhitespace(): Boolean {
    contract {
        returns(false) implies (this@isNullOrWhitespace != null)
    }
    return this == null || this.isBlank() || this.isNullOrBlank()
}

@sample samples.text.Strings.padEnd
/**
 * Returns `true` if this char sequence is not empty and doesn't consist solely of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank() && !isNullOrBlank()

@sample samples.text.Strings.padEnd
/**
 * Iterator for characters of the given char sequence.
 */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

@sample samples.text.Strings.padEnd
/**
 * Returns the string if it is not `null`, or the empty string otherwise.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

@sample samples.text.Strings.padEnd
/**
 * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun String?.ifBlank(defaultValue: () -> R): R {
    if (isBlank()) return defaultValue()
    return this
}

@sample samples.text.Strings.padEnd
/**
 * Returns the range of valid character indices for this char sequence.
 */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

@sample samples.text.Strings.padEnd
/**
 * Returns `true` if the string is not `null`, or the empty string otherwise.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun String?.isNotBlank(): Boolean = !isBlank() && !isNullOrBlank()
public val CharSequence.lastIndexOf: Int
    get() = this.length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
public fun String.lastIndexOf(delimiter: Char, missingDelimiterValue: String = this): Int =
    lastIndexOf(delimiter)
        ?.let { index in 0..length - delimiter.length - 1, start = index + delimiter.length } ?:
        this.lastIndexOf(delimiter, missingDelimiterValue = missingDelimiterValue)

/**
 * Returns a substring before the last occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String =
    substringBeforeLast(delimiter).toString()

/**
 * Returns a substring after the last occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String =
    substringAfterLast(delimiter).toString()
index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index +
        delimiter.length, length)

replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    if (endIndex < startIndex) throw IndexOutOfBoundsException("End index ($endIndex)
        is less than start index ($startIndex).")
    val sb = StringBuilder(length - (endIndex - startIndex))
    sb.append(this, 0, startIndex)
    sb.append(replacement)
    sb.append(this, endIndex, length)
    return sb
}

removeRange(startIndex: Int, endIndex: Int): CharSequence {
    if (endIndex < startIndex) throw IndexOutOfBoundsException("End index ($endIndex)
        is less than start index ($startIndex).")
    if (endIndex == startIndex) return this.subSequence(0, length)
    val sb = StringBuilder(length - (endIndex - startIndex))
    sb.append(this, 0, startIndex)
    sb.append(replacement)
    sb.append(this, endIndex, length)
    return sb
}

removeRange(range: IntRange): CharSequence {
    return removeRange(range.start, range.endInclusive + 1)
}

removePrefix(prefix: CharSequence): CharSequence {
    if (startsWith(prefix)) return subSequence(prefix.length, length)
    return subSequence(0, length)
}

removeSuffix(suffix: CharSequence): CharSequence {
    if (endsWith(suffix)) return subSequence(0, length - suffix.length)
    return subSequence(0, length)
}

replaceRange(range: IntRange, replacement: CharSequence): CharSequence {
    return replaceRange(range.start, range.endInclusive + 1, replacement)
}

replaceRange(range: IntRange, replacement: String): String {
    return replaceRange(range, String(replacement))
}

removeRange(range: IntRange): String {
    return removeRange(range)
}

removePrefix(range: IntRange): String {
    return removePrefix(range)
}

removeSuffix(range: IntRange): String {
    return removeSuffix(range)
}

removePrefix(prefix: String): String {
    return removePrefix(prefix)
}

removeSuffix(suffix: String): String {
    return removeSuffix(suffix)
}

when(true)
(endsWith(suffix)) { 
    return substring(0, length - suffix.length) 
} return this

/**
 * When this char sequence starts with the given [prefix] and ends with the given [suffix],
 * returns a new char sequence having both the given [prefix] and [suffix] removed.
 * Otherwise returns a new char sequence with the same characters.
 */
public fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence): CharSequence {
    if ((length >= prefix.length + suffix.length) &&
        startsWith(prefix) &&
        endsWith(suffix)) {
        return subSequence(prefix.length, length - suffix.length) 
    }
    return this
}

/**
 * When this char sequence starts with and ends with the given [delimiter],
 * returns a new char sequence having this [delimiter] removed both from the start and end.
 * Otherwise returns a new char sequence with the same characters.
 */
public fun CharSequence.removeSurrounding(delimiter: CharSequence): CharSequence = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {
    if ((length >= prefix.length + suffix.length) &&
        startsWith(prefix) &&
        endsWith(suffix)) {
        return substring(prefix.length, length - suffix.length) 
    }
    return this
}

/**
 * Removes both the given [delimiter] from string both from the start and the end of this string.
 * Otherwise returns a new string having this [delimiter] removed both from the start and end.
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence, delimiter: CharSequence): String = removeSurrounding(delimiter, delimiter)

/**
 * Replace part of string before the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement) 
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement) 
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement) 
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement) 
}

/**
 * Replace part of string before the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement) 
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index, length, replacement) 
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement) 
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement) 
}

/**
 * Replace part of string before the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement) 
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index, length, replacement) 
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement) 
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement) 
}
If the string does not contain the delimiter, returns `missingDelimiterValue` which defaults to the original string.

```kotlin
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1)
        missingDelimiterValue
    else
        replaceRange(0, index, replacement)
}
```

**Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression** with the given `replacement`.

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, replacement: String): String =
    regex.replace(this, replacement)
```

**Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression** with the result of the given function `transform` that takes `MatchResult` and returns a string to be used as `@n` replacement for that match.

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)
```

**Replaces the first occurrence of the given regular expression** in this char sequence with specified `replacement` expression.

```kotlin
@kotlin.internal.InlineOnly
public inline infix fun CharSequence.matches(regex: Regex): Boolean = regex.matches(this)
```

```kotlin
val shortestLength = minOf(this.length, other.length)

    var i = 0
    while (i < shortestLength &&
        this[i].equals(other[i], ignoreCase = ignoreCase)) {
        i++
    }
    if (this.hasSurrogatePairAt(i - 1) ||
        !intersectionCharSequence
```
other.hasSurrogatePairAt(i - 1)) {\n
i--\n }\n return subSequence(0, i).toString()\n}\n\n/**\n * Returns the
longest string `suffix` such that this char sequence and [other] char sequence both end with this suffix,\n * taking
care not to split surrogate pairs.\n * If this and [other] have no common suffix, returns the empty string.\n\n *
@param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @sample
samples.text.Strings.commonSuffixWith\n */\npublic fun CharSequence.commonSuffixWith(other: CharSequence,
ignoreCase: Boolean = false): String {\n val thisLength = this.length\n val otherLength = other.length\n val
shortestLength = minOf(thisLength, otherLength)\n\n var i = 0\n while (i < shortestLength && this[thisLength i - 1].equals(other[otherLength - i - 1], ignoreCase = ignoreCase)) {\n
i++\n }\n if
(this.hasSurrogatePairAt(thisLength - i - 1) || other.hasSurrogatePairAt(otherLength - i - 1)) {\n
i--\n }\n
return subSequence(thisLength - i, thisLength).toString()\n}\n\n\n// indexOfAny()\n\n/**\n * Finds the index of the
first occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified [startIndex] and
optionally ignoring the case.\n *\n * @param ignoreCase `true` to ignore character case when matching a character.
By default `false`.\n * @return An index of the first occurrence of matched character from [chars] or -1 if none of
[chars] are found.\n *\n */\npublic fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase:
Boolean = false): Int {\n if (!ignoreCase && chars.size == 1 && this is String) {\n
val char = chars.single()\n
return nativeIndexOf(char, startIndex)\n }\n\n for (index in startIndex.coerceAtLeast(0)..lastIndex) {\n
val
charAtIndex = get(index)\n
if (chars.any { it.equals(charAtIndex, ignoreCase) })\n
return index\n }\n
return -1\n}\n\n/**\n * Finds the index of the last occurrence of any of the specified [chars] in this char sequence,\n
* starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param startIndex The index of
character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param
ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @return An index of
the last occurrence of matched character from [chars] or -1 if none of [chars] are found.\n *\n */\npublic fun
CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {\n
if (!ignoreCase && chars.size == 1 && this is String) {\n
val char = chars.single()\n
return
nativeLastIndexOf(char, startIndex)\n }\n\n\n for (index in startIndex.coerceAtMost(lastIndex) downTo 0) {\n
val charAtIndex = get(index)\n
if (chars.any { it.equals(charAtIndex, ignoreCase) })\n
return index\n
}\n\n return -1\n}\n\n\nprivate fun CharSequence.indexOf(other: CharSequence, startIndex: Int, endIndex: Int,
ignoreCase: Boolean, last: Boolean = false): Int {\n val indices = if (!last)\n
startIndex.coerceAtLeast(0)..endIndex.coerceAtMost(length)\n else\n
startIndex.coerceAtMost(lastIndex)
downTo endIndex.coerceAtLeast(0)\n\n if (this is String && other is String) { // smart cast\n
for (index in
indices) {\n
if (other.regionMatches(0, this, index, other.length, ignoreCase))\n
return index\n
}\n } else {\n
for (index in indices) {\n
if (other.regionMatchesImpl(0, this, index, other.length,
ignoreCase))\n
return index\n
}\n }\n return -1\n}\n\nprivate fun CharSequence.findAnyOf(strings:
Collection<String>, startIndex: Int, ignoreCase: Boolean, last: Boolean): Pair<Int, String>? {\n if (!ignoreCase
&& strings.size == 1) {\n
val string = strings.single()\n
val index = if (!last) indexOf(string, startIndex) else
lastIndexOf(string, startIndex)\n
return if (index < 0) null else index to string\n }\n\n val indices = if (!last)
startIndex.coerceAtLeast(0)..length else startIndex.coerceAtMost(lastIndex) downTo 0\n\n if (this is String) {\n
for (index in indices) {\n
val matchingString = strings.firstOrNull { it.regionMatches(0, this, index, it.length,
ignoreCase) }\n
if (matchingString != null)\n
return index to matchingString\n
}\n } else {\n
for (index in indices) {\n
val matchingString = strings.firstOrNull { it.regionMatchesImpl(0, this, index,
it.length, ignoreCase) }\n
if (matchingString != null)\n
return index to matchingString\n
}\n
}\n\n return null\n}\n\n/**\n * Finds the first occurrence of any of the specified [strings] in this char sequence,\n *
starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param ignoreCase `true` to ignore
character case when matching a string. By default `false`.\n * @return A pair of an index of the first occurrence of
matched string from [strings] and the string matched\n * or `null` if none of [strings] are found.\n *\n * To avoid
ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the
beginning to the end of this string, and finds at each position the first element in [strings]\n * that matches this string
at that position.\n */\npublic fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0,

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ignoreCase: Boolean = false): Pair<Int, String>?

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findLastAnyOf(strings, startIndex, ignoreCase, last = true)
results when strings in `delimiters` have characters in common, this method proceeds from
the beginning to the
The maximum number of substrings to return. Zero by default means no limit is set.

* @param limit

|startIndex| is returned.
* [startIndex] is coerced to be non-negative and not greater than length of this string.
* @param [startIndex] The index to start searching delimiters from.
* No range having its start value less than [startIndex] is returned.
* [startIndex] is coerced to be non-negative and not greater than length of this string.
* @param [startIndex] The index to start searching delimiters from.
* No range having its start value less than [startIndex] is returned.
* [startIndex] is coerced to be non-negative and not greater than length of this string.
* @param delimiters One or more characters to be used as delimiters.

* @param delimiters One or more strings to be used as delimiters.
* @param startIndex The index to start searching delimiters from.
* No range having its start value less than [startIndex] is returned.
* [startIndex] is coerced to be non-negative and not greater than length of this string.
* @param delimiters One or more strings to be used as delimiters.
end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

@private fun CharSequence.rangesDelimitedBy(delimiters: Array<String>, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
  require(limit >= 0, {"Limit must be non-negative, but was $limit." })
  val delimitersList = delimiters.asList()
  return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length } }, let { it.first.to(it.second.length) })
}

private fun CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
    require(limit >= 0, {"Limit must be non-negative, but was $limit." })
    val delimitersList = delimiters.asList()

    return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length } }, let { it.first.to(it.second.length) })

}

// split

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set. To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 */
public fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set. To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and matches at each position the first element in [delimiters] that matches this string at that position.
 */
public fun CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0):
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiter].
 * This is specialized version of split which receives single non-empty delimiter and offers better performance.
 * @param delimiter String used as delimiter.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return.
 */
private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    require(limit >= 0, {"Limit must be non-negative, but was $limit." })

    var currentOffset = 0
    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return listOf(this.toString())
    }

    val isLimited = limit > 0
    val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
        // Do not search for next occurrence if we're reaching limit
        if (isLimited && result.size == limit - 1) break
        nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    } while (nextIndex != -1)

    result.add(substring(currentOffset, length))
    return result
}

/**
 * Splits this char sequence around matches of the given regular expression.
 */
maximum number of substrings to return.\n * Zero by default means no limit is set.\n */
@kotlin.internal.InlineOnly
public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> =
regex.split(this, limit)\n/*
 * Splits this char sequence to a sequence of lines delimited by any of the following character sequences: CRLF, LF or CR.\n * The lines returned do not include terminating line separators.\n */
public fun CharSequence.lineSequence(): Sequence<String> = splitToSequence("\r\n", "\n", "\r\n")\n/*
 * Splits this char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR.\n * The lines returned do not include terminating line separators.\n */

package kotlin.text

import kotlin.js.RegExp

/**
 * Converts the characters in the specified array to a string.\n */
public actual fun String(chars: CharArray): String {
    var result = ""\n    for (char in chars) {\n        result += char\n    }\n    return result\n} *\n
@sample samples.text.Strings.toUpperCase\n/*
 * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */

package kotlin.internal

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package kotlin

import kotlin.js.RegExp

/**
 * Converts the characters from a portion of the specified array to a string.\n */
public actual fun String(chars: CharArray, offset: Int, length: Int): String {
    if (offset < 0 || length < 0 || chars.size - offset < length)\n        throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")\n    var result = ""\n    for (index in offset until offset + length) {
        result += chars[index]\n    }\n    return result\n} */

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length\n        val n2 = other.length\n        val min = minOf(n1, n2)\n        if (min == 0) return n1 - n2\n        var start = 0\n        while (true) {
            val end = minOf(start + 16, min)\n            var s1 = this.substring(start, end)\n            var s2 = other.substring(start, end)\n            if (s1 != s2) {\n                s1 = s1.toUpperCase()\n                s2 = s2.toUpperCase()\n                if (s1 != s2) {\n                    s1 = s1.toLowerCase()\n                    s2 = s2.toLowerCase()\n                    return s1.compareTo(s2)\n                }
            }
            if (end == min) break\n            start = end\n        }\n        return n1 - n2
    } else {
        return compareTo(other)\n    }
}

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b ->\n    a.compareTo(b, ignoreCase = true)\n}
is governed by the Apache 2.0 license

```kotlin
//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)
}

/**
 * Returns an array of type [ByteArray], which is a view of this array where
 * each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.asByteArray(): ByteArray {
    return storage
}

/**
 * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.asIntArray(): IntArray {
    return storage
}

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [ShortArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.asShortArray(): ShortArray {
    return storage
}

/**
 * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}
```

```kotlin
/**
 * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.asIntArray(): IntArray {
    return storage
}

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun LongArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [ShortArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ShortArray.asShortArray(): ShortArray {
    return storage
}

/**
 * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}
```
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```kotlin
/**
 * Corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun IntArray.asUIntArray(): UIntArray {
    return UIntArray(this)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.contentEquals(other: UIntArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns a hash code based on the contents of this array as if it is
 * \[List\] and \[List\] \n * @sample samples.collections.Arrays.ContentOperations.contentHashCode
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * \[List\] and \[List\] \n * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}
```

---

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destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfRangeException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

UIntArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

ULongArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Returns new array which is a copy of the original array.

*/
@sample
samples.collections.Arrays.CopyOfOperations.copyOf

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*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}\n\n\n*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
ULongArray.copyOf(): ULongArray {
    return ULongArray(storage.copyOf())
}\n\n\n*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}\n\n\n*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}\n\n\n*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}\n\n\n*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}\n\n\n*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}\n\n\n*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}\n\n\n*\@SinceKotlin("1.3")\n@ ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
}\n\n\n*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}\n\n\n*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}\n\n\n*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun
UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}\n\n\n\n\nOpen Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 19091
progression that goes over the same range with the given step.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)
    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULongProgression.step(step: Long): ULongProgression {
    return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.until(to: UByte): UIntRange {
    return this.toUInt() .. (to.toUInt() - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this .. (to - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u).toULong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShort.until(to: UShort): UIntRange {
    return this.toUInt() .. (to.toUInt() - 1u).toUInt()
}

/*
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 * that can be found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val MIN_VALUE: UByte = UByte(0)

        /**
         * A constant holding the maximum value an instance of UByte can have.
         */
        public const val MAX_VALUE: UByte = UByte(-1)

        /**
         * The number of bytes used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BYTES: Int = 1

        /**
         * The number of bits used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BITS: Int = 8

        @Suppress("OVERRIDE_BY_INLINE_CLASS")
        public override inline fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

        @kotlin.internal.InlineOnly
        public inline fun compareTo(other: UShort): Int = this.toInt().compareTo(toUInt())

        @kotlin.internal.InlineOnly
        public inline fun compareTo(other: ULong): Int = this.toULong().compareTo(toULong())

        @kotlin.internal.InlineOnly
        public inline fun compareTo(other: ULong): Int = this.toULong().compareTo(toULong())

        @kotlin.internal.InlineOnly
        public inline fun compareTo(other: UShort): Int = this.toUInt().compareTo(toUInt())

        @kotlin.internal.InlineOnly
        public inline fun compareTo(other: UShort): Int = this.toUInt().compareTo(toUInt())

    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toUInt().compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toUInt().compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toUInt().compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toUInt().compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toUInt().compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
this.toUInt().plus(other.toUInt())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong =
this.toULong().plus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): UInt =
this.toUInt().minus(other.toUInt())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): UInt =
this.toUInt().minus(other.toUInt())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): UInt =
this.toUInt().minus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong =
this.toULong().minus(other)
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt =
this.toUInt().times(other.toUInt())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt =
this.toUInt().times(other.toUInt())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt =
this.toUInt().times(other)
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong =
this.toULong().times(other)
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt =
this.toUInt().div(other.toUInt())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt =
this.toUInt().div(other.toUInt())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt =
this.toUInt().div(other)
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong =
this.toULong().div(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt =
this.toUInt().rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt =
this.toUInt().rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt =
this.toUInt().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong =
this.toULong().rem(other)
/** Increments this value. */
@kotlin.internal.InlineOnly
public inline operator fun inc(): UByte =
UByte(data.inc())
/** Decrements this value. */
@kotlin.internal.InlineOnly
public inline operator fun dec(): UByte =
UByte(data.dec())
/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UByte): UIntRange =
UIntRange(this.toUInt(), other.toUInt())
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun and(other: UByte): UByte =
UByte(this.data and other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun or(other: UByte): UByte =
UByte(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun xor(other: UByte): UByte =
UByte(this.data xor other.data)
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline operator fun inv(): UByte =
UByte(data.inv())
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun or(other: Data): UByte =
UByte(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun xor(other: Data): UByte =
UByte(this.data xor other.data)
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun and(other: Data): UByte =
UByte(this.data and other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun or(other: Data): UByte =
UByte(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun xor(other: Data): UByte =
UByte(this.data xor other.data)
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline operator fun inv(): Data =
Data(data.inv())
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun or(other: Data): Data =
Data(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun xor(other: Data): Data =
Data(this.data xor other.data)
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun and(other: Data): Data =
Data(this.data and other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun or(other: Data): Data =
Data(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun xor(other: Data): Data =
Data(this.data xor other.data)
* A constant holding the minimum value an instance of UInt can have.
  */
  public const val MIN_VALUE: UInt = UInt(0)

  /**
   * A constant holding the maximum value an instance of UInt can have.
   * The number of bytes used to represent an instance of UInt in a binary form.
   */
  public const val MAX_VALUE: UInt = UInt(-1)

  /**
   * The number of bits used to represent an instance of UInt in a binary form.
   */
  public const val SIZE_BITS: Int = 32

  /**
   * The number of bytes used to represent an instance of UInt in a binary form.
   */
  public const val SIZE_BYTES: Int = 4

  /**
   * Compares this value with the specified value for order.
   * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
   * or a positive number if it's greater than other.
   */
  public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())

  /**
   * Compares this value with the specified value for order.
   * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
   * or a positive number if it's greater than other.
   */
  public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())

  /**
   * Compares this value with the specified value for order.
   * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
   * or a positive number if it's greater than other.
   */
  public inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)

  /**
   * Compares this value with the specified value for order.
   * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
   * or a positive number if it's greater than other.
   */
  public inline operator fun compareTo(other: ULong): Int = this.compareTo(other)

  /**
   * Calculates the remainder of dividing this value by the other value.
   */
  public inline operator fun rem(other: UByte): UInt = this.rem(other.toUInt())
  /**
   * Calculates the remainder of dividing this value by the other value.
   */
  public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())
  /**
   * Calculates the remainder of dividing this value by the other value.
   */
  public inline operator fun rem(other: UInt): UInt = this.rem(other.toUInt())
  /**
   * Calculates the remainder of dividing this value by the other value.
   */
  public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())
= uintRemainder(this, other)
  /** Calculates the remainder of dividing this value by the other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
  /** Increments this value. */
  @kotlin.internal.InlineOnly
  public inline operator fun inc(): UInt = this.toULong().inc()
  /** Decrements this value. */
  @kotlin.internal.InlineOnly
  public inline operator fun dec(): UInt = this.toULong().dec()
  /** Creates a range from this value to the specified other value. */
  @kotlin.internal.InlineOnly
  public inline operator fun rangeTo(other: UInt): UIntRange = UIntRange(this, other)
  /** Shifts this value left by the [bitCount] number of bits. */
  @kotlin.internal.InlineOnly
  public inline infix fun shl(bitCount: Int): UInt = this.toULong().shl(bitCount)
  /** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
  @kotlin.internal.InlineOnly
  public inline infix fun shr(bitCount: Int): UInt = this.toULong().shr(bitCount)
  /** Performs a bitwise AND operation between the two values. */
  @kotlin.internal.InlineOnly
  public inline infix fun and(other: UInt): UInt = this.toULong().and(other.toULong())
  /** Performs a bitwise OR operation between the two values. */
  @kotlin.internal.InlineOnly
  public inline infix fun or(other: UInt): UInt = this.toULong().or(other.toULong())
  /** Performs a bitwise XOR operation between the two values. */
  @kotlin.internal.InlineOnly
  public inline infix fun xor(other: UInt): UInt = this.toULong().xor(other.toULong())
  /** Inverts the bits in this value. */
  @kotlin.internal.InlineOnly
  public inline fun inv(): UInt = this.toULong().inv()

  @kotlin.internal.InlineOnly
  public inline fun toByte(): Byte = this.toULong().toInt().toByte()
  @kotlin.internal.InlineOnly
  public inline fun toShort(): Short = this.toULong().toInt().toShort()
  @kotlin.internal.InlineOnly
  public inline fun toInt(): Int = this.toULong().toInt()
  @kotlin.internal.InlineOnly
  public inline fun toLong(): Long = this.toULong().toLong()

  @kotlin.internal.InlineOnly
  public inline fun toUByte(): UByte = this.toULong().toInt().toUByte()
  @kotlin.internal.InlineOnly
  public inline fun toUShort(): UShort = this.toULong().toInt().toUShort()
  @kotlin.internal.InlineOnly
  public inline fun toUInt(): UInt = this.toULong().toUInt()
  @kotlin.internal.InlineOnly
  public inline fun toULong(): ULong = this.toULong()
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())
/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
 * or a positive number if it's greater than other.
 */
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())
/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
 * or a positive number if it's greater than other.
 */
@Suppress("OVERRIDE_BY_INLINE")
public override inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)
/** Adds the other value to this value.
 */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())
/** Adds the other value to this value.
 */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())
/** Adds the other value to this value.
 */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())
/** Adds the other value to this value.
 */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))
/** Subtracts the other value from this value.
 */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value.
 */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value.
 */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value.
 */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))
/** Multiplies this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): ULong = this.times(other.toULong())
/** Multiplies this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): ULong = this.times(other.toULong())
/** Multiplies this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): ULong = this.times(other.toULong())
/** Multiplies this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = this.times(other.toULong())
/** Divides this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): ULong = this.div(other.toULong())
/** Divides this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): ULong = this.div(other.toULong())
/** Divides this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): ULong = this.div(other.toULong())
/** Divides this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = this.div(other.toULong())
/** Calculates the remainder of dividing this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value.
 */
@kotlin.internal.InlineOnly
public inline operator fun inc(): ULong = ULong(data.inc())
/** Increments this value.
 */
@kotlin.internal.InlineOnly
public inline operator fun dec(): ULong = ULong(data.dec())
/** Decrements this value.
 */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
/** Shifts this value left by the [bitCount] number of bits.**/ 
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
/** Shifts this value left by the [bitCount] number of bits, filling the leftmost bits with zeros.
 */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros.
 */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros.
 */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros.
 */
```kotlin
ushr bitCount)
    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: ULong): ULong = ULong(this.data and other.data)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): ULong = ULong(data.inv())

    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort()
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data.toInt()
    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data

    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort()
    @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = data.toUInt()
    @kotlin.internal.InlineOnly
    public inline fun toULong(): ULong = this

    public override fun toString(): String = ulongToString(data)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this)

```

---

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Classes that inherit from this interface can be represented as a sequence of elements that can be iterated over. The iterator is covariant on its element type. Returns an iterator over the elements of this object. * An public operator fun iterator(): Iterator<T> * Classes that inherit from this interface can be represented as a sequence of elements that can be iterated over and that supports removing elements during iteration. * An override fun iterator(): Iterator<T> * A generic collection of elements. Methods in this interface support read-only access to the collection; read/write access is supported through the [MutableCollection] interface.

* An public interface Collection<out E> : Iterable<E> * Returns the size of the collection. * An * public val size: Int

// Query Operations

// bulk Operations

* An override fun contains(element: @UnsafeVariance E): Boolean * Checks if all elements in the specified collection are contained in this collection. * An * public fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean * A generic collection of elements that supports adding and removing elements. * An * public override fun iterator(): Iterator<@UnsafeVariance E> * A Collection<@UnsafeVariance E>
Add the specified element to the collection.
*\n* @return 'true' if the element has been added, 'false' if the collection does not support duplicates.
*\n* @param E the type of elements contained in the list.
*\n*public fun add(element: E): Boolean
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun remove(element: E): Boolean
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun removeAll(elements: Collection<E>): Boolean
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun retainAll(elements: Collection<E>): Boolean
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun addAll(index: Int, elements: Collection<E>): Boolean
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun subList(fromIndex: Int, toIndex: Int): List<E>
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun listIterator(): ListIterator<E>
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun lastIndexOf(element: @UnsafeVariance E): Int
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun indexOf(element: @UnsafeVariance E): Int
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun get(index: Int): E
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun isEmpty(): Boolean
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun contains(element: @UnsafeVariance E): Boolean
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun size(): Int
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean
*\n*\n* @param E the type of elements contained in the list.
*\n*public fun addAll(index: Int, elements: Collection<E>):

removed.

*\public fun removeAt(index: Int): Ein\n // List Iterators\n override fun listIterator(): MutableListIterator<E>+4\n override fun listIterator(index: Int): MutableListIterator<E>+4\n // View
 override fun subList(fromIndex: Int, toIndex: Int): MutableList<E>+4\n\n/**\n * A generic unordered collection of elements
 * that does not support duplicate keys,\n * Methods in this interface support only read-only access to the set;\n * Methods in this interface support only read-only access to the map; read-write access is supported through\n * the [MutableMap] interface,\n * A collection that holds
 * pairs of objects (keys and values) and supports efficiently retrieving\n * the value corresponding to each key. Map
 * keys are unique; the map holds only one value for each key,\n * Methods in this interface support only read-only access to the map; read-write access is supported through\n * the [MutableMap] interface,\n * A collection that holds
 * pairs of objects (keys and values) and supports efficiently retrieving\n * the value corresponding to each key. Map
 * keys are unique; the map holds only one value for each key,\n * A collection that holds
 * pairs of objects (keys and values) and supports efficiently retrieving\n * the value corresponding to each key. Map
 * keys are unique; the map holds only one value for each key,\n * Methods in this interface support only read-only access to the map; read-write access is supported through\n * the [MutableMap] interface,\n * A collection that holds
 * pairs of objects (keys and values) and supports efficiently retrieving\n * the value corresponding to each key. Map
 * keys are unique; the map holds only one value for each key,\n * Methods in this interface support only read-only access to the map; read-write access is supported through\n * the [MutableMap] interface,\n * A collection that holds
 * pairs of objects (keys and values) and supports efficiently retrieving\n * the value corresponding to each key. Map
 * keys are unique; the map holds only one value for each key,\n * Methods in this interface support only read-only access to the map; read-write access is supported through\n * the [MutableMap] interface,\n * A collection that holds
 * pairs of objects (keys and values) and supports efficiently retrieving\n * the value corresponding to each key. Map
 * keys are unique; the map holds only one value for each key,

\x26;
number by which the value is incremented on each step. */

internal class LongProgressionIterator(first: Long,
    last: Long, val step: Long): LongIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement
    override fun hasNext(): Boolean = if (step == 0) first <= last else first >= last
    private var nextLong = if (hasNext) first else finalElement
    override fun nextLong(): Long {
        return if (value == nextLong) nextLong
                else {
                    next += step
                    nextLong
                }
    }
    override fun nextIterator(): IntIterator = IntProgressionIterator(first, last, step)
    override fun toString(): String = if (step > 0) first..last step step
            else first downTo last step ${-step}

    companion object {
        /*
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         */
        fun getProgressionLastElement(start: Long, endInclusive: Long, step: Long): Long {
            return kotlin.internal.getProgressionLastElement(start, endInclusive, step)
        }
    }
}

/**
 * A progression of values of type `Char`.
 */
public open class CharProgression

    internal constructor(rangeStart: Char, rangeEnd: Char, step: Int) : Iterable<Char> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-
zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than
Int.MIN_VALUE to avoid overflow on negation.")
    }

    companion object {
        /**
         * Creates CharProgression within the specified bounds of a closed range.

         * The progression starts with the [rangeStart] value and goes toward the
         * [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         * In public fun fromClosedRange(rangeStart: Char, rangeEnd: Char, step: Int): CharProgression =
CharProgressionIterator(first, last, step) */
    }
}

/**
 * A progression of values of type `Int`.
 */
public class IntProgression

    internal constructor(start: Int, endInclusive: Int, step: Int) : Iterable<Int> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-
zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than
Int.MIN_VALUE to avoid overflow on negation.")
    }

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.

         * The progression starts with the [rangeStart] value and goes toward the
         * [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         */
        fun getProgressionLastElement(start: Int, endInclusive: Int, step: Int): Int {
            return kotlin.internal.getProgressionLastElement(start, endInclusive, step)
        }
    }
}

/**
 * A progression of values of type `Long`.
 */
public open class LongProgression

    internal constructor(start: Long, endInclusive: Long, step: Long) : Iterable<Long> {
    init {
        if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-
zero.")
        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than
Long.MIN_VALUE")
    }

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.

         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not
excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         */
        fun getProgressionLastElement(start: Long, endInclusive: Long, step: Long): Long {
            return kotlin.internal.getProgressionLastElement(start, endInclusive, step)
        }
    }
}
Long.MIN_VALUE to avoid overflow on negation."

    /**
     * The first element in the progression.
     */
    public val first: Long = start

    /**
     * The last element in the progression.
     */
    public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

    /**
     * The step of the progression.
     */
    public val step: Long = step

    override fun iterator(): LongIterator = LongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is LongProgression && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last &&
        step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (first xor (first ushr 32)) + (last xor (last ushr 32)) + (step xor (step ushr 32)).toInt()

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $(-step)"

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         * [step] must be greater than `Long.MIN_VALUE` and not equal to zero.
         */
        public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
    }

    /*
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     * distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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     */

    package kotlin.ranges

    /**
     * Represents a range of values (for example, numbers or characters).
     * See the [Kotlin language documentation](http://kotlinlang.org/docs/reference/ranges.html) for more information.
     */
    public interface ClosedRange<T: Comparable<T>> {
        /**
         * The minimum value in the range.
         */
        public val start: T

        /**
         * The maximum value in the range (inclusive).
         */
        public val endInclusive: T

        /**
         * Checks whether the specified [value] belongs to the range.
         */
        operator fun contains(value: T): Boolean = value >= start && value <= endInclusive

        /**
         * Checks whether the range is empty.
         */
        public fun isEmpty(): Boolean = start > endInclusive

        /*
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         */

        // TODO $first step $step" else "$first downTo $last step $(-step)"
        companion object {
            /**
             * Creates LongProgression within the specified bounds of a closed range.
             * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
             * In order to go backwards the [step] must be negative.
             * [step] must be greater than `Long.MIN_VALUE` and not equal to zero.
             */
            public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
        }

        /*
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         */

        package kotlin

        /**
         * The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java.
         */
        public object Unit {
            override fun toString() = "kotlin.Unit"
        }

        /*
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         */

        package kotlin.annotation

        import kotlin.annotation.AnnotationTarget.*

        /**
         * Contains the list of code elements which are the possible annotation targets
         * */
        class interface or object, annotation class is also included
        Contains the list of code elements which are the possible annotation targets
        * Annotatable
        * Class, interface or object, annotation class is also included
        * AnnotationTarget
        * ***/

        Class, interface or object, annotation class is also included
        ***/

        ANNOTATION_CLASS,
        ***/

        Property *
        Property
        ***/

        Field, including property's backing field
        ***/

        Local variable
        ***/

        VALUE_PARAMETER,
        ***/

        Constructor only (primary or secondary)
        ***/

        CONSTANT,
        ***/

        CLASS,
        ***/

        ANNOTATION_CLASS,
        ***/

        TYPE_PARAMETER,
        ***/

        PROPERTY,
        ***/

        FIELD,
        ***/

        LOCAL_VARIABLE,
        ***/

        VALUE_PARAMETER,
        ***/

        CONSTRUCTOR,
        ***/

        ANNOTATION_CLASS,
        ***/

        PROPERTY,
        ***/

        FIELD,
        ***/

        LOCAL_VARIABLE,
        ***/

        VALUE_PARAMETER,
        ***/

        CONSTRUCTOR,
Function (constructors are not included)/*An FUNCTION, /** Property getter only *An
PROPERTY_GETTER, /** Property setter only *An PROPERTY_SETTER, /** Type usage *An
TYPE, /** Any expression *An EXPRESSION, /** File *An FILE, /** Type alias *An
@SinceKotlin("1.1")/*n TYPEALIAS
}\n/*n * Contains the list of possible annotation's retentions.\n *n * Determines how an annotation is stored in binary output.\n *n * Annotation isn't stored in binary output *An SOURCE, /** Annotation is stored in binary output, but invisible
for reflection *An BINARY, /** Annotation is stored in binary output and visible for reflection (default retention)
*An RUNTIME\n*/n/*n * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.\n *n * If the target meta-annotation is not present on an annotation declaration, the
annotation is applicable to the following elements: *n * [CLASS], [PROPERTY], [FIELD],
[LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER],
[PROPERTY_SETTER].\n*/n /*n * @property allowedTargets list of allowed annotation targets\n */n@Target(AnnotationTarget.ANNOTATION_CLASS)\n@MustBeDocumented
public annotation class
Target(vararg val allowedTargets: AnnotationTarget)

/**
 * This meta-annotation determines whether an
annotation is stored in binary output and visible for reflection. By default, both are true.\n *n * @property value necessary annotation retention (RUNTIME, BINARY or SOURCE)\n */n@Target(AnnotationTarget.ANNOTATION_CLASS)\npublic annotation class Retention(val value:
AnnotationRetention = AnnotationRetention.RUNTIME)\n*/n/*n * This meta-annotation determines that an
annotation is applicable twice or more on a single code element\n */n@Target(AnnotationTarget.ANNOTATION_CLASS)\npublic annotation class Repeatable\n*/n/*n * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the
generated documentation for the element to which the annotation is applied.\n */n@Target(AnnotationTarget.ANNOTATION_CLASS)\npublic annotation class MustBeDocumented\n*/n/*n * Copyright 2010-2016 JetBrains s.r.o. *n * Licensed under the Apache License, Version 2.0 (the \"License\")\n */n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n * http://www.apache.org/licenses/LICENSE-2.0\n */n/*n * Unless required by applicable law or agreed to in writing,\nsoftware distributed under the License is distributed on an \"AS IS\" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and limitations under the License.\n */n
package kotlin.internal

private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else
        mod + b
}

private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else
        mod + b
}

private fun differenceModulo(a: Int, b: Int, c: Int): Int {
    return mod(mod(a, c) -
        mod(b, c), c)
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of
the progression which is in the range *n * from [start] to [end] in case of a positive [step], or from [end] to [start] in
case of a negative *n * [step].\n */n *n * No validation on passed parameters is performed. The given parameters should satisfy the
condition: \n *n * - either `step > 0` and `start <= end`, \n *n * - or `step < 0` and `start >= end`, \n *n * @param start first element of the progression\n *n * @param end ending bound for the progression\n */n •@param step
increment, or difference of successive elements in the progression\n* @return the final element of the progression
* @suppress
*/
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int =
when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the
 * progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].
 * @param start first element of the progression
 * @param end ending bound for the progression\n * @param step step increment, or difference of successive elements in the progression
 * @suppress
*/
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long =
when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

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 */

package kotlin.reflect

/**
 * Represents a parameter passed to a function or a property getter/setter,
 * including `this` and extension receiver parameters.
 */
public interface KParameter : KAnnotatedElement {
    /**
     * 0-based index of this parameter in the parameter list of its containing callable.
     */
    public val index: Int

    /**
     * Name of this parameter as it was declared in the source code,
     * or `null` if the parameter has no name or its name is not available at runtime.
     * Examples of nameless parameters include `this` instance for member functions,
     * extension receiver for extension functions or properties, parameters of Java methods
     * compiled without the debug information, and others.
     * `null` public val name: String?
     */
    public val name: String?

    /**
     * Type of this parameter.
     */
    public val type: KType

    /**
     * Kind of this parameter.
     */
    public enum class Kind {
        INSTANCE,
        EXTENSION_RECEIVER,
        VALUE,
    }

    /**
     * `true` if this parameter is optional and can be omitted when
     * making a call via [KCallable.callBy], or `false` otherwise.
     */
    public val isOptional: Boolean

    /**
     * `true` if this parameter is `vararg`.
     * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/functions.html#variable-number-of-arguments-varargs)
     * for more information.
     */
    @SinceKotlin("1.1")
    public val isVararg: Boolean

    /*
     * @param start first element of the progression
     * @param end ending bound for the progression
     * @param step step increment, or difference of successive elements in the progression
     */
    @PublishedApi
    internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int =
    when {
        step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
        step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
        else -> throw kotlin.IllegalArgumentException("Step is zero.")
    }

    /**
     * @param start first element of the progression
     * @param end ending bound for the progression
     * @param step step increment, or difference of successive elements in the progression
     */
    @PublishedApi
    internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long =
    when {
        step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
        step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
        else -> throw kotlin.IllegalArgumentException("Step is zero.")
    }

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     * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
     * See the License for the specific language governing permissions and
     * limitations under the License.
     */

    package kotlin.reflect

    /**
     * Represents a type. Type is usually either a class with optional type arguments,
     * or a type parameter of some declaration, plus nullability.
     */
    public interface KType : KAnnotatedElement {
        /**
         * the declaration of the classifier used
         */
    }

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in this type. For example, in the type `List<String>` the classifier would be the `[KClass]` instance for `[List]`. In case this is not denoted in Kotlin, for example if it is an intersection type, `null` value is allowed to be represented by this type. In practice it means that the type was declared with a question mark at the end. For non-Kotlin types, it means the type or the symbol which was declared with this type is annotated with a runtime-retained nullability annotation such as `[java.annotation.Nullable]`.

The use-site variance specified in the projection, or `null` if this is a star projection.

The use-site variance specified in the projection, or `null` if this is a star projection. The use-site variance specified in the projection, or `null` if this is a star projection.

In case this type is based on an inner class, the returned list contains the type arguments provided for the innermost class first, then its outer class, and so on. For example, in the type `Outer<A, B>.Inner<C, D>` the returned list is `[C, D, A, B]`. In case this type is based on an inner class, the returned list contains the type arguments provided for the innermost class first, then its outer class, and so on. For example, in the type `Outer<A, B>.Inner<C, D>` the returned list is `[C, D, A, B]`. In this type.

For example, in the type `Array<out Number>` the only type argument is `out Number`. In case this type is based on an inner class, the returned list contains the type arguments provided for the innermost class first, then its outer class, and so on. For example, in the type `Outer<A, B>.Inner<C, D>` the returned list is `[C, D, A, B]`.

The use-site variance specified in the projection, or `null` if this is a star projection. The use-site variance specified in the projection, or `null` if this is a star projection. The use-site variance specified in the projection, or `null` if this is a star projection.

* The affected type parameter or type is *contravariant*, which means it has no variance.

---

```kotlin
@SinceKotlin("1.1")
enum class KVariance {
    /**
     * The affected type parameter or type is *invariant*, which means it has no variance
     * @see [KTypeParameter.variance]
     * @see [KTypeProjection]
     */
    INVARIANT,

    /**
     * The affected type parameter or type is *contravariant*.

    KVariance {
    /**
     * The affected type parameter or type is *invariant*, which means it has no variance
     * @see [KTypeParameter.variance]
     * @see [KTypeProjection]
     */
    INVARIANT,

    /**
     * The affected type parameter or type is *contravariant*.

```
Denoted by the 'in' modifier in the source code:
`/**
 * The affected type parameter or type is `covariant`. Denoted by the `out` modifier in the source code.
 */

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distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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 */

package kotlin.reflect

/**
 * Visibility is an aspect of a Kotlin declaration regulating where that declaration is accessible in the source code.
 * Visibility can be changed with one of the following modifiers: `public`, `protected`, `internal`, `private`.
 * Note that some Java visibilities such as package-private and protected (which also gives access to items from the same package) cannot be represented in Kotlin, so there's no [KVisibility] value corresponding to them.
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/visibility-modifiers.html) for more information.
 */
@SinceKotlin("1.1")
enum class KVisibility {
    /**
     * Visibility of declarations marked with the `public` modifier, or with no modifier at all.
     */
    PUBLIC,

    /**
     * Visibility of declarations marked with the `protected` modifier.
     */
    PROTECTED,

    /**
     * Visibility of declarations marked with the `internal` modifier.
     */
    INTERNAL,

    /**
     * Visibility of declarations marked with the `private` modifier.
     */
    PRIVATE,
}

/*
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 */

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null
        -> {
            val arr: Array<dynamic> = array
            object : Iterator<dynamic> {
                var index = 0
                override fun hasNext() = index < arr.size
                override fun next() = if (index < arr.size) arr[index++]
                    else throw NoSuchElementException("$index")
            }
        }
        "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    "DoubleArray" -> doubleArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator:
Stype")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++]
        else throw NoSuchElementException("$index")
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++]
        else throw NoSuchElementException("$index")
}

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++]
        else throw NoSuchElementException("$index")
}

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++]
        else throw NoSuchElementException("$index")
}

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++]
        else throw NoSuchElementException("$index")
}

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++]
        else throw NoSuchElementException("$index")
}

@JsName("doubleArrayIterator")
internal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++]
        else throw NoSuchElementException("$index")
}
NoSuchElementException("$index")
}

@JsName("longArrayIterator")
internal fun longArrayIterator(array: LongArray) = object : LongIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextLong() = if (index < array.size) array[index++]
else throw
NoSuchElementException("$index")
}

@JsName("PropertyMetadata")
internal class PropertyMetadata(@JsName("callableName") val name: String)

@JsName("noWhenBranchMatched")
internal fun noWhenBranchMatched(): Nothing = throw
NoWhenBranchMatchedException()

@JsName("subclassSequence")
internal fun subSequence(c: CharSequence, start: Int, end: Int): CharSequence {
    if (c is String) {
        return c.substring(start, end)
    } else {
        return c.asDynamic().substring(start, end)
    }
}

/** Concat regular Array's and TypedArray's into an Array.
 *  For compatibility with 1.1.0 the arguments may be a mixture of Array's and
 *  TypedArray's. In this case the $type$ property is only copied to result.$type$. 
 *  If the first argument is a regular Array without the $type$ property
 *  default to arrayConcat.
 */
@PublishedApi
@JsName("arrayConcat")
@Suppress("UNUSED_PARAMETER")
internal fun <T> arrayConcat(a: T, b: T): T {
    return concat(js("arguments"))
}

/** Concat primitive arrays. Main use:
 *  prepare vararg arguments.
 *  For compatibility with 1.1.0 the arguments may be a mixture of Array's and
 *  TypedArray's. In this case the $type$ property is only copied to result.$type$. 
 *  If the first argument is a regular Array without the $type$ property
 *  default to arrayConcat.
 */
@PublishedApi
@JsName("primitiveArrayConcat")
@Suppress("UNUSED_PARAMETER")
internal fun <T> primitiveArrayConcat(a: T, b: T): T {
    val args: Array<T> = js("arguments")
    if (a is Array<*> && a.asDynamic().$type$ === undefined) {
        return concat(args)
    } else {
        var size = 0
        for (i in args.indices) {
            size += args[i].asDynamic().length
        }
        val result = js("new a.constructor(size)")
        kotlin.copyArrayType(a, result)
        size = 0
        for (i in args.indices) {
            val arr = args[i].asDynamic()
            for (j in 0 until arr.length) {
                result[size++] = arr[j]
            }
        }
        return result
    }
}

@JsName("booleanArrayOf")
internal fun booleanArrayOf() = withType("BooleanArray", js("[].slice.call(arguments)"))

@JsName("charArrayOf") // The arguments have
// to be slice'd here because of Rhino (see KT-16974)
internal fun charArrayOf() = withType("CharArray", js("new Uint16Array([].slice.call(arguments))"))

@JsName("longArrayOf")
internal fun longArrayOf() = withType("LongArray", js("[].slice.call(arguments)"))

@JsName("withType")
@kotlin.internal.InlineOnly
internal inline fun withType(type: String, array: dynamic): dynamic {
    return array.$type$ = type
}

/** Concat regular Array's and TypedArray's into an Array.
 *  For compatibility with 1.1.0 the arguments may be a mixture of Array's and
 *  TypedArray's. In this case the $type$ property is only copied to result.$type$. 
 *  If the first argument is a regular Array without the $type$ property
 *  default to arrayConcat.
 */
@PublishedApi
@JsName("arrayConcat")
@Suppress("UNUSED_PARAMETER")
internal fun <T> arrayConcat(a: T, b: T): T {
    return concat(js("arguments"))
}

/** Concat primitive arrays. Main use:
 *  prepare vararg arguments.
 *  For compatibility with 1.1.0 the arguments may be a mixture of Array's and
 *  TypedArray's. In this case the $type$ property is only copied to result.$type$. 
 *  If the first argument is a regular Array without the $type$ property
 *  default to arrayConcat.
 */
@PublishedApi
@JsName("primitiveArrayConcat")
@Suppress("UNUSED_PARAMETER")
internal fun <T> primitiveArrayConcat(a: T, b: T): T {
    val args: Array<T> = js("arguments")
    if (a is Array<*> && a.asDynamic().$type$ === undefined) {
        return concat(args)
    } else {
        var size = 0
        for (i in args.indices) {
            size += args[i].asDynamic().length
        }
        val result = js("new a.constructor(size)")
        kotlin.copyArrayType(a, result)
        size = 0
        for (i in args.indices) {
            val arr = args[i].asDynamic()
            for (j in 0 until arr.length) {
                result[size++] = arr[j]
            }
        }
        return result
    }
}

@JsName("booleanArrayOf")
internal fun booleanArrayOf() = withType("BooleanArray", js("[].slice.call(arguments)"))

@JsName("charArrayOf") // The arguments have
// to be slice'd here because of Rhino (see KT-16974)
internal fun charArrayOf() = withType("CharArray", js("new Uint16Array([].slice.call(arguments))"))

@JsName("longArrayOf")
internal fun longArrayOf() = withType("LongArray", js("[].slice.call(arguments)"))

@JsName("withType")
@kotlin.internal.InlineOnly
internal inline fun withType(type: String, array: dynamic): dynamic {
    return array.$type$ = type
}

/** Concat regular Array's and TypedArray's into an Array.
 *  For compatibility with 1.1.0 the arguments may be a mixture of Array's and
 *  TypedArray's. In this case the $type$ property is only copied to result.$type$. 
 *  If the first argument is a regular Array without the $type$ property
 *  default to arrayConcat.
 */
@PublishedApi
@JsName("arrayConcat")
@Suppress("UNUSED_PARAMETER")
internal fun <T> arrayConcat(a: T, b: T): T {
    return concat(js("arguments"))
}

/** Concat primitive arrays. Main use:
 *  prepare vararg arguments.
 *  For compatibility with 1.1.0 the arguments may be a mixture of Array's and
 *  TypedArray's. In this case the $type$ property is only copied to result.$type$. 
 *  If the first argument is a regular Array without the $type$ property
 *  default to arrayConcat.
 */
@PublishedApi
@JsName("primitiveArrayConcat")
@Suppress("UNUSED_PARAMETER")
internal fun <T> primitiveArrayConcat(a: T, b: T): T {
    val args: Array<T> = js("arguments")
    if (a is Array<*> && a.asDynamic().$type$ === undefined) {
        return concat(args)
    } else {
        var size = 0
        for (i in args.indices) {
            size += args[i].asDynamic().length
        }
        val result = js("new a.constructor(size)")
        kotlin.copyArrayType(a, result)
        size = 0
        for (i in args.indices) {
            val arr = args[i].asDynamic()
            for (j in 0 until arr.length) {
                result[size++] = arr[j]
            }
        }
        return result
    }
}
import kotlin.js.*

/**
 * Reverses elements
 * in the list in-place.
 * @param T
 * @public
 * @actual
 * @fun reverse
 * @returns Unit
 */
public actual fun <T> MutableList<T>.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

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 */

package kotlin.js

import kotlin.annotation.AnnotationTarget.*

@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)
@Deprecated("Use `external` modifier instead", level = DeprecationLevel.ERROR)
public actual annotation class native(public val name: String = "")

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeGetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeSetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeInvoke

@Target(CLASS, FUNCTION, PROPERTY)
internal annotation class library(public val name: String = "")

@Target(CLASS)
internal annotation class marker

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.
 * This may be useful in the following cases:
 *   * There are two functions for which the compiler gives same name in JavaScript, you can mark one with `@JsName(...)` to prevent the compiler from reporting error.
 *   * You are writing a JavaScript library in Kotlin. The compiler produces mangled names for functions with parameters, which is unnatural for usual JavaScript developer.
 *   * For some reason you want to rename declaration, e.g. there's common term in JavaScript for a concept provided by the declaration, which in uncommon in Kotlin.
 * @param name the name which compiler uses both for declaration itself and for all references to the declaration.
 * @param * for functions with parameters, which is unnatural for usual JavaScript developer.
 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)
@fun hello() {
    println("Hello $name!")
}

fun hello(greeting: String) {
    println("$greeting $name!")
}
annotation class JsName(actual val name: String)

/**
 * Denotes an `external` declaration that must be imported from native JavaScript library.
 * The compiler produces the code relevant for the target module system, for example, in case of
 * CommonJS, it will import the declaration via the `require(...)` function. The annotation
 * can be used on top-level external declarations (classes, properties, functions) and files.
 * In case of file (which can’t be `external`) the following rule applies: all the declarations
 * in the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file.
 * Example:
 * 
 * ```
 * @JsModule("jquery")
 * extern abstract class JQuery() {
 *     // some declarations here
 * }
 * @JsModule("jquery")
 * extern fun JQuery(element: Element): JQuery
 * ```
 * 
 * @property import name of a module to import declaration from.
 * It is not interpreted by the Kotlin compiler, is passed directly to the target module system.
 * By default, an `external` declaration is available regardless your target module system.
 * However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system.
 * Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package.
 * To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation.
 * Next example:
 * packages some.kotlinPackage
 * 
 * ```
 * @file:JsQualifier("my.jsPackageName")
 * package some.kotlinPackage
 *
 * external fun foo(x: Int)
 *
 * external fun bar(): String
 * ```
 * 
 * @property value the qualifier to add to the declarations in the generated code.
 * Examples of valid qualifiers are: `foo`, `bar.Baz`, `_$.0.f`.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FILE)
public annotation class JsQualifier(val value: String)

package kotlin

/**
 * Returns an empty array of the specified type [T].
 */
public inline fun <T> emptyArray(): Array<T> = js("[
"")

@library
public fun <T> arrayOf(vararg elements: T): Array<T> =

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 * that can be found in the license/LICENSE.txt file.
 */

@file:Suppress("UNUSED_PARAMETER", "NOTHING_TO_INLINE")

package kotlin

**
 * Function corresponding to Java's `@SuppressWarnings("UNUSED_PARAMETER")`.
 */
public inline fun jsTypeOf(a: Any?): String = js("typeof a")
definedExternally

@library
public fun doubleArrayOf(vararg elements: Double): DoubleArray =

@library
public fun floatArrayOf(vararg elements: Float): FloatArray =

@library
public fun longArrayOf(vararg elements: Long): LongArray =

@library
public fun intArrayOf(vararg elements: Int): IntArray =

@library
public fun charArrayOf(vararg elements: Char): CharArray =

@library
public fun shortArrayOf(vararg elements: Short): ShortArray =

@library
public fun byteArrayOf(vararg elements: Byte): ByteArray =

@library
public fun booleanArrayOf(vararg elements: Boolean): BooleanArray =

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function
 * [initializer].
 */
public actual fun <T> lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function
 * [initializer]. The [lock] parameter is ignored.
 */
public actual fun <T> lazy(lock: Any?, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function
 * [initializer]. The [mode] parameter is ignored.
 */
public actual fun <T> lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)

internal fun fillFrom(src: dynamic, dst: dynamic): dynamic {
    val srcLen: Int = src.length
    val dstLen: Int = dst.length
    var index: Int = 0
    while (index < srcLen && index < dstLen) dst[index] = src[index++]
    return dst
}

internal fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {
    val result = source.slice(0, newSize)
    copyArrayType(source, result)
    var index: Int = source.length
    if (newSize > index) {
        result.length = newSize
        while (index < newSize) result[index++] = defaultValue
    }
    return result
}

internal fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
    val result = array.slice()
    result.length += collection.size
    copyArrayType(array, result)
    var index: Int = array.length
    for (element in collection)
        result[index++] = element
    return result
}

internal fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {
    var index = startIndex
    for (element in collection)
        dst[index++] = element
    return dst
}

internal inline fun copyArrayType(from: dynamic, to: dynamic) {
    if (from.`$type$` !== undefined) {
        to.`$type$` = from.`$type$`
    }
}

internal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass)
override fun nextIndex(): Int = index

    override fun previous(): E {
        if (index <= 0)
            this.index = this@AbstractMutableList.size - 1
        else
            this.index = index - 1
        return get(last)
    }

    override fun hasPrevious(): Boolean = index > 0

    override fun removeAt(lastInt): E {
        if (lastInt < 0)
            return null
        var changed = false
        for (i in lastInt downTo 0)
            if (removeAt(i)) changed = true
        return changed
    }

    override fun clear() {
        removeRange(0, size)
    }

    override fun addAll(index: Int, elements: Collection<E>): Boolean {
        var _index = index
        for (element in elements)
            add(_index++, element)
        changed = true
        return changed
    }

    override fun removeRange(fromIndex: Int, toIndex: Int): E {
        val iterator = listIterator(fromIndex)
        repeat(toIndex - fromIndex) {
            iterator.remove()
        }
        return modified
    }

    override fun removeAll(elements: Collection<E>): Boolean = removeAll { it !in elements }

    override fun clear(): Unit {
        removeRange(0, size)
    }

    override fun retainAll(elements: Collection<E>): Boolean = removeAll { it in elements }

    override fun iterator(): Iterator<E> = IteratorImpl()

    override fun listIterator(): MutableListIterator<E> = listIterator(0)

    override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> =
        SubList(this, fromIndex, toIndex)

    override fun add(element: E): Boolean {
        add(size, element)
        return true
    }

    override fun removeAt(index: Int): E
    abstract override fun set(index: Int, element: E): E

    override fun removeAll(elements: Collection<E>): Boolean = (this as
        MutableList<*>).removeAll { it in elements }
hasNext(): Boolean = entryIterator.hasNext()

override fun remove(): Boolean = entryIterator.remove()

override fun remove(key: K): V? {
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        val k = entry.key
        if (key == k) {
            val value = entry.value
            iter.remove()
            return value
        }
    }
    return null
}

override fun removeAt(index: Int): E {
    rangeCheck(index)
    modCount++
    return if (index == lastIndex)
        array.asDynamic().pop()
    else
        array.asList(index).remove() as E
}
else
            array.asDynamic().splice(index, 1)
    }

    actual override fun remove(element: E): Boolean {
        for (index in array.indices) {
            if (array[index] == element) {
                array.asDynamic().splice(index, 1)
                modCount++
                return true
            }
        }
        return false
    }

    override fun removeRange(fromIndex: Int, toIndex: Int) {
        modCount++
        array.asDynamic().splice(fromIndex, toIndex - fromIndex)
    }

    actual override fun clear() {
        array = emptyArray()
        modCount++
    }

    actual override fun indexOf(element: E): Int = array.indexOf(element)

    actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

    override fun toString() = arrayToString(array)

    override fun toArray(): Array<Any?> = js("["]").slice.call(array)

    private fun rangeCheck(index: Int) = index.apply {
        AbstractList.checkElementIndex(index, size)
    }
element is UByteArray -> element.contentHashCode

result = 31 * result + elementHash

result = 31 * result + elementHash

else -> element.hashCode

result = 31 * result + elementHash

result = 31 * result + elementHash

/*
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 */

package kotlin.collections

internal interface EqualityComparator {
    /**
     * Subclasses must override to return a value indicating whether or not two keys or values are equal.
     */
    abstract fun equals(value1: Any?, value2: Any?): Boolean

    /**
     * Subclasses must override to return the hash code of a given key.
     */
    abstract fun getHashCode(value: Any?): Int

    object HashCode : EqualityComparator {
        override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2

        override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0
    }
} /*
 * Copyright 2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
/*
 * Based on GWT AbstractHashMap
 * Copyright 2008 Google Inc.
 */

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * Hash table based implementation of the [MutableMap] interface.
 * This implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries] collections.
 */

class HashMap<K, V> : AbstractMutableMap<K, V>, MutableMap<K, V> {

    private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {

        override fun add(element:MutableEntry<K, V>):Boolean = throw UnsupportedOperationException("Add is not supported on entries")

        override fun clear() {
            this@HashMap.clear()
        }

        override operator fun contains(element:MutableEntry<K, V>):Boolean = containsEntry(element)

        override operator fun iterator():MutableIterator<MutableEntry<K, V>> = internalMap.iterator()

        override fun remove(element:MutableEntry<K, V>):Boolean {
            if (contains(element)) {
                this@HashMap.remove(element.key)
                return true
            }
            return false
        }

        override val size: Int get() = this@HashMap.size
    }

    /**
     * Internal implementation of the map: either string-based or hashcode-based.
     */
    private val internalMap: InternalMap<K, V>

    private val equality:

    internal constructor(internalMap:InternalMap<K, V>) : super() {
        this.internalMap = internalMap
        this.equality = internalMap.equality
    }

    /**
     * Constructs an empty [HashMap] instance.
     */
    actual constructor() : this(internalMap = InternalHashCodeMap(EqualityComparator.HashCode))

    /**
     * Constructs an empty [HashMap] instance.
     * @param initialCapacity the initial capacity (ignored)
     * @param loadFactor the load factor (ignored)
     * @throws IllegalArgumentException if the initial capacity or load factor are negative
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this() {
        // This implementation of HashMap has no need of load factors or capacities.
        require(initialCapacity >= 0) { "Negative initial capacity: $initialCapacity" }
        require(loadFactor >= 0) { "Non-positive load factor: $loadFactor" }
    }

    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    /**
     * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of JS object without hashing them.
     */
    actual constructor(original:Map<out K, V>) : this() {
        this.putAll(original)
    }

    actual override fun clear() {
        internalMap.clear()
        structureChanged(this)
    }

    actual override fun containsKey(key: K): Boolean = internalMap.containsKey(key)

    actual override fun containsValue(value: V): Boolean = internalMap.containsKeyValue(value)

    actual override fun get(key: K): V? = internalMap.get(key)

    actual override fun put(key: K, value: V): V? = internalMap.put(key, value)

    actual override fun remove(key: K): V? = internalMap.remove(key)

    actual override val size: Int get() = internalMap.size

}
```kotlin
/*
public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return
    HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }
}*/

package kotlin.collections

/**
 * The implementation of the [MutableSet] interface, backed by a HashSets instance.
 * Based on GWT HashSet
 * Copyright 2008 Google Inc.
 */

public actual open class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {

    private val map: HashMap<E, Any>

    /**
     * Constructs a new empty [HashSet].
     */
    actual constructor() {
        map = HashMap<E, Any>()
    }

    /**
     * Constructs a new [HashSet] filled with the elements of the specified collection.
     */
    actual constructor(elements: Collection<E>) {
        map = HashMap<E, Any>(elements.size)
        addAll(elements)
    }

    /**
     * Constructs an empty [HashSet].
     *
     * @param initialCapacity the initial capacity (ignored)
     * @param loadFactor the load factor (ignored)
     *
     * @throws IllegalArgumentException if the initial capacity or load factor are negative
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
        map = HashMap<E, Any>(initialCapacity, loadFactor)
    }

    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    /**
     * Protected constructor to specify the underlying map. This is used by
     * LinkedHashSet.
     */
    internal constructor(map: HashMap<E, Any>) {
        this.map = map
    }

    actual override fun add(element: E): Boolean {
        val old = map.put(element, this)
        return old == null
    }

    actual override fun clear() {
        map.clear()
    }

    //    public override fun clone(): Any {
    //        return
    //    }

    actual override operator fun contains(element: E): Boolean = map.containsKey(element)

    actual override fun isEmpty(): Boolean = map.isEmpty()

    actual override fun iterator(): MutableIterator<E> = map.keys.iterator()

    actual override fun remove(element: E): Boolean = map.remove(element) != null

    private var mapHashCode = 0

    actual override fun put(key: K, value: V): V {
        val old = map.put(key, value)
        return old
    }

    actual override fun remove(key: K): V {
        val old = map.remove(key)
        return old
    }

    actual override val size: Int get() = map.size

}

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
 * which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}
*/

package kotlin.collections

import kotlin.collections.AbstractMap.SimpleEntry
import kotlin.collections.MutableMap.MutableEntry

internal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0
        private set

    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry !is Array<*>) {
            val entry: SimpleEntry<K, V> = chainOrEntry
            if (equality.equals(entry.key, key)) {
                return entry.setValue(value)
            } else {
                chain.remove(key)
                chain.put(key, value)
            }
        } else {
            val chain = chainOrEntry
            chain.asDynamic().push(SimpleEntry(key, value))
        }
    }

    override fun remove(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode)
        if (chainOrEntry !is Array<*>) {
            val entry: SimpleEntry<K, V> = chainOrEntry
            if (equality.equals(entry.key, key)) {
                return entry.setValue(value)
            } else {
                chain.remove(key)
            }
        } else {
            val chain = chainOrEntry
            chain.asDynamic().remove(key)
        }
    }

    override fun contains(key: K): Boolean = map.containsKey(key)

    override fun isEmpty(): Boolean = map.isEmpty()

    override fun iterator(): Iterator<K> = map.keys.iterator()

    override fun putAll(entries: Collection<MutableEntry<K, V>>): Unit {
        for (entry in entries) {
            put(entry.key, entry.value)
        }
    }

    override fun remove(key: K): V? {
        val old = map.remove(key)
        return old
    }

    override val size: Int get() = map.size

}
```

---

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 19120
import kotlin.collections

/**
 * A simple wrapper around JavaScript Map for key type is string. * Though this map is instantiated only with
 * K=String, the K type is not fixed to String statically. * because we want to have it erased to Any? in order not to
 * generate type-safe override bridges for * [get], [contains], [remove] etc, if they ever are generated. *
 */

class InternalStringMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0
        private set

//    /**
//     * A mod
//     * count to track 'value' replacements in map to ensure that the 'value' that we have in the
//     * iterator entry is
//     * guaranteed to be still correct. 
//     * This is to optimize for the common scenario where the values are not modified during
//     * iterations where the entries are not stale. 
//     */
//    private var valueMod: Int = 0

    override operator fun contains(key: K): Boolean {
        if (key !is String) return false
        return backingMap[key] !== undefined
    }

    override operator fun get(key: K): V? {
        if (key !is String) return null
        val value = backingMap[key]
        return if (value !== undefined) value.unsafeCast<V>() else null
    }

    override fun put(key: K, value: V): V? {
        require(key is String)
        val oldValue = backingMap[key]
        backingMap[key] = value

        if (oldValue === undefined) {
            size++
            return null
        } else {
//            valueMod++
            return oldValue.unsafeCast<V>()
        }
    }

    override fun remove(key: K): V? {
        if (key !is String) return null
        val value = backingMap[key]
        if (value !== undefined) {
            deleteProperty(backingMap, key)
            size--
            return value.unsafeCast<V>()
        } else {
//            valueMod++
            return null
        }
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override fun iterator(): MutableIterator<MutableEntry<K, V>> {
        return object :
            MutableIterator<MutableEntry<K, V>> {
                private val keys: Array<String> = js("Object").keys(backingMap)
                private val iterator = keys.iterator()
                private var lastKey: String? = null

                override fun hasNext(): Boolean = iterator.hasNext()

                override fun next(): MutableEntry<K, V> {
                    val key = iterator.next()
                    lastKey = key
                    @Suppress("UNCHECKED_CAST")
                    return newMapEntry(key as K)
                }

                override fun remove() {
                    @Suppress("UNCHECKED_CAST")
                    this@InternalStringMap.remove(checkNotNull(lastKey) as K)
                }
            }
    }

    private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {
        override val key: K get() = key
        override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()

        override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()

        override fun hashCode(): Int = AbstractMap.entryHashCode(this)
        override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other)
    }
}
map.get(key) if (old == null) { val newEntry = ChainEntry(key, value) map.put(key, newEntry) newEntry.addToEnd() return null } else { return old.setValue(value) }

actual override fun remove(key: K): V? {
    val entry = map.remove(key)
    if (entry != null) {
        entry.remove()
        return entry.value
    }
    return null
}

actual override val size: Int get() = map.size

/**
 * Constructs the specialized implementation of [LinkedHashMap] with [String] keys, which stores the keys as properties of JS object without hashing them.
 * @param vararg pairs: Pair<String, V>: LinkedHashSet<String, V>: return LinkedHashSet<String, V>(stringMapOf<Any>()).apply { putAll(pairs) }
 */
public fun <V>
linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
    return LinkedHashMap<Any, V>(stringMapOf()).apply { putAll(pairs) }
}

/**
 * The implementation of the [MutableSet] interface, backed by a [LinkedHashMap] instance.
 * @param loadFactor: Int
 */
public fun <V>
linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
}

/**
 * The implementation of the [MutableSet] interface, backed by a [LinkedHashMap] instance.
 * @param initialCapacity: Int
 */
public actual open class LinkedHashSet<E> : HashSet<E>, MutableSet<E> {

    constructor(map: LinkedHashMap<E, Any>) : super(map)

    /**
     * Constructs a new empty [LinkedHashSet].
     */
    constructor() : super(LinkedHashMap<E, Any>())

    /**
     * Constructs a new [LinkedHashSet] filled with the elements of the specified collection.
     */
    constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {
        addAll(elements)
    }

    /**
     * Constructs a new empty [LinkedHashSet].
     * @param initialCapacity: Int
     * @param loadFactor: Float
     */
    constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))

    constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    override fun println() {
        print("\n")
    }

    override fun println(message: Any?) {
        print(message)
        println()
    }

    open fun print(message: Any?)

    open fun flush() {}
}

/**
 * Creates a new instance of the specialized implementation of [LinkedHashSet] with the specified [String] elements,
 * which elements the keys as properties
 * of JS object without hashing them.
 * @param vararg elements: String: return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
 */
public fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
}

/**
 * The implementation of the [MutableSet] interface, backed by a [LinkedHashMap] instance.
 * @param initialCapacity: Int
 */
public fun <V>
linkedStringSetOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
    return LinkedHashMap<Any, V>(stringMapOf()).apply { putAll(pairs) }
}

/**
 * The implementation of the [MutableSet] interface, backed by a [LinkedHashMap] instance.
 * @param initialCapacity: Int
 */
public fun <V>
linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
}
override fun print(message: Any?) {
    var s = String(message)
    val i = s.lastIndexOf('\\n')
    if (i >= 0) {
        buffer += s.substring(0, i) + flush() + s
    } else {
        console.log(buffer) + flush() + buffer
    }
}

override fun flush() {
    console.log(buffer)
    buffer = ""
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
    if (isNode) NodeJsOutput(js("process.stdout")) else
        BufferedOutputToConsoleLog()
}

@kotlin.internal.InlineOnly
private inline fun String(value: Any?): String = js("String")(value)

/** Prints the line separator to the standard output stream. */
public fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
public fun println(message: Any?) {
    output.println(message)
}

/** Prints the given [message] to the standard output stream. */
public fun print(message: Any?) {
    output.print(message)
}

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 */

package kotlin.coroutines

import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@SinceKotlin("1.3")
@JsName("CoroutineImpl")
internal abstract class CoroutineImpl(private val resultContinuation: Continuation<Any?>) : Continuation<Any?> {
    protected var state = 0
    protected var exceptionState = 0
    protected var result: Any? = null
    protected var exception: Throwable? = null
    protected var finallyPath: Array<Int>? = null

    public override val context: CoroutineContext = resultContinuation.context

    private var intercepted_: Continuation<Any?>? = null

    public fun intercepted(): Continuation<Any?> =
        intercepted_
            ?: (context[ContinuationInterceptor]!!.interceptContinuation(this) ?: this).also { intercepted_ = it }

    override fun resumeWith(result: Result<Any?>) {
        var current = this
        var currentResult: Any? = result.getOrNull()
        var currentException: Throwable? = result.exceptionOrNull()

        // This loop unrolls recursion in current.resumeWith(param) to make saner and shorter stack traces on resume
        while (true) {
            with(current) {
                val completion = resultContinuation

                // Set result and exception fields in the current continuation
                if (currentException == null) {
                    this.result = currentResult
                } else {
                    state = exceptionState
                    exception = currentException
                }

                try {
                    val outcome = doResume()
                    if (outcome === COROUTINE_SUSPENDED)
                        return
                    currentResult = outcome
                    currentException = null
                } catch (exception: dynamic) {
                    // Catch all exceptions
                    currentResult = null
                    currentException = exception
                    this.releaseIntercepted() // this state machine instance is terminating
                    if (completion is CoroutineImpl) {
                        // unrolling recursion via loop
                        current = completion
                    } else {
                        // top-level completion reached -- invoke and return
                        currentException?.let {
                            completion.resumeWithException(it)
                        } ?: completion.resume(currentResult)
                        return
                    }
                }
            }
            releaseIntercepted() // this state machine instance is terminating
            if (completion is CoroutineImpl) {
                // unrolling recursion via loop
                current = completion
            } else {
                // top-level completion reached -- invoke and return
                currentException?.let {
                    completion.resumeWithException(it)
                } ?: completion.resume(currentResult)
                return
            }
        }
    }

    protected abstract fun doResume(): Any?
}

internal object CompletedContinuation : Continuation<Any?> {
    override val context: CoroutineContext
        get() = error("This continuation is already complete")

    override fun resumeWith(result: Result<Any?>) {
        if (result is Completion) {
            // unrolling recursion via loop
            current = completion
        } else {
            // top-level completion reached -- invoke and return
            currentException?.let {
                completion.resumeWithException(it)
            } ?: completion.resume(
                currentResult
            )
        }
    }

    override fun resumeWithException(exception: Throwable) {
        error("This continuation is already complete")
    }

    override fun toString(): String = "This continuation is already complete"
}

/*
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 */

@file:Suppress("UNCHECKED_CAST", "RedundantVisibilityModifier")
package kotlin

import kotlin.contracts.*
import kotlin.internal.InlineOnly
import kotlin.jvm.JvmField

/**
 * A discriminated union that encapsulates successful outcome with a value of type [T] or a failure with an arbitrary [Throwable]
 * exception.
 */
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
public interface Result<out T> {
    @PublishedApi internal constructor("")
}
represents [success][Result.isSuccess] or the\n * [defaultValue] if it is [failure][Result.isFailure]. This function
 is shorthand for `getOrElse { defaultValue }` (see [getOrElse]).

 /*\n */\n
 */\n@InlineOnly\n@SinceKotlin("1.3")\n
public inline fun <R, T : R> Result<T>.getOrElse(defaultValue: R): R {
    if (isFailure) return defaultValue
    return value as T
}

/**\n * Returns the the result of [onSuccess] for
 * encapsulated value if this instance represents [success][Result.isSuccess] or the
 * result of [onFailure] function for encapsulated exception if it is [failure][Result.isFailure].
 */\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T> Result<T>.fold(onSuccess: (value: T) -> R, onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}

// transformation

/**\n * Returns the encapsulated result of the given [transform] function applied to encapsulated value\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated exception if it is [failure][Result.isFailure].
 */\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {
    contract {
        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
    }
    return when {
        isSuccess -> Result.success(transform(value as T))
        else -> Result(value)
    }
}

/**\n * Returns the encapsulated result of the given [transform] function applied to encapsulated exception\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated exception if it is [failure][Result.isFailure].
 */\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T : R> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {
    contract {
        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}

/**\n * Performs the given [action] on encapsulated value if
 * this instance represents [success][Result.isSuccess] or the\n * original exception if it is [failure][Result.isFailure].
 */\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    exceptionOrNull()?.let { action(it) }
    return this
}

/**\n * Performs the given [action] on encapsulated exception if this instance represents [failure][Result.isFailure] or the\n * original value if it is [success][Result.isSuccess].
 */\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    if (isSuccess)
        action(value as T)
    return this
}

// -------------------


Interface representing a continuation after a suspension point that returns value of type `T`.

Context of the coroutine that corresponds to this continuation.

public val context: CoroutineContext

Resumes the execution of the corresponding coroutine passing successful or failed [result] as the return value of the last suspension point.

public fun resumeWith(result: Result<T>): Continuation<T>

Classes and interfaces marked with this annotation are restricted when used as receivers for extension functions `suspend`.

These `suspend` extensions can only invoke other member or extension `suspend` functions on this particular *receiver* only and are restricted from calling arbitrary suspension functions.

This function creates a new, fresh instance of suspendable computation every time it is invoked.

To start executing the created coroutine, invoke `resume(Unit)` on the returned [continuation] instance.

Repeated invocation of any resume function on the resulting continuation produces [IllegalStateException].

This function creates a new, fresh instance of suspendable computation every time it is invoked.

To start executing the created coroutine, invoke `resume(Unit)` on the returned [continuation] instance.

Repeated invocation of any resume function on the resulting continuation produces [IllegalStateException].

This function creates a new, fresh instance of suspendable computation every time it is invoked.

To start executing the created coroutine, invoke `resume(Unit)` on the returned [continuation] instance.

Repeated invocation of any resume function on the resulting continuation produces [IllegalStateException].
both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously in the same stack-frame where suspension function is run or asynchronously later in the same thread or from a different thread of execution. Repeated invocation of any resume function produces [IllegalStateException].

/**
 * Returns context of the current coroutine.
 */
@SinceKotlin("1.3")
@Suppress("WRONG_MODIFIER_TARGET")
@InlineOnly
public suspend inline
val coroutineContext: CoroutineContext
    get() {
        throw NotImplementedError("Implemented as intrinsic")
    }

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 */

package kotlin.coroutines

import kotlin.coroutines.intrinsics.CoroutineSingletons.*
import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@PublishedApi
@SinceKotlin("1.3")
internal actual class SafeContinuation<in T>
internal actual constructor(
    private val delegate: Continuation<T>,
    initialResult: Any?
) : Continuation<T> {
    @PublishedApi
    internal actual constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)

    public actual override val context: CoroutineContext
        get() = delegate.context

    private var result: Any? = initialResult

    public actual override fun resumeWith(result: Result<T>) {
        val cur = this.result
        when {
            cur === UNDECIDED -> {
                this.result = result.value
            }
            cur === COROUTINE_SUSPENDED -> {
                this.result = RESUMED
                delegate.resumeWith(result)
            }
            else -> throw
        }
    }

    @PublishedApi
    internal actual fun getOrThrow(): Any? {
        if (result === UNDECIDED) {
            result = COROUTINE_SUSPENDED
            return COROUTINE_SUSPENDED
        } else -> throw
    }
}

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 */

package kotlin.coroutines.intrinsics

import kotlin.coroutines.*
import kotlin.internal.InlineOnly

/**
 * Starts unintercepted coroutine without receiver and with result type [T] and executes it until its first suspension.
 * Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends.
 * In the later case, the [completion] continuation is invoked when coroutine completes with result or exception.
 */
@SinceKotlin("1.3")
@InlineOnly
public actual inline fun <T> (suspend () -> T).startCoroutineUninterceptedOrReturn(
    completion: Continuation<T>
): Any? =
    this.asDynamic()(completion, false)
This function creates a new, fresh instance of suspendable computation every time it is invoked.

* To start executing the created coroutine, invoke `resume(Unit)` on the returned `[Continuation]`

* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `null` both the coroutine and [completion] happens in the invocation context established by `null`.

* Repeat invocation of any resume function on the resulting continuation corrupts the `null` state machine of the coroutine and may result in arbitrary behaviour or exception.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `null` both the coroutine and [completion] happens in the invocation context established by `null`.

* Repeated invocation of any resume function on the resulting continuation corrupts the `null` state machine of the coroutine and may result in arbitrary behaviour or exception.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `null` both the coroutine and [completion] happens in the invocation context established by `null`.

* Repeated invocation of any resume function on the resulting continuation corrupts the `null` state machine of the coroutine and may result in arbitrary behaviour or exception.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `null` both the coroutine and [completion] happens in the invocation context established by `null`.

* Repeated invocation of any resume function on the resulting continuation corrupts the `null` state machine of the coroutine and may result in arbitrary behaviour or exception.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `null` both the coroutine and [completion] happens in the invocation context established by `null`.

* Repeated invocation of any resume function on the resulting continuation corrupts the `null` state machine of the coroutine and may result in arbitrary behaviour or exception.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `null` both the coroutine and [completion] happens in the invocation context established by `null`.

* Repeated invocation of any resume function on the resulting continuation corrupts the `null` state machine of the coroutine and may result in arbitrary behaviour or exception.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `null` both the coroutine and [completion] happens in the invocation context established by `null`.

* Repeated invocation of any resume function on the resulting continuation corrupts the `null` state machine of the coroutine and may result in arbitrary behaviour or exception.
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found in the license/LICENSE.txt file. */

package kotlin.js

/**
 * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.

*/

package kotlin.dom

import org.w3c.dom.*

/**
 * Returns true if the element has the given CSS class style in its 'class' attribute
 */
fun Element.hasClass(cssClass: String): Boolean = className.matches("(^|.*\s+)$cssClass($|\s+.*)".toRegex())

/**
 * Adds CSS class to element. Has no effect if all specified classes are already in class attribute of the element
 *
 * @return true if at least one class has been added
 */
fun Element.addClass(vararg cssClasses: String): Boolean {
    val missingClasses =
cssClasses.filterNot { hasClass(it) } if (missingClasses.isPresent()) {
    val presentClasses = className.trim()
    className = buildString {
        append(presentClasses)
        if (!presentClasses.isEmpty()) {
            append(" ")
        }
        missingClasses.joinTo(this, " ")
    }
    return true
}

return false
}

/**
 * Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element
 * @return true if at least one class has been removed
 */
fun Element.removeClass(vararg cssClasses: String): Boolean {
    if (cssClasses.any { hasClass(it) }) {
        val toBeRemoved = cssClasses.toSet()
        className = className.trim().split("\\s+".toRegex()).filter { it !in toBeRemoved }.joinToString(" ")
        return true
    }

    return false
}

/**
 * Converts the string into a regular expression [Regex] with the default options
 */
fun String.toRegex(): Regex = Regex(this)

/**
 * Converts the string into a regular expression [Regex] with the specified single [option].
 */
fun String.toRegex(option: RegexOption): Regex = Regex(this, option)

/**
 * Converts the string into a regular expression [Regex] with the specified set of [options].
 */
fun String.toRegex(options: Set<RegexOption>): Regex = Regex(this, options)

internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? -> append(element)
        element is Char -> append(element)
        else -> append(element.toString())
    }
}

fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }

    public override fun toString(): String = "EventListenerHandler($handler)"
}

fun Node.isText: Boolean
    get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE

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 * that can be found in the license/LICENSE.txt file.
 */

package kotlin.text

/**
 * Builds new string by populating newly created [StringBuilder] using provided [builderAction] and then converting it to [String].
 */
fun buildString(builderAction: StringBuilder.() -> Unit): String =
    StringBuilder().apply(builderAction).toString()

/**
 * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity] using provided [builderAction] and then converting it to [String].
 */
@SinceKotlin("1.1")
fun buildString(capacity: Int, builderAction: StringBuilder.() -> Unit): String =
    StringBuilder(capacity).apply(builderAction).toString()

/**
 * Appends all arguments to the given [Appendable].
 */
fun Appendable.append(vararg value: CharSequence?): Appendable

/**
 * Appends all arguments to the given [String].
 */
fun StringBuilder.append(vararg value: String?): StringBuilder

/**
 * Appends all arguments to the given [String].
 */
fun StringBuilder.append(vararg value: Any?): StringBuilder

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 */

package org.w3c.dom

import org.w3c.dom.*

fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }

    public override fun toString(): String = "EventListenerHandler($handler)"
}

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 */

package org.w3c.dom.events

val EventListener = EventListenerHandler(handler) { unprivate class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    fun public override fun handleEvent(event: Event) {
        handler(event)
    }

    fun public override fun toString(): String = "EventListenerHandler($handler)"
}

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 */

package org.w3c.dom

import org.w3c.dom.*

fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }

    public override fun toString(): String = "EventListenerHandler($handler)"
}
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 */

package org.w3c.dom

public external interface ItemArrayLike<out T> {
    val length: Int
    fun item(index: Int): T?
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`.
 */
public fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val size: Int get() = this@asList.length

    override fun get(index: Int): T = when (index) {
        in 0..lastIndex ->
        this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in range [0..LastIndex()]")
    }
}

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 */

package kotlin.dom

import org.w3c.dom.*

/** Removes all the children from this node. */
public fun Node.clear() {
    while (hasChildNodes()) {
        removeChild(firstChild!!)
    }
}

/**
 * Creates text node and append it to the element.
 */
fun Element.appendText(text: String): Element {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}

/*
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 */

package kotlin.js

/**
 * Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html).
 */
@kotlin.internal.InlineOnly
public inline fun Any?.asDynamic(): dynamic = this

/**
 * Reinterprets this value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this.asDynamic()

/**
 * Reinterprets this `dynamic` value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.DynamicExtension
@JsName("unsafeCastDynamic")
@kotlin.internal.InlineOnly
public inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this

/**
 * Allows to iterate this `dynamic` object in the following cases:
 * - when it has an `iterator` function,
 * - when it is an array
 * - when it is an instance of [kotlin.collections.Iterable]
 */
@kotlin.internal.DynamicExtension
public operator fun dynamic.iterator(): Iterator<dynamic> {
    val r: Any? = this

    return when {
        this["iterator"] != null ->
        this["iterator"]()()
        js("Kotlin").isArrayish(r) ->
        r.unsafeCast<Array<*>>().iterator()
        else -> (r as Iterable<*>).iterator()
    }
}

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 */

package kotlin

// TODO: remove workarounds for KT-22053 from direct Throwable inheritors
// TODO: remove primary constructors, make all secondary KT-22055

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Error {
    constructor(message: String?, cause: Throwable?) : super(message, cause)

    constructor(cause: Throwable?) : super(cause)

    constructor() : super()

    override fun toString(): String = "Error()

    override fun getMessage(): String = message

    override fun getCause(): Throwable? = cause

    companion object {null

    }
}

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Exception {
    constructor(message: String?, cause: Throwable?) : super(message, cause)

    constructor(cause: Throwable?) : super(cause)

    constructor() : super()

    override fun toString(): String = "Exception()

    override fun getMessage(): String = message

    override fun getCause(): Throwable? = cause

    companion object {null

    }
}

// a package is omitted to get declarations directly under the module

@JsName("throwNPE")
internal fun throwNPE(message: String) {
    throw NullPointerException(message)
}

@JsName("throwCCE")
internal fun throwCCE() {
    throw ClassCastException("Illegal cast")
}

@JsName("throwISE")
internal fun throwISE(message: String) {
    throw IllegalStateException(message)
}

@JsName("throwUPAE")
internal fun throwUPAE(propertyName: String) {
    throw UninitializedPropertyAccessException("lateinit property $propertyName has not been initialized")
}

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public open class MyException : Exception {
    constructor() : super()

    constructor(message: String?) : super(message)

    constructor(cause: Throwable?) : super(cause)

    override fun toString(): String = "MyException()

    override fun getMessage(): String = message

    override fun getCause(): Throwable? = cause

    companion object {null

    }
}

package

// TODO: remove workarounds for KT-22053 from direct Throwable inheritors
// TODO: remove primary constructors, make all secondary KT-22055

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Error {
    constructor(message: String?, cause: Throwable?) : super(message, cause)

    constructor(cause: Throwable?) : super(cause)

    constructor() : super()

    override fun toString(): String = "Error()

    override fun getMessage(): String = message

    override fun getCause(): Throwable? = cause

    companion object {null

    }
}

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Exception {
    constructor(message: String?, cause: Throwable?) : super(message, cause)

    constructor(cause: Throwable?) : super(cause)

    constructor() : super()

    override fun toString(): String = "Exception()

    override fun getMessage(): String = message

    override fun getCause(): Throwable? = cause

    companion object {null

    }
}
results in a new map. The key for each element is provided by the [Grouping.keyOf] function. *

@operation function is invoked on each element with the following parameters:

- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;
- `element`: the element from the source being aggregated;
- `first`: indicates whether it's the first `element` encountered in the group.

@return a [Map] associating the key of each group with the result of aggregation of the group elements.

@sinceKotlin("1.1") public inline fun <T, K, R>
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.

    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        val accumulator = destination[key]
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. An initial value of accumulator is provided by [initialValueSelector] function.

    @Suppress("UNCHECKED_CAST") aggregate { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }

@sinceKotlin("1.1") public inline fun <T, K, R>
    initialValueSelector(key, e) else acc as R, e) )
}

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samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo

/**
 * Groups elements from the 
 * elements as arguments, and stores the results in a new map.
 * An initial value of accumulator is the same
 * function that is invoked on each element with the following parameters:
 * - 'accumulator': the current value of the accumulator of the group;
 * - 'element': the element from the source being accumulated.
 * @param a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
): M =
    aggregateTo(destination) { _, acc, e, first ->
        if (first) initialValue else acc as R, e
    }

/**
 * Groups elements from the 
 * stores the results in the given [destination] map.
 * An initial value of accumulator is the same
 * function that is invoked on each element with the following parameters:
 * - 'accumulator': the current value of the accumulator of the group;
 * - 'element': the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): M =
    aggregateTo(destination) { key, acc, e, first ->
        if (first) initialValueSelector(key, e) else acc as R, e
    }

/**
 * Groups elements from the 
 * stores the results in a new map.
 * An initial value of accumulator is the same
 * function that is invoked on each element with the following parameters:
 * - 'accumulator': the current value of the accumulator of the group;
 * - 'element': the element from the source being accumulated.
 * @param a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.fold(
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
): Map<K, R> =
    aggregate { _, acc, e, first ->
        if (first) initialValue else acc as R, e
    }

/**
 * Groups elements from the 
 * stores the results in the given [destination] map.
 * An initial value of accumulator is the same
 * function that is invoked on each element with the following parameters:
 * - 'accumulator': the current value of the accumulator of the group;
 * - 'element': the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
): M =
    aggregateTo(destination) { _, acc, e, first ->
        if (first) initialValue else acc as R, e
    }

/**
 * Groups elements from the 
 * stores the results in a new map.
 * An initial value of accumulator is the same
 * function that is invoked on each element with the following parameters:
 * - 'accumulator': the current value of the accumulator of the group;
 * - 'element': the element from the source being accumulated.
 * @param a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(
    destination: M,
    operation: (key: K, accumulator: S, element: T) -> S
): M =
    aggregateTo(destination) { key, acc, e, first ->
        if (first) acc as S, e
    }

/**
 * Groups elements from the 
 * stores the results in a new map.
 * An initial value of accumulator is the same
 * function that is invoked on each element with the following parameters:
 * - 'accumulator': the current value of the accumulator of the group;
 * - 'element': the element from the source being accumulated.
 * @param a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(
    destination: M,
    operation: (key: K, accumulator: S, element: T) -> S
): M =
    aggregateTo(destination) { key, acc, e, first ->
        if (first) acc as S, e
    }

/**
 * Groups elements from the 
 * @param a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(
    destination: M,
    operation: (key: K, accumulator: S, element: T) -> S
): M =
    aggregateTo(destination) { key, acc, e, first ->
        if (first) acc as S, e
    }

/**
 * Groups elements from the 
 * stores the results in a new map.
 * An initial value of accumulator is the same
 * function that is invoked on each element with the following parameters:
 * - 'accumulator': the current value of the accumulator of the group;
 * - 'element': the element from the source being accumulated.
 * @param a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(
    destination: M,
    operation: (key: K, accumulator: S, element: T) -> S
): M =
    aggregateTo(destination) { key, acc, e, first ->
        if (first) acc as S, e
    }

/**
 * Groups elements from the 
 * stores the results in a new map.
 * An initial value of accumulator is the same
 * function that is invoked on each element with the following parameters:
 * - 'accumulator': the current value of the accumulator of the group;
 * - 'element': the element from the source being accumulated.
 * @param a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(
    destination: M,
    operation: (key: K, accumulator: S, element: T) -> S
): M =
    aggregateTo(destination) { key, acc, e, first ->
        if (first) acc as S, e
    }

/**
 * Groups elements from the 
 * stores the results in a new map.
 * An initial value of accumulator is the same
 * function that is invoked on each element with the following parameters:
 * - 'accumulator': the current value of the accumulator of the group;
 * - 'element': the element from the source being accumulated.
 * @param a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(
    destination: M,
    operation: (key: K, accumulator: S, element: T) -> S
): M =
    aggregateTo(destination) { key, acc, e, first ->
        if (first) acc as S, e
    }
@Suppress("UNCHECKED_CAST")
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.
 * @return the [destination] map associating the key of each group with the count of elements in the group.
 */
@SinceKotlin("1.1")
public fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

/*
/**
 * Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group
 * to the given [destination] map.
 * @return the [destination] map associating the key of each group with the sum of elements in the group.
 */
@SinceKotlin("1.1")
public inline fun <T, K> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =
        foldTo(destination, 0) { acc, e -> acc + valueSelector(e) }

/*
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 * that can be found in the license/LICENSE.txt file.
 */
package kotlin.collections

/**
 * Groups elements from the [Grouping] source by key and counts elements in each group.
 * @return a [Map] associating the key of each group with the count of element in the group.
 */
@SinceKotlin("1.1")
public actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =
    fold(0) { acc, _ -> acc + 1 }

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 * that can be found in the license/LICENSE.txt file.
 */

package kotlin.js

/**
 */
@Deprecated("Use top-level functions from kotlin.math package instead!", level = DeprecationLevel.WARNING)
@internal
fun Math.PI: Double
    return kotlin.math.PI

@Deprecated("Use Random.nextDouble instead", ReplaceWith("kotlin.random.Random.nextDouble()", "kotlin.random"), level = DeprecationLevel.ERROR)
@internal
fun Math.random(): Double
    return kotlin.random.Random.nextDouble()

@Deprecated("Use kotlin.math.abs instead.", ReplaceWith("abs(value)", "kotlin.math.abs"), level = DeprecationLevel.ERROR)
@internal
fun Math.abs(value: Double): Double
    return kotlin.math.abs(value)

@Deprecated("Use kotlin.math.acos instead.", ReplaceWith("acos(value)", "kotlin.math.acos"), level = DeprecationLevel.ERROR)
@internal
fun Math.acos(value: Double): Double
    return kotlin.math.acos(value)

@Deprecated("Use kotlin.math.atan instead.", ReplaceWith("atan(value)", "kotlin.math.atan"), level = DeprecationLevel.ERROR)
@internal
fun Math.atan(value: Double): Double
    return kotlin.math.atan(value)

@Deprecated("Use kotlin.math.asin instead.", ReplaceWith("asin(value)", "kotlin.math.asin"), level = DeprecationLevel.ERROR)
@internal
fun Math.asin(value: Double): Double
    return kotlin.math.asin(value)

@Deprecated("Use kotlin.math.atan2 instead.", ReplaceWith("atan2(y, x)", "kotlin.math.atan2"), level = DeprecationLevel.ERROR)
@internal
fun Math.atan2(y: Double, x: Double): Double
    return kotlin.math.atan2(y, x)
j.set(p, newValue) will be generated:

```js
function test(j, p, newValue)
{
    j["prop"] = 1;
    j[p] = newValue;
}
```
nativeMath.sinh(x)

/**
 * Computes the hyperbolic cosine of the value [x].
 */
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)

/**
 * Computes the hyperbolic tangent of the value [x].
 */
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)

/**
 * Computes the inverse hyperbolic sine of the value [x].
 */
public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)

/**
 * Computes the inverse hyperbolic cosine of the value [x].
 */
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)

/**
 * Computes the inverse hyperbolic tangent of the value [x].
 */
public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 */
public actual inline fun hypot(x: Double, y: Double): Double = nativeMath.hypot(x, y)

/**
 * Computes the positive square root of the value [x].
 */
public actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)

/**
 * Computes Euler's number `e` raised to the power of the value [x].
 */
public actual inline fun exp(x: Double): Double = nativeMath.exp(x)

/**
 * Computes `exp(x) - 1`.
 */
public actual inline fun expm1(x: Double): Double = nativeMath.expm1(x)

/**
 * Computes the natural logarithm (base `E`) of the value [x].
 */
public actual inline fun ln(x: Double): Double = nativeMath.log(x)

/**
 * Computes the common logarithm (base 10) of the value [x].
 */
public actual inline fun log10(x: Double): Double = nativeMath.log10(x)

/**
 * Computes the binary logarithm (base 2) of the value [x].
 */
public actual inline fun log2(x: Double): Double = nativeMath.log2(x)

/**
 * Computes `ln(x + 1)`.
 */
public actual inline fun ln1p(x: Double): Double = nativeMath.log1p(x)

/**
 * Rounds the given value [x] to an integer towards positive infinity.
 */
public actual inline fun ceil(x: Double): Double = nativeMath.ceil(x)

/**
 * Returns the smallest double value that is greater than the given value [x] and is a mathematical integer.
 */
public actual inline fun floor(x: Double): Double = nativeMath.floor(x)

/**
 * Computes the smallest positive number such that `1.0 + epsilon` is greater than 1.0.
 */
public actual inline fun epsilon(): Double = nativeMath.epsilon()
nativeMath.ceil(x).unsafeCast<Double>() // TODO: Remove unsafe cast after removing public js.math

/**
 * Rounds the given value [x] to an integer towards negative infinity.
 * @return the largest double value that is smaller than the given value [x]
 * and is a mathematical integer.
 * Special cases:
 * - floor(x) is 
 * 'floor(x)' is 'x' where 'x' is NaN or +Inf or -Inf or already a mathematical integer.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun floor(x: Double): Double =
    nativeMath.floor(x).unsafeCast<Double>()

/**
 * Rounds the given value [x] to an integer towards zero.
 * @return the value [x] having its fractional part truncated.
 * Special cases:
 * - truncate(x) is 'x' where 'x' is NaN or +Inf or -Inf or already a mathematical integer.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun truncate(x: Double): Double =
    nativeMath.trunc(x)

/**
 * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.
 * Special cases:
 * - round(x) is 'x' where 'x' is NaN or +Inf or -Inf or already a mathematical integer.
 */
@SinceKotlin("1.2")
public actual fun round(x: Double): Double {
    if (x % 0.5 != 0.0) {
        return nativeMath.round(x).unsafeCast<Double>()
    }
    val floor = floor(x)
    return if (floor % 2 == 0.0) floor else ceil(x)
}

/**
 * Returns the absolute value of the given value [x].
 * Special cases:
 * - abs(NaN) is NaN
 * @see abs function
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Double.abs: Double get() = nativeMath.abs(this)

/**
 * Returns the sign of this value:
 *   - -1.0 if the value is negative,
 *   - zero if the value is zero,
 *   - 1.0 if the value is positive
 * Special case:
 *   - NaN.sign is NaN
 */
@SinceKotlin("1.2")
public actual inline val Double.sign: Double get() = nativeMath.sign(this)

/**
 * Returns the ulp (unit in the last place) of this value.
 * An ulp is a positive distance between this value and the next nearest Double value larger in magnitude.
 * Special Cases:
 * - NaN.ulp is NaN
 * @see abs function
 */
@SinceKotlin("1.2")
public actual val Double.ulp: Double get() = when {
    this < 0 -> (-this).ulp
    this.isNaN() || this == Double.POSITIVE_INFINITY -> this
    this == Double.MAX_VALUE -> this - this.nextDown()
    else -> this.nextUp() - this
}

/**
 * Returns the Double value nearest to this value in direction of positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextUp(): Double = when {
    this.isNaN() || this == Double.POSITIVE_INFINITY -> this
    this == Double.MAX_VALUE -> this - this.nextDown()
    else -> this.nextUp() - this
}

/**
 * Returns the next smaller value.
 * @see Double.nextUp()
 */
@SinceKotlin("1.2")
public actual fun Double.nextDown(): Double = when {
    this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
    this == Double.MIN_VALUE -> this - this.nextUp()
    else -> this.nextDown() - this
}

/**
 * Returns the value nearest to this value in direction of positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextUp(): Double =
    when {
        this < 0 -> -this
        else -> this
    }
```
-> Double.MIN_VALUE
else -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1) | un/**\n
Returns the [Double] value nearest to this value in direction of negative infinity.

@SinceKotlin("1.2")
public actual fun Double.nextDown(): Double = when { this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
this == 0.0 -> -Double.MIN_VALUE
else -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1) | un/**

/**
 * Returns the [Double] value nearest to this value in direction from this value towards the value [to].\n */
@SinceKotlin("1.2")
public actual fun Double.nextTowards(to: Double): Double = when {
    this.isNaN() || to.isNaN() -> Double.NaN
    to == this -> to
    to > this -> to + (to - this).nextUp()
    else /* to < this */ -> to - (this - to).nextDown()
}

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Int].\n */
@SinceKotlin("1.2")
public actual fun Double.roundToInt(): Int = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Int.MAX_VALUE -> Int.MAX_VALUE
    this < Int.MIN_VALUE -> Int.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toInt()
}

/**
 * Computes the sine of the angle [x] given in radians.
 *
 * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Float): Float =
    nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the angle [x] given in radians.\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Float): Float =
    nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle [x] given in radians.\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Float): Float =
    nativeMath.tan(x.toDouble()).toFloat()

/**
 * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value `y / x`.\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Float, x: Float): Double =
    nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()
```

---

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Float: Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat() * Computes the hyperbolic sine of the value \(x\), \(\sinh(x)\) * Special cases: \(x = +\infty\) \(\sinh(x) = +\infty\) * \(x = -\infty\) \(\sinh(x) = -\infty\) * \(x = NaN\) \(\sinh(x) = NaN\)

Float: Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat() * Computes the hyperbolic cosine of the value \(x\), \(\cosh(x)\) * Special cases: \(x = +\infty\) \(\cosh(x) = +\infty\) * \(x = -\infty\) \(\cosh(x) = +\infty\) * \(x = NaN\) \(\cosh(x) = NaN\)

Float: Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat() * Computes the hyperbolic tangent of the value \(x\), \(\tanh(x)\) * The returned value is \(y\) such that \(\sinh(y) = x\). * Special cases: \(x = +\infty\) \(\tanh(y) = +1\) * \(x = -\infty\) \(\tanh(y) = -1\) * \(x = NaN\) \(\tanh(y) = NaN\)

Float: Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat() * Computes the inverse hyperbolic sine of the value \(x\), \(\text{asinh}(x)\) * The returned value is \(y\) such that \(\sinh(y) = x\). * Special cases: \(x = +\infty\) \(\text{asinh}(x) = +\infty\) * \(x = -\infty\) \(\text{asinh}(x) = -\infty\) * \(x = NaN\) \(\text{asinh}(x) = NaN\)

Float: Float = nativeMath.acosh(x.toDouble()).toFloat() * Computes the inverse hyperbolic cosine of the value \(x\), \(\text{acosh}(x)\) * The returned value is positive \(y\) such that \(\cosh(y) = x\). * Special cases: \(x = +\infty\) \(\text{acosh}(x) = +\infty\) * \(x = 1\) \(\text{acosh}(x) = 0\) * \(x = NaN\) \(\text{acosh}(x) = NaN\)

Float: Float = nativeMath.atanh(x.toDouble()).toFloat() * Computes the inverse hyperbolic tangent of the value \(x\), \(\text{atanh}(x)\) * The returned value is \(y\) such that \(\tanh(y) = x\). * Special cases: \(x = +1\) \(\text{atanh}(x) = 0\) * \(x = -1\) \(\text{atanh}(x) = 0\) * \(x = NaN\) \(\text{atanh}(x) = NaN\)

Float: Float = nativeMath.hypot(x.toDouble(), y.toDouble()).toFloat() * Computes the positive square root of the value \(x^2 + y^2\) without intermediate overflow or underflow.

Float: Float = nativeMath.sqrt(x.toDouble()).toFloat() * Computes \(\sqrt{x}\) for small arguments \(x\) near zero.

Float: Float = nativeMath.exp(x.toDouble()).toFloat() * Computes \(e^x\) for small arguments \(x\) near zero.

Float: Float = nativeMath.expm1(x.toDouble()).toFloat() * Computes \(e^x - 1\) for small arguments \(x\) near zero.

Float: Float = nativeMath.log(x.toDouble()).toFloat() * Computes the natural logarithm \(\ln(x)\) for small arguments \(x\) near one.

Float: Float = nativeMath.log10(x.toDouble()).toFloat() * Computes the common logarithm \(\log_{10}(x)\) for small arguments \(x\) near one.

Float: Float = nativeMath.log2(x.toDouble()).toFloat() * Computes the binary logarithm \(\log_2(x)\) for small arguments \(x\) near one.
is `NaN` where `x < -1.0` and `-ln1p(-1.0)` is `-Inf` where `x < -1.0` or `-Inf` is `+Inf` or `-Inf` or already a mathematical integer.

\[\text{round}(x) = \text{nearest integer to } x\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{ceil}(x) = \text{smallest integer greater than } x\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{floor}(x) = \text{largest integer less than } x\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{truncate}(x) = \text{value having fractional part truncated}\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{round}(x) = \text{closest integer with ties rounded towards even integer}\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{abs}(x) = \text{absolute value of the given value}\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{sign}(x) = \text{sign of the given value}\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{min}(a, b) = \text{minimum of two values}\] when `a` and `b` are `NaN`.

\[\text{max}(a, b) = \text{maximum of two values}\] when `a` and `b` are `NaN`.

\[\text{Float.pow}(x) = \text{value raised to the power } x\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{Float.withSign}(sign) = \text{value with sign bit same as of the } sign\] when `sign` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{Float.toLong()} = \text{value rounded to the closest integer value}\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{Float.toShort()} = \text{value rounded to the closest short value}\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{Float.toInt()} = \text{value rounded to the closest integer value}\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{Float.toByte()} = \text{value rounded to the closest byte value}\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.

\[\text{Float.toChar()} = \text{value rounded to the closest character value}\] when `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.
/*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Float.roundToInt(): Int =
toDouble().roundToInt()\n\n* Rounds this [Float] value to the nearest integer and converts the result to
\n[Long].\n* Ties are rounded towards positive infinity.\n* Special cases:\n  * - `x.roundToLong() ==
  Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n  * - `x.roundToLong() == Long.MIN_VALUE` when `x <
  Long.MIN_VALUE`\n* @throws IllegalArgumentException when this value is NaN\n*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Float.roundToLong(): Long =
toDouble().roundToLong()\n\nint\n\n\n\n\n\n\n// endregion

// region ================ Integer Math

/**
 * Returns the absolute value of the given value [n].\n* Special cases:\n  * - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow\n* @see absoluteValue extension property for [Int]\n*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Int.abs(n: Int): Int =
if (n < 0) (-n or 0) else n\n\n\n// endregion

// endregion

// region ================ Integer Math

/**
 * Returns `true` if the specified number is a
 * Not-a-Number (NaN) value, `false`
 */
public actual fun Double.isNaN(): Boolean = this != this

/**
 * Returns `true` if the specified
 * number is a
 * Not-a-Number (NaN) value, `false` otherwise.
 */
public actual fun Float.isNaN(): Boolean = this != this

/**
 * Returns `true` if this value is infinitely large in magnitude.
 */
public actual fun Double.isInfinite(): Boolean = thread\n
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 */

package kotlin

/**
 * Returns a bit representation of the specified floating-point value as 
 * [Long] according to the
 * IEEE 754 floating-point "double format" bit layout.
 */
@SinceKotlin("1.2")
@library("doubleToBits")
public actual fun Double.toBits(): Long =

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according to the IEEE 754 floating-point "double format" bit layout, preserving NaN values in the specified floating-point value as [Int]* according to the IEEE 754 floating-point "single format" bit layout. Note that in Kotlin/JS [Float] range is wider than "single format" bit layout can represent, so some [Float] values may overflow, underflow or lose their accuracy after conversion to bits and back.

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number.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toFloat(): Float = 
toDouble().unsafeCast<Double>().takeIf { \n   (!it.isNaN() && !this.isNaN() || it == 0.0 && 
   this.isBlank()) }\n\n/**\n * Parses the string as a [Double] number and returns the result \n * or `null` if the string is not a valid representation of a number.\n */\n@kotlin.internal.InlineOnly\npublic actual fun String.toDoubleOrNull(): Double? = 
(+(this.asDynamic())).unsafeCast<Double>().takeIf {
    !(it.isNaN() && !this.isNaN() || it == 0.0 && 
    this.isBlank())\n}\n\n/**\n * Parses the string as a [Float] number and returns the result \n * or `null` if the string is not a valid representation of a number.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()\n\n\n/**\n * Returns a string representation
 * or `null` if the string is not a valid representation of a number.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toString(radix: Int): String = this.toString(radix)\n\n\nprivate fun String.isNaN(): Boolean = when (this.toLowerCase()) {
   "nan", "+nan", "-nan" -> true
   else -> false\n}\n\n/**\n * Checks whether the given [radix] is valid radix for number to string conversion.\n */\n@PublishedApi\ninternal actual fun checkRadix(radix: Int): Int {
   if (radix !in 2..36) {
      throw IllegalArgumentException("radix $radix was not in valid range 2..36")
   }
   return radix
}\n\ninternal actual fun digitOf(char: Char, radix: Int): Int = when {
   char >= '0' && char <= '9' -> char - '0'
   char >= 'A' && char <= 'Z' -> char - 'A' + 10
   char >= 'a' && char <= 'z' -> char - 'a' + 10
   else -> -1
}.let { if (it >= radix) -1 else it }
\n
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*

Represented the constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a
constructor reference.
*

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*
booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })
@JsName("byteClass") val byteClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })
@JsName("shortClass") val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short })
@JsName("intClass") val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })
@JsName("floatClass") val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })
@JsName("doubleClass") val doubleClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })
@JsName("arrayClass") val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array<*> })
@JsName("stringClass") val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })
@JsName("throwableClass") val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })
@JsName("booleanArrayClass") val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray })
@JsName("charArrayClass") val charArrayClass = PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })
@JsName("byteArrayClass") val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })
@JsName("shortArrayClass") val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })
@JsName("intArrayClass") val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })
@JsName("longArrayClass") val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })
@JsName("floatArrayClass") val floatArrayClass = PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })
@JsName("doubleArrayClass") val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })

/public/common/stdlib/stdlib.js

import kotlin.reflect.KClass
import kotlin.reflect.js.*

@JsName("getKClass")
internal fun <T : Any> getKClass(jClass: JsClass<T>): KClass<T> = getOrCreateKClass(jClass)

@JsName("getKClassFromExpression")
internal fun <T : Any> getKClassFromExpression(e: T): KClass<T> =
    when (jsTypeOf(e)) {
        "string" -> PrimitiveClasses.stringClass
        "number" -> if (js("e | 0") === e) PrimitiveClasses.intClass else PrimitiveClasses.doubleClass
        "boolean" -> PrimitiveClasses.booleanClass
        "function" ->
            functionClass(e.asDynamic().length)
            fun functionClass(arity: Int): KClassImpl<Any> {
                return functionClasses.get(arity) ?: run {
                    val result =
                        PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function$arity", { jsTypeOf(it) === "function" && it.asDynamic().length == arity })
                    functionClasses.asDynamic()[arity] = result
                    result
                }
            }
            return functionClass(arity)
        else -> {
            when {
                e is BooleanArray
                    -> PrimitiveClasses.booleanArrayClass
                e is CharArray
                    -> PrimitiveClasses.charArrayClass
                e is ByteArray
                    -> PrimitiveClasses.byteArrayClass
                e is ShortArray
                    -> PrimitiveClasses.shortArrayClass
                e is IntArray
                    -> PrimitiveClasses.intArrayClass
                e is LongArray
                    -> PrimitiveClasses.longArrayClass
                else -> {
                    // This line is not necessarily correct.
                    // It should be a call to a function that checks if the type is a primitive.
                    // The function name and parameters may vary depending on the implementation.
                    // An example could be something like:
                    // jsTypeOf(e) === "number" ->
                    // functionClass(3)
                    // jsTypeOf(e) === "boolean" ->
                    // functionClass(1)
                    // jsTypeOf(e) === "string" ->
                    // functionClass(0)
                    // For other types, it should return the appropriate function class.
                    return functionClass(e.asDynamic().length)
                }
            }
        }
    }

// a package is omitted to get declarations directly under the module

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 */

// A package is
// omitted to get declarations directly under the module

open class Boolean

fun functionClass(arity: Int): KClassImpl<Any> {
    return functionClasses.get(arity) ?: run {
        val result =
            PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function$arity", { jsTypeOf(it) === "function" && it.asDynamic().length == arity })
        functionClasses.asDynamic()[arity] = result
        result
    }
}

private val functionClasses = arrayOfNulls<KClassImpl<Any>>(0)
DoubleArray -> PrimitiveClasses.doubleArrayClass
        e is KClass<*> -> KClass::class
        Array<*> -> PrimitiveClasses.arrayClass
        else -> {
            val constructor = js("Object").getPrototypeOf(e).constructor
            when {e is KClass<*> -> KClass::class
                    e is Array<*> -> PrimitiveClasses.arrayClass
                    else -> {
                        val constructor = js("Object").getPrototypeOf(e).constructor
                        when {constructor === js("Object") -> PrimitiveClasses.anyClass
                                constructor === js("Error") -> PrimitiveClasses.throwableClass
                                else -> {
                                    val jsClass: JsClass<T> = constructor
                                    getOrCreateKClass(jsClass)
                                }
                        }
                    }
                }
            }
        }
    }

    }.unsafeCast<KClass<T>>()

    private fun <T : Any> getOrCreateKClass(jClass: JsClass<T>): KClass<T> {
        if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()

        val metadata = jClass.asDynamic().`$metadata$`
        return if (metadata != null) {
            if (metadata.`$kClass$` == null) {
                val kClass = SimpleKClassImpl(jClass)
                metadata.`$kClass$` = kClass
                kClass
            } else {
                metadata.`$kClass$`
            }
        } else {
            SimpleKClassImpl(jClass)
        }
    }

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     * that can be found in the license/LICENSE.txt file.
     */

    package kotlin.text

    import kotlin.js.RegExp

    /**
     * Provides enumeration values to use to set regular expression options.
     */
    public actual enum class RegexOption(val value: String) {
        /** Enables case-insensitive matching. */
        IGNORE_CASE("i"),
        /** Enables multiline mode. */
        MULTILINE("m")
    }

    /**
     * Represents the results from a single capturing group within a \[MatchResult\] of \[Regex\].
     *
     * @param value The value of captured group.
     */
    public actual data class MatchGroup(actual val value: String)

    /**
     * Represents a compiled regular expression.
     *
     * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches.
     * 
     * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)
     */
    public actual class Regex actual constructor(pattern: String, options: Set<RegexOption>) {
        val nativePattern = RegExp(pattern, options.map { it.value }.joinToString(separator = "") + "g")

        /**
         * Indicates whether the regular expression matches the entire \[input\].
         */
        public actual infix fun matches(input: CharSequence): Boolean {
            nativePattern.reset()
            val match = nativePattern.exec(input.toString())
            return match != null && match.index == 0 &&
                   nativePattern.lastIndex == input.length
        }

        /**
         * Indicates whether the regular expression can find at least one match in the specified \[input\].
         */
        public actual fun containsMatchIn(input: CharSequence): Boolean {
            nativePattern.reset()
            return nativePattern.test(input.toString())
        }

        /**
         * Returns a sequence of all occurrences of a regular expression within the \[input\] string, beginning at the specified \[startIndex\].
         */
        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> =
            generateSequence({
                find(input, startIndex) } , { match -> match.next() })

        /**
         * Attempts to match the entire \[input\] against the specified \[pattern\].
         */
        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual fun find(input: CharSequence, startIndexOfInput: Int = 0): MatchResult? =
            nativePattern.findNext(input.toString(), startIndexOfInput)

        /**
         * Returns the first match of a regular expression in the \[input\], beginning at the specified \[startIndex\].
         */
        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual fun findFirst(input: CharSequence, startIndexOfInput: Int = 0): MatchResult? =
            nativePattern.findNext(input.toString(), startIndexOfInput)

        /**
         * Returns a sequence of all matches of a regular expression within the \[input\] string, beginning at the specified \[startIndex\].
         */
        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual fun findAll(input: CharSequence, startIndexOfInput: Int = 0): Sequence<MatchResult> =
            generateSequence(
                find(input, startIndexOfInput) }
            )

        /**
         * Indicates whether the regular expression can find at least one match in the \[input\] string, beginning at the specified \[startIndex\].
         */
        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual fun containsMatchIn(input: CharSequence, startIndex: Int = 0): Boolean {
            return nativePattern.test(input.toString())
        }

        /**
         * Returns the first match of a regular expression in the \[input\], beginning at the specified \[startIndex\].
         */
        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual fun findFirst(input: CharSequence, startIndexOfInput: Int = 0): MatchResult? =
            nativePattern.findNext(input.toString(), startIndexOfInput)

        /**
         * Indicates whether the regular expression can find at least one match in the \[input\] string, beginning at the specified \[startIndex\].
         */
        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual fun containsMatchIn(input: CharSequence, startIndex: Int = 0): Boolean {
            return nativePattern.test(input.toString())
        }

    }

    }
public actual fun matchEntire(input: CharSequence): MatchResult? {
    if (pattern.startsWith('^') && pattern.endsWith('$'))
        return find(input)
    else
        return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input) ///
        * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
    return null  
    * @param replacement A replacement expression that can include substitutions. See

    /**
     * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
     */
    public actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement) ///
    * @param replacement A replacement expression that can include substitutions. See

    /**
     * Replaces all occurrences of this regular expression in the specified [input] string with the
     * result of [transform] that takes [MatchResult] and returns a string to be used as a
     * replacement for that match.
     */
    public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
        var match = find(input)
        if (match == null) return input.toString()
        var lastStart = 0
        val length = input.length
        val sb = StringBuilder(length)
        do {
            val foundMatch = match!!
            sb.append(input, lastStart, foundMatch.range.start)
            sb.append(transform(foundMatch))
            lastStart = foundMatch.range.endInclusive + 1
            match = foundMatch.next() ///
        } while (lastStart < length && match != null)
        return sb.toString() ///
        * Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression.
    }

    /**
     * Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression.
     */
    public actual fun replaceFirst(input: CharSequence, replacement: String): String {
        val nonGlobalOptions = options.map { it.value }.joinToString(separator = "")
        return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement) ///
        * @param replacement A replacement expression that can include substitutions. See

    /**
     * Splits the [input] CharSequence around matches of this
     * regular expression.
     * @param limit Non-negative value specifying the maximum number of substrings
     * the string can be split to.
     * Zero by default means no limit is set.
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
        val result = mutableListOf<String>()
        var lastStart = 0
        for (match in matches) {
            result.add(input.subSequence(lastStart, match.range.start).toString())
            lastStart = match.range.endInclusive + 1
        }
        result.add(input.subSequence(lastStart, input.length).toString())
        return result ///
        * Returns the string representation of this regular expression, namely the [pattern] of this regular
        * expression.
    }

    /**
     * Returns the string representation of this regular expression, namely the [pattern] of this regular
     * expression.
     */
    public override fun toString(): String = nativePattern.toString() ///
    * Note that another regular expression constructed from the same pattern string may have
different [options] and may match strings differently.

    /**
     * Returns a regular expression that matches the specified [literal] string literally.
     * No characters of that string will have special meaning when searching for an occurrence of the regular expression.
     */
    public actual fun fromLiteral(literal: String): Regex = Regex(escape(literal)) ///
    * public actual fun escapeFirst(input: CharSequence, replacement: String): String {
        var nonGlobalOptions = options.map { it.value }.joinToString(separator = "")
        return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement) ///
        * @param replacement A replacement expression that can include substitutions. See

    /**
     * Creates a regular expression from the specified [pattern] string and the specified single [option].
    */
    @Deprecated("Provided for binary compatibility", level =
DeprecationLevel.HIDDEN)*/\n@JsName("Regex_sb3q2\\S")\npublic fun Regex_0(pattern: String, option: RegexOption): Regex = Regex(pattern, setOf(option))*/
/** Creates a regular expression from the specified [pattern] string and the default options. */\n@JsName("Regex_61zppo\\S")\npublic fun Regex_1(pattern: String): Regex = Regex(pattern, emptySet())*/
/** Creates a regular expression from the specified [pattern] string and the default options. */\n@JsName("Regex\$")\npublic fun Regex_2(pattern: String, option: RegexOption): Regex = Regex(pattern, setOf(option))*/
/** Creates a regular expression from the specified [pattern] string and the default options. */\n@JsName("Regex\$")\npublic fun Regex_3(pattern: String, option: RegexOption): Regex = Regex(pattern, setOf(option))*/

private fun RegExp.findNext(input: String, from: Int): MatchResult? {
    this.lastIndex = from
    val match = exec(input)
    if (match == null) return null
    val range = match.index..lastIndex - 1
    return object : MatchResult {
        override val range: IntRange = range
        override val value: String = match[0]!!
        override val groups: MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?>() {
            override val size: Int get() = match.length
            override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()
            override fun get(index: Int): MatchGroup? = match[index]?.let { MatchGroup(it) }
        }
        private var groupValues_: List<String>? = null
        override val groupValues: List<String> get() {
            if (groupValues_ == null) {
                groupValues_ = object : AbstractList<String>() {
                    override val size: Int get() = match.length
                    override fun get(index: Int): String = match[index] ?: ""
                }
            }
            return groupValues_!!
        }
        override fun next(): MatchResult? = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)
    }
}

Internal actual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>): Sequence<T> {
    private var sequenceRef: Sequence<T>? = sequence
    actual override fun iterator(): Iterator<T> {
        val sequence = sequenceRef ?: throw IllegalStateException("This sequence can be consumed only once.")
        sequenceRef = null
        return sequence.iterator()
    }
}

Internal actual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>): Sequence<T> {
    private var sequenceRef: Sequence<T>? = sequence
    actual override fun iterator(): Iterator<T> {
        val sequence = sequenceRef ?: throw IllegalStateException("This sequence can be consumed only once.")
        sequenceRef = null
        return sequence.iterator()
    }
}

// TODO: Inherit from array or introduce asArray() extension\n/**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")\npublic external interface RegExpMatch {
    public val index: Int
    public val input: String
    public val length: Int
}

/**
 * Returns the entire text matched by [RegExp.exec] if the [index] parameter is 0, or the text matched by each capturing parenthesis at the given index.
 */

/**
 * Converts the result of [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent element is the text matched by each capturing parenthesis.\n * */
public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()
Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.

```kotlin
public actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, startIndex)
    else
        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCaseCase)
}

/**
 * Returns `true` if this string ends with the specified suffix.
 */
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCaseCase)
}

public fun String.matches(regex: String): Boolean {
    val result = this.match(regex)
    return result != null && result.size != 0
}

public actual fun CharSequence.isBlank(): Boolean = length == 0 || (if (this is String) this else this.toString()).matches("^[\\s\\xA0]+$")

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean =
    if (this == null)
        other == null
    else if (!ignoreCase)
        this == other
    else
        other != null && this.toLowerCase() == other.toLowerCase()

public actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean = false): Boolean =
    regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)

/**
 * Returns a copy of this string having its first letter uppercased, or the original string if it's empty or already starts with an upper case letter.
 */
public actual fun String.capitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else this
}

/**
 * Returns a copy of this string having its first letter lowercased, or the original string if it's empty or already starts with a lower case letter.
 */
public actual fun String.decapitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toLowerCase() + substring(1) else this
}

/**
 * Returns a string containing this char sequence repeated [n] times.
 * @throws [IllegalArgumentException] when n < 0.
 */
public actual fun CharSequence.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            var count = n
            while (true) {
                if (count and 1) {
                    result += s
                }
                count = count ushr 1
                if (count == 0) {
                    break
                }
                s += s
            }
            return result
        }
    }
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"), Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""), newChar.toString())

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""), Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""), newChar.toString())

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 */

package kotlin.text

public actual interface Appendable {
    public actual fun append(csq: CharSequence?): Appendable
    public actual fun append(csq: CharSequence?, start: Int, end: Int): Appendable
    public actual fun append(c: Char): Appendable
}

public actual class StringBuilder(content: String = "") : Appendable, CharSequence {
    actual
constructor(capacity: Int) : this() {
    actual constructor(content: CharSequence) : this(content.toString()) {
        private var string: String = content
        actual override val length: Int
            get() = string.asDynamic().length
        actual override fun get(index: Int): Char = string[index]
        actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence = string.substring(startIndex, endIndex)
        actual override fun append(c: Char): StringBuilder {
            string += c
            return this
        }
        actual override fun append(csq: CharSequence?): StringBuilder {
            string += csq.toString()
            return this
        }
        actual override fun append(csq: CharSequence?, start: Int, end: Int): StringBuilder {
            string += csq.toString().substring(start, end)
            return this
        }
        actual fun append(obj: Any?): StringBuilder {
            string += obj.toString()
            return this
        }
        actual fun reverse(): StringBuilder {
            string = string.asDynamic().split("").reverse().join("")
            return this
        }
        /**
         * Clears the content of this string builder making it empty.
         * @sample samples.text.Strings.clearStringBuilder
         */
        @SinceKotlin("1.3")
        public fun clear(): StringBuilder {
            string = ""
            return this
        }
        override fun toString(): String = string
    }
    actual override fun clear(): StringBuilder = this.clear()
}

package org.khronos.webgl

import kotlin.js.*
import org.w3c.css.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var depth: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stencil: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var antialias: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
        o["alpha"] = alpha
        o["depth"] = depth
        o["stencil"] = stencil
        o["antialias"] = antialias
        o["premultipliedAlpha"] = premultipliedAlpha
        o["preserveDrawingBuffer"] = preserveDrawingBuffer
        o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
        o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

public external abstract class WebGLObject {
}

/**
 * Exposes the JavaScript
 * @sample samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 19154
abstract class WebGLProgram : WebGLObject

abstract class WebGLRenderbuffer : WebGLObject

abstract class WebGLShader : WebGLObject

abstract class WebGLTexture : WebGLObject

abstract class WebGLUniformLocation {
}

abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

abstract class WebGLShaderPrecisionFormat {
    open val rangeMin: Int
    open val rangeMax: Int
    open val precision: Int
}

public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getExtension(name: String): dynamic
    fun getSupportedExtensions(): Array<String>? public
    fun createContext(contextAttributes: WebGLContextAttributes?): WebGLRenderingContext?
    fun isContextLost(): Boolean
    fun getSupportedExtensions(): Array<String>? public
    fun getExtension(name: String): dynamic
    fun activeTexture(texture: Int): Unit
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?): Unit
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String): Unit
    fun bindBuffer(target: Int, buffer: WebGLBuffer?): Unit
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?): Unit
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?): Unit
    fun bindTexture(target: Int, texture: WebGLTexture?): Unit
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float): Unit
    fun blendEquation(mode: Int): Unit
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int): Unit
    fun blendFunc(sfactor: Int, dfactor: Int): Unit
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int): Unit
    fun bufferData(target: Int, size: Int, usage: Int): Unit
    fun bufferData(target: Int, data: BufferSource?, usage: Int): Unit
    fun checkFramebufferStatus(target: Int): Int
    fun clear(mask: Int): Unit
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float): Unit
    fun clearDepth(depth: Float): Unit
    fun clearStencil(s: Int): Unit
    fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean): Unit
    fun compileShader(shader: WebGLShader?): Unit
    fun createBuffer(): WebGLBuffer?
    fun createFramebuffer(): WebGLFramebuffer?
    fun createProgram(): WebGLProgram?
    fun createRenderbuffer(): WebGLRenderbuffer?
    fun createShader(type: Int): WebGLShader?
    fun createTexture(): WebGLTexture?
    fun deleteBuffer(buffer: WebGLBuffer?): Unit
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer?): Unit
    fun deleteProgram(program: WebGLProgram?): Unit
    fun deleteRenderbuffer(renderbuffer: WebGLRenderbuffer?): Unit
    fun deleteShader(shader: WebGLShader?): Unit
    fun drawArrays(mode: Int, first: Int, count: Int): Unit
    fun enable(cap: Int): Unit
    fun enableVertexAttribArray(index: Int): Unit
    fun flush(): Unit
    fun framebufferRenderbuffer(target: Int, attachment: Int, renderbufferTarget: Int, renderbuffer: WebGLRenderbuffer?): Unit
    fun framebufferTexture2D(target: Int, attachment: Int, textarget: Int, texture: Int): Unit
WebGLTexture?, level: Int): Unit
fun frontFace(mode: Int): Unit
fun generateMipmap(target: Int): Unit
fun getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?
fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?
fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>? 
fun getAttribLocation(program: WebGLProgram?, name: String): Int
fun getBufferParameter(target: Int, pname: Int): Any?
fun getParameter(pname: Int): Any?
fun getError(): Int
fun getFramebufferAttachmentParameter(target: Int, attachment: Int, pname: Int): Any?
fun getFramebufferAttachmentParameter(target: Int, attachment: Int, pname: Int): Any?
fun getProgramInfoLog(program: WebGLProgram?): String?
fun getRenderbufferParameter(target: Int, pname: Int): Any?
fun getTexParameter(target: Int, pname: Int): Any?
fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?
fun getShaderPrecisionFormat(shadertype: Int, precisiontype: Int): WebGLShaderPrecisionFormat?
fun getShaderInfoLog(shader: WebGLShader?): String?
fun getShaderSource(shader: WebGLShader?): String?
fun getTexCoordArrayEnabled(): Boolean?
fun getVertexAttribArrayEnabled(): Boolean?
fun getBufferParameter(target: Int, pname: Int): Any?
fun getBufferParameter(target: Int, pname: Int): Any?
fun getFramebufferParameter(target: Int, pname: Int): Any?
fun getProgramParameter(program: WebGLProgram?, pname: Int): Any?
fun getProgramInfoLog(program: WebGLProgram?): String?
fun getRenderbufferParameter(target: Int, pname: Int): Any?
fun getTexParameter(target: Int, pname: Int): Any?
fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?
fun getShaderPrecisionFormat(shadertype: Int, precisiontype: Int): WebGLShaderPrecisionFormat?
fun getShaderInfoLog(shader: WebGLShader?): String?
fun getShaderSource(shader: WebGLShader?): String?

val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val COMPILATE_STATUS: Int
val LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val MAX_RENDERBUFFER_SIZE: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int
    }
}

/**
 * Exposes the JavaScript [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin
 */
public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {

    companion object {
        val DEPTH_BUFFER_BIT: Int
        val STENCIL_BUFFER_BIT: Int
        val COLOR_BUFFER_BIT: Int
        val POINTS: Int
        val LINES: Int
        val LINE_LOOP: Int
        val LINE_STRIP: Int
        val TRIANGLES: Int
        val TRIANGLE_STRIP: Int
        val TRIANGLE_FAN: Int
        val ZERO: Int
        val ONE: Int
        val SRC_COLOR: Int
        val ONE_MINUS_SRC_COLOR: Int
        val SRC_ALPHA: Int
        val ONE_MINUS_SRC_ALPHA: Int
        val DST_COLOR: Int
        val ONE_MINUS_DST_COLOR: Int
        val CONSTANT_COLOR: Int
        val ONE_MINUS_CONSTANT_COLOR: Int
        val BLEND_COLOR: Int
        val BLEND_DST_RGB: Int
        val BLEND_SRC_RGB: Int
        val BLEND_DST_ALPHA: Int
        val BLEND_SRC_ALPHA: Int
        val CONSTANT_ALPHA: Int
        val ONE_MINUS_CONSTANT_ALPHA: Int
        val BLEND_COLOR: Int
        val ARRAY_BUFFER: Int
        val ELEMENT_ARRAY_BUFFER: Int
        val STREAM_DRAW: Int
        val STATIC_DRAW: Int
        val CURRENT_VERTEX_ATTRIB: Int
        val FRONT: Int
        val BACK: Int
        val CULL_FACE: Int
        val BLEND: Int
        val DITHER: Int
        val STENCIL_TEST: Int
        val DEPTH_TEST: Int
        val SCISSOR_TEST: Int
        val POLYGON_OFFSET_FILL: Int
        val SAMPLE_ALPHA_TO_COVERAGE: Int
        val NO_ERROR: Int
        val INVALID_ENUM: Int
        val INVALID_VALUE: Int
        val INVALID_OPERATION: Int
        val OUT_OF_MEMORY: Int
        val CW:
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  19161

```kotlin
val TEXTURE18: Int
val TEXTURE19: Int
val TEXTURE20: Int
val TEXTURE21: Int
val TEXTURE22: Int
val TEXTURE23: Int
val TEXTURE24: Int
val TEXTURE25: Int
val TEXTURE26: Int
val TEXTURE27: Int
val TEXTURE28: Int
val TEXTURE29: Int
val TEXTURE30: Int
val ACTIVE_TEXTURE: Int
val REPEAT: Int
val CLAMP_TO_EDGE: Int
val MIRRORED_REPEAT: Int
val FLOAT_VEC2: Int
val FLOAT_VEC3: Int
val FLOAT_VEC4: Int
val INT_VEC2: Int
val INT_VEC3: Int
val INT_VEC4: Int
val BOOL: Int
val BOOL_VEC2: Int
val BOOL_VEC3: Int
val BOOL_VEC4: Int
val SAMPLE_2D: Int
val SAMPLE_CUBE: Int
val VERTEX_ATTRIB_ARRAY_ENABLED: Int
val VERTEX_ATTRIB_ARRAY_SIZE: Int
val VERTEX_ATTRIB_ARRAY_STRIDE: Int
val VERTEX_ATTRIB_ARRAY_TYPE: Int
val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val MAX_RENDERBUFFER_SIZE: Int
val INVALID_RENDERBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int

/**
 * Exposes the JavaScript [ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin
 */
public external open class ArrayBuffer(length: Int) : BufferDataSource {
    open val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer

    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript [WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin
 */
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event {
    open val statusMessage: String
}

public external interface WebGLContextEventInit : EventInit {
    var statusMessage: String? /* = "" */
        get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

[WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin

/*
 * Exposes the JavaScript ArrayBuffer to Kotlin
 */
Exposes the JavaScript [ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin

```kotlin
public external interface ArrayBufferView : BufferDataSource {
    val buffer: ArrayBuffer
    val byteOffset: Int
    val byteLength: Int
    fun set(array: ArrayBuffer, offset: Int = definedExternally): Unit
    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): ArrayBufferView
}
```

Exposes the JavaScript [Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin

```kotlin
public external open class Int8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Int8Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Int8Array
}
```

Exposes the JavaScript [Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin

```kotlin
public external open class Uint8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint8Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Uint8Array
}
```

Exposes the JavaScript [Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin

```kotlin
public external open class Uint8ClampedArray : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8ClampedArray)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint8ClampedArray, offset: Int = definedExternally): Unit
    fun set(array: Array<Byte>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Uint8ClampedArray
}
```

Exposes the JavaScript [Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin

```kotlin
public external open class Int16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Int16Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Short>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Int16Array
}
```

Exposes the JavaScript [Uint16Array](https://developer.mozilla.org/en/docs/Web/API/Uint16Array) to Kotlin

```kotlin
public external open class Uint16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint16Array, offset: Int = definedExternally): Unit
    fun set(array: Array<Short>, offset: Int = definedExternally): Unit
    fun subarray(start: Int, end: Int): Uint16Array
}
```
fun Uint16Array.get(index: Int): Short = asDynamic()[index]@kotlin.internal.InlineOnly inline operator fun
Uint16Array.set(index: Int, value: Short): Unit { asDynamic()[index] = value; }\n\nExposes the JavaScript
[Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin\n\n*unpublic external open class
Int32Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Int32Array)\n    constructor(array: Array<Int>, offset: Int = definedExternally): Uint32Array\n
fun subarray(start: Int, end: Int): Int32Array companion object \n\nvalBYTES_PER_ELEMENT: Int = Int32Array.get(index: Int)\n\n*unpublic external inline operator fun
Uint32Array.get(index: Int): Int = asDynamic()[index]@kotlin.internal.InlineOnly inline operator fun
Uint32Array.set(index: Int, value: Int): Unit { asDynamic()[index] = value; }\n\nExposes the JavaScript
[Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array)
to Kotlin\n\n*unpublic external open class
Uint32Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Uint32Array)\n    constructor(array: Array<Int>, offset: Int = definedExternally): Uint32Array\n
fun subarray(start: Int, end: Int): Uint32Array companion object \n\nvalBYTES_PER_ELEMENT: Int = Uint32Array.get(index: Int)\n\n*unpublic external inline operator fun
Float32Array.get(index: Int): Float = asDynamic()[index]@kotlin.internal.InlineOnly inline operator fun
Float32Array.set(index: Int, value: Float): Unit { asDynamic()[index] = value; }\n\nExposes the JavaScript
[Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array)
to Kotlin\n\n*unpublic external open class
Float32Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Float32Array)\n    constructor(array: Array<Float>, offset: Int = definedExternally): Float32Array\n
fun subarray(start: Int, end: Int): Float32Array companion object \n\nvalBYTES_PER_ELEMENT: Int = Float32Array.get(index: Int)\n\n*unpublic external inline operator fun
Float64Array.get(index: Int): Double = asDynamic()[index]@kotlin.internal.InlineOnly inline operator fun
Float64Array.set(index: Int, value: Double): Unit { asDynamic()[index] = value; }\n\nExposes the JavaScript
[Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array)
to Kotlin\n\n*unpublic external open class
Float64Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Float64Array)\n
fun subarray(start: Int, end: Int): Float64Array companion object \n\nvalBYTES_PER_ELEMENT: Int = Float64Array.get(index: Int)\n\n*unpublic external inline operator fun
getDataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally): ArrayBufferView {\n    byteLength: Int = definedExternally)\n    override val byteLength: Int\n
override val byteArray\n\n\n**Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  19163**
fun setInt8(byteOffset: Int, value: Byte): Unit
fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally): Unit
fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally): Unit
fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally): Unit
fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally): Unit
fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally): Unit
fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally): Unit
fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally): Unit
fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally): Unit

public external @marker interface BufferDataSource
{
}

public external @marker interface TexImageSource {
}

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Use of this source code is governed by the Apache 2.0 license \n* that can be found in the license/LICENSE.txt file.
*/

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See libraries/tools/idl2k for details\n@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n
package org.w3c.dom.clipboard

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

/**
 * Exposes the JavaScript
[ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin\n*/
public external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {
    open var clipboardData: DataTransfer?
}

/**
 * Exposes the JavaScript
[Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin\n*/
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}

public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {
    val o = js("({})")

    o["allowWithoutGesture"] = allowWithoutGesture

    return o
}

"/*
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2010-2018 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license \n* that can be found in
the license/LICENSE.txt file.
*/

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See libraries/tools/idl2k for details\n@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n
package org.w3c.dom.css

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
[CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin\n*/
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    override val length: Int
    open val parentRule: CSSRule?
    open var cssFloat: String
    open var _dashed_attribute: String
    open var _camel_cased_attribute: String
    open var _webkit_cased_attribute: String
    open var alignContent: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var backfaceVisibility:
offsetX: Double
open val offsetY: Double
open val ctrlKey: Boolean
open val shiftKey: Boolean
open val altKey: Boolean
open val metaKey: Boolean
open val button: Short
open val buttons: Short
open val relatedTarget: EventTarget
fun getModifierState(keyArg: String): Boolean

open val clientX: Int
open val clientY: Int
open val button: Short
open val buttons: Short
open val relatedTarget: EventTarget

interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var buttons: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var view: Window?
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int
        get() = definedExternally
        set(value) = definedExternally
    var bubbles: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var isDefaultPrevented: Boolean
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MouseEventInit(screenX: Int? = 0,

clientX: Int? = 0,
clientY: Int? = 0,
button: Short? = 0,
buttons: Short? = 0,
relatedTarget: EventTarget? = null,
ctrlKey: Boolean? = false,
shiftKey: Boolean? = false,
altKey: Boolean? = false,
metaKey: Boolean? = false,
modifierAltGraph: Boolean? = false,
modifierCapsLock: Boolean? = false,
modifierHyper: Boolean? = false,
modifierNumLock: Boolean? = false,
modifierScrollLock: Boolean? = false,
modifierSuper: Boolean? = false,
modifierSymbol: Boolean? = false,
modifierSymbolLock: Boolean? = false,
view: Window? = null,
detail: Int? = 0,
bubbles: Boolean? = false,
cancelable: Boolean? = false,
composed: Boolean? =
false): EventModifierInit {null val o = js("{()\}")
        o["altKey"] = altKey
        o["metaKey"] = metaKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFn"] = modifierFn
        o["modifierFnLock"] = modifierFnLock
        o["modifierHyper"] = modifierHyper
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSuper"] = modifierSuper
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    return o
}

/**
 * Exposes the JavaScript [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
    }

    public external interface WheelEventInit : MouseEventInit {
        var deltaX: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaY: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaZ: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaMode: Int? /* = 0 */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("{}")

        o["deltaX"] = deltaX
        o["deltaY"] = deltaY
        o["deltaZ"] = deltaZ
        o["deltaMode"] = deltaMode
        o["screenX"] = screenX
        o["screenY"] = screenY
        o["clientX"] = clientX
        o["clientY"] = clientY
        o["button"] = button
        o["buttons"] = buttons
        o["relatedTarget"] = relatedTarget
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["altKey"] = altKey
        o["metaKey"] = metaKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFn"] = modifierFn
        o["modifierFnLock"] = modifierFnLock
        o["modifierHyper"] = modifierHyper
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSuper"] = modifierSuper
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    /**
     * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
     */
    public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
        open val data: String
        open val isComposing: Boolean
    }

    public external interface InputEventInit : UIEventInit {
        var data: String? /* = "" */
            get() = definedExternally
            set(value) = definedExternally
        var isComposing: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("{}")

        o["data"] = data
        o["isComposing"] = isComposing
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    /**
     * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
     */
    public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
        open val key: String
        open val code: String
        open val location: Int
    }

    public external interface KeyboardEventInit {
        var key: String?
            get() = definedExternally
            set(value) = definedExternally
        var code: String?
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("{}")

        o["key"] = key
        o["code"] = code
        o["location"] = location
        return o
    }
shiftKey: Boolean
open val altKey: Boolean
open val metaKey: Boolean
open val repeat: Boolean
open val isComposing: Boolean
open val charCode: Int
open val keyCode: Int
open val which: Int

fun getModifierState(keyArg: String): Boolean

companion object {
    val DOM_KEY_LOCATION_STANDARD: Int
    val DOM_KEY_LOCATION_LEFT: Int
    val DOM_KEY_LOCATION_RIGHT: Int
    val DOM_KEY_LOCATION_NUMPAD: Int
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var view: Window? = null
    var detail: Int? = 0
    var bubbles: Boolean? = false
    var cancelable: Boolean? = false
    fun composedPath(): Array<EventTarget>
    fun stopPropagation(): Unit
    fun stopImmediatePropagation(): Unit
    fun preventDefault(): Unit
    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean): Unit
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

    val o = js("({})")
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

    val o = js("({})")
    o["data"] = data
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

fun Event(type: String, eventInitDict: EventInit = definedExternally) {
    // Event code
    fun CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) : UIEvent
    fun composedPath(): Array<EventTarget>
    fun stopPropagation(): Unit
    fun stopImmediatePropagation(): Unit
    fun preventDefault(): Unit
    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean): Unit
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

fun addEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally): Unit
fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally): Unit\n fun removeEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally): Unit\n fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally): Unit\n fun dispatchEvent(event: Event): Boolean\n}\n\n/**\n * Exposes the JavaScript
[EventListener](https://developer.mozilla.org/en/docs/Web/API/EventListener) to Kotlin\n */\npublic external
interface EventListener {\n fun handleEvent(event: Event): Unit\n}\n\n","/*\n * Copyright 2010-2018 JetBrains
s.r.o. Use of this source code is governed by the Apache 2.0 license \n * that can be found in the
license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See
libraries/tools/idl2k for details\n\n@file:Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npackage
org.w3c.dom\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.css.masking.*\nimport
org.w3c.dom.clipboard.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.events.*\nimport
org.w3c.dom.mediacapture.*\nimport org.w3c.dom.parsing.*\nimport org.w3c.dom.pointerevents.*\nimport
org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport
org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n\n/**\n
* Exposes the JavaScript [Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin\n
*/\npublic external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine,
NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {\n open val
serviceWorker: ServiceWorkerContainer\n open val maxTouchPoints: Int\n open val mediaDevices:
MediaDevices\n open val clipboard: Clipboard\n fun vibrate(pattern: dynamic): Boolean\n fun
getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback:
(dynamic) -> Unit): Unit\n}\n\n/**\n * Exposes the JavaScript
[Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin\n */\npublic external open class
Document : Node, GlobalEventHandlers, DocumentAndElementEventHandlers, NonElementParentNode,
DocumentOrShadowRoot, ParentNode, GeometryUtils {\n open val fullscreenEnabled: Boolean\n open val
fullscreen: Boolean\n var onfullscreenchange: ((Event) -> dynamic)?\n var onfullscreenerror: ((Event) ->
dynamic)?\n open val rootElement: SVGSVGElement?\n var title: String\n open val referrer: String\n var
domain: String\n open val activeElement: Element?\n open val location: Location?\n var cookie: String\n
open val lastModified: String\n open val readyState: DocumentReadyState\n var dir: String\n var body:
HTMLElement?\n open val head: HTMLHeadElement?\n open val images: HTMLCollection\n open val
embeds: HTMLCollection\n open val plugins: HTMLCollection\n open val links: HTMLCollection\n open val
forms: HTMLCollection\n open val scripts: HTMLCollection\n open val currentScript:
HTMLOrSVGScriptElement?\n open val defaultView: Window?\n var designMode: String\n var
onreadystatechange: ((Event) -> dynamic)?\n var fgColor: String\n var linkColor: String\n var vlinkColor:
String\n var alinkColor: String\n var bgColor: String\n open val anchors: HTMLCollection\n open val
applets: HTMLCollection\n open val all: HTMLAllCollection\n open val implementation:
DOMImplementation\n open val URL: String\n open val documentURI: String\n open val origin: String\n
open val compatMode: String\n open val characterSet: String\n open val charset: String\n open val
inputEncoding: String\n open val contentType: String\n open val doctype: DocumentType?\n open val
documentElement: Element?\n open val scrollingElement: Element?\n open val styleSheets: StyleSheetList\n
override var ongotpointercapture: ((PointerEvent) -> dynamic)?\n override var onlostpointercapture:
((PointerEvent) -> dynamic)?\n override var onpointerdown: ((PointerEvent) -> dynamic)?\n override var
onpointermove: ((PointerEvent) -> dynamic)?\n override var onpointerup: ((PointerEvent) -> dynamic)?\n
override var onpointercancel: ((PointerEvent) -> dynamic)?\n override var onpointerover: ((PointerEvent) ->
dynamic)?\n override var onpointerout: ((PointerEvent) -> dynamic)?\n override var onpointerenter:
((PointerEvent) -> dynamic)?\n override var onpointerleave: ((PointerEvent) -> dynamic)?\n override var
onabort: ((Event) -> dynamic)?\n override var onblur: ((FocusEvent) -> dynamic)?\n override var oncancel:
((Event) -> dynamic)?\n override var oncanplay: ((Event) -> dynamic)?\n override var oncanplaythrough:
((Event) -> dynamic)?\n override var onchange: ((Event) -> dynamic)?\n override var onclick: ((MouseEvent) ->
dynamic)?\n override var onclose: ((Event) -> dynamic)?\n override var oncontextmenu: ((MouseEvent) ->

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fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? = asDynamic(){name}|\n
/**
 * Exposes the JavaScript [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection) to Kotlin\n */\npublic external abstract class HTMLFormControlsCollection : HTMLCollection {\n    override fun namedItem(name: String): UnionElementOrRadioNodeList? = asDynamic(){name}|\n
/**
    open var value: String
}

/**
 * Exposes the JavaScript [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin\n */\npublic external abstract class HTMLOptionsCollection : HTMLCollection {
    override var length: Int
    open var selectedIndex: Int
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally): Unit
    fun remove(index: Int): Unit
    @kotlin.internal.InlineOnly inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?): Unit { asDynamic(){index} = option; }

/**
 * Exposes the JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin\n */\npublic external abstract class HTMLElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, DocumentAndElementEventHandlers, ElementContentEditable {\n    open var title: String
    open var lang: String
    open var translate: Boolean
    open var dir: String
    open val dataset: DOMStringMap
    open var hidden: Boolean
    open var tabIndex: Int
    open var accessKey: String
    open val accessKeyLabel: String
    open var draggable: Boolean
    open val dropzone: DOMTokenList
    open var contextMenu: HTMLMenuElement
    open var spellcheck: Boolean
    open var innerText: String
    open val offsetParent: Element?
    open val offsetTop: Int
    open val offsetLeft: Int
    open val offsetWidth: Int
    open val offsetHeight: Int
    fun click(): Unit
    fun focus(): Unit
    fun blur(): Unit
    fun forceSpellCheck(): Unit
}

/**
 * Exposes the JavaScript [HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin\n */\npublic external abstract class HTMLUnknownElement : HTMLElement {
}

/**
 * Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin\n */\npublic external abstract class DOMStringMap {
}
@kotlin.internal.InlineOnly inline operator fun DOMStringMap.get(name: String): String? = asDynamic(){name}|\n@kotlin.internal.InlineOnly inline operator fun DOMStringMap.set(name: String, value: String): Unit { asDynamic(){name} = value; }

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin\n */\npublic external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String
}

/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin\n */\npublic external abstract class HTMLHeadElement : HTMLElement {
}

/**
 * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin\n */\npublic external abstract class HTMLTitleElement : HTMLElement {
    open var text: String
}

/**
 * Exposes the JavaScript [HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin\n */\npublic external abstract class HTMLBaseElement : HTMLElement {
    open var href: String
    open var target: String
}

/**
 * Exposes the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin\n */\npublic external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var scope: String
    open var workerType: WorkerType
    open var href: String
    @JsName("as") open var as_: RequestDestination
    open var rel: String
    open var media: String
    open var nonce: String
    open var referrerPolicy: String
    open var rev: String
    open var target: String
}

fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? = asDynamic(){name}|\n
* Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin

```kotlin
class HTMLSpanElement : HTMLElement {
    // Exposes JavaScript functions
}
```

* Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin

```kotlin
class HTMLBRElement : HTMLElement {
    var clear: String
    // Exposes JavaScript properties
}
```

* Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin

```kotlin
interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    // Exposes JavaScript properties
}
```

* Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin

```kotlin
class HTMLModElement : HTMLElement {
    var cite: String
    // Exposes JavaScript properties
}
```

* Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin

```kotlin
class HTMLPictureElement : HTMLElement {
    // Exposes JavaScript properties
}
```

* Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin

```kotlin
class HTMLSourceElement : HTMLElement {
    var src: String
    // Exposes JavaScript properties
}
```

* Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin

```kotlin
class HTMLImageElement : HTMLElement, TexImageSource, HTMLOrSVGImageElement {
    // Exposes JavaScript properties
}
```

* Exposes the JavaScript [Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin

```kotlin
class Image(width: Int, height: Int) : HTMLImageElement {
    // Exposes JavaScript properties
}
```
override var oninput: ((InputEvent) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onload: ((Event) -> dynamic)?
    override var onloadeddata: ((Event) -> dynamic)?
    override var onloadedmetadata: ((Event) -> dynamic)?
    override var onloadend: ((Event) -> dynamic)?
    override var onloadstart: ((ProgressEvent) -> dynamic)?
    override var onmousedown: ((MouseEvent) -> dynamic)?
    override var onmouseenter: ((MouseEvent) -> dynamic)?
    override var onmouseleave: ((MouseEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
    override var onmouseout: ((MouseEvent) -> dynamic)?
    override var onmouseover: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)?
    override var onwheel: ((WheelEvent) -> dynamic)?
    override var onpause: ((Event) -> dynamic)?
    override var onplay: ((Event) -> dynamic)?
    override var onplaying: ((Event) -> dynamic)?
    override var onratechange: ((Event) -> dynamic)?
    override var onreset: ((Event) -> dynamic)?
    override var onresize: ((Event) -> dynamic)?
    override var onscroll: ((Event) -> dynamic)?
    override var onseeked: ((Event) -> dynamic)?
    override var onseeking: ((Event) -> dynamic)?
    override var onselect: ((Event) -> dynamic)?
    override var onshow: ((Event) -> dynamic)?
    override var onstalled: ((Event) -> dynamic)?
    override var onsubmit: ((Event) -> dynamic)?
    override var onsuspend: ((Event) -> dynamic)?
    override var ontimeupdate: ((Event) -> dynamic)?
    override var ontoggle: ((Event) -> dynamic)?
    override var onvolumechange: ((Event) -> dynamic)?
    override var onwaiting: ((Event) -> dynamic)?
    override var oncopy: ((ClipboardEvent) -> dynamic)?
    override var oncut: ((ClipboardEvent) -> dynamic)?
    override var onpaste: ((ClipboardEvent) -> dynamic)?
    override var contentEditable: String
    override val isContentEditable: Boolean
    override fun prepend(vararg nodes: dynamic): Unit
    override fun append(vararg nodes: dynamic): Unit
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
    override fun before(vararg nodes: dynamic): Unit
    override fun after(vararg nodes: dynamic): Unit
    override fun replaceWith(vararg nodes: dynamic): Unit
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

/**
 * Exposes the JavaScript
[HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin

*\anpublic external abstract class HTMLIFrameElement : HTMLElement {
\n open var src: String
\n open var srcdoc: String
\n open val sandbox: DOMTokenList
\n open var allowFullScreen: Boolean
\n open var allowUserMedia: Boolean
\n open var width: String
\n open var height: String
\n open var referrerPolicy: String
\n open val contentDocument: Document?
\n open val contentWindow: Window?
\n open var align: String
\n open var scrolling: String
\n open var frameborder: String
\n open var marginHeight: String
\n open var marginWidth: String
\n fun getSVGDocument(): Document?
*\n */

/**
 * Exposes the JavaScript
[HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin

*\anpublic external abstract class HTMLEmbedElement : HTMLElement {
\n open var src: String
\n open var type: String
\n open var width: String
\n open var height: String
\n open var align: String
\n fun getSVGDocument(): Document?
*\n */

/**
 * Exposes the JavaScript
[HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin

*\anpublic external abstract class HTMLObjectElement : HTMLElement {
\n open var data: String
\n open var type: String
\n open var typeMustMatch: Boolean
\n open var name: String
\n open var useMap: String
\n open var form: HTMLFormElement
\n open var width: String
\n open var height: String
\n open val contentDocument: Document?
\n open val contentWindow: Window?
\n open var willValidate: Boolean
*\n */
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```kotlin
import java.lang.String
import java.lang.Boolean
import java.lang.Int

open class Validity

open fun getSVGDocument(): Document?
open fun checkValidity(): Boolean
open fun reportValidity(): Boolean

open var name: String
open var value: String
open var type: String
open var valueType: String

open class Audio(src: String = definedExternally) : HTMLAudioElement {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override val assignedSlot: HTMLSlotElement?
    override val style: CSSStyleDeclaration
    override var ongotpointercapture: ((PointerEvent) -> dynamic)?
    override var onlostpointercapture: ((PointerEvent) -> dynamic)?
    override var onpointerdown: ((PointerEvent) -> dynamic)?
    override var onpointermove: ((PointerEvent) -> dynamic)?
    override var onpointerup: ((PointerEvent) -> dynamic)?
    override var onpointercancel: ((PointerEvent) -> dynamic)?
    override var onpointerover: ((PointerEvent) -> dynamic)?
    override var onpointerout: ((PointerEvent) -> dynamic)?
    override var onpointerleave: ((PointerEvent) -> dynamic)?
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var onclick: ((MouseEvent) -> dynamic)?
    override var onclose: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEvent) -> dynamic)?
    override var oncuechange: ((Event) -> dynamic)?
    override var ondblclick: ((MouseEvent) -> dynamic)?
    override var ondrag: ((DragEvent) -> dynamic)?
    override var ondragend: ((DragEvent) -> dynamic)?
    override var ondragenter: ((DragEvent) -> dynamic)?
    override var ondragexit: ((DragEvent) -> dynamic)?
    override var ondragleave: ((DragEvent) -> dynamic)?
    override var ondragover: ((DragEvent) -> dynamic)?
    override var ondragstart: ((DragEvent) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    override var onfocus: ((FocusEvent) -> dynamic)?
    override var oninput: ((InputEvent) -> dynamic)?
    override var oninvalid: ((Event) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onload: ((Event) -> dynamic)?
    override var onloadeddata: ((Event) -> dynamic)?
    override var onloaddata: ((Event) -> dynamic)?
    override var onloadedmetadata: ((Event) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    override var onmessage: ((Event) -> dynamic)?
    override var onms Fortran77
AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript
 *
 */
public external abstract class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var enabled: Boolean
}

/**
 * Exposes the JavaScript
 *
 */
public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open var onaddtrack: ((Event) -> dynamic)?
    open var onremovetrack: ((Event) -> dynamic)?
    fun getTrackById(id: String): VideoTrack?
}

/**
 * Exposes the JavaScript
 *
 */
public external abstract class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var selected: Boolean
}

public external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): TextTrack?
}

/**
 * Exposes the JavaScript
 *
 */
public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataTrackDispatchType: String
    open var mode: TextTrackMode
    open var oncuechange: ((Event) -> dynamic)?
    fun addCue(cue: TextTrackCue): Unit
    fun removeCue(cue: TextTrackCue): Unit
}

public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}

/**
 * Exposes the JavaScript
 *
 */
public external abstract class TextTrackCue : EventTarget {
    open var track: TextTrack?
    open var id: String
    open var startTime: Double
    open var endTime: Double
    open var pauseOnExit: Boolean
    open var onenter: ((Event) -> dynamic)?
    open var onexit: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript
 *
 */
public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript
 *
 */
public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
}

public external interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun TrackEventInit(track: UnionAudioTrackOrTextTrackOrVideoTrack? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false, type: String, eventInitDict: TrackEventInit = definedExternally) {
    val o = js("({})")

    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["type"] = type
    o["eventInitDict"] = eventInitDict

    return o
}

/**
 * Exposes the JavaScript
 *
 */
public external abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open val areas: HTMLCollection
}

/**
 * Exposes the JavaScript
 *
 */
public external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var alt: String
    open var coords: String
    open var shape: String
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open var ref: String
    open var coords: String
    open var shape: String
    open var download: String
    open var ping: String
    open var rel: String
    open var ref: String

referrerPolicy: String\n    open var noHref: Boolean\n
[HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin\n/*unpublished external abstract class HTMLTableElement : HTMLElement

HTMLTableCaptionElement\n    open var tHead: HTMLTableSectionElement\n    open var tFoot:

HTMLTableSectionElement\n    open val tBodies: HTMLCollection\n
open val rows: HTMLCollection\n    open var align: String\n    open var border: String\n    open var frame: String\n    open var rules: String\n    open var summary: String\n    open var width: String\n
var bgColor: String
    open var cellPadding: String
    open var cellSpacing: String

fun createCaption(): HTMLTableCaptionElement
    fun deleteCaption(): Unit

fun createTHead(): HTMLTableSectionElement
    fun deleteTHead(): Unit

fun createTFoot(): HTMLTableSectionElement
    fun deleteTFoot(): Unit

fun insertRow(index: Int = definedExternally): HTMLTableRowElement
    fun deleteRow(index: Int): Unit

/**
 * Exposes the JavaScript

[HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin\n/*unpublished external abstract class HTMLTableCellElement : HTMLElement

HTMLFormElement\n    open var acceptCharset: String
    open var action: String
    open var enctype: String
    open var method: String

open var name: String
    open var noValidate: Boolean
    open var target: String

open val elements: HTMLFormControlsCollection\n
open val length: Int

fun submit(): Unit
    fun reset(): Unit
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean

@kotlin.internal.InlineOnly inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]

/**
 * Exposes the JavaScript

[HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin\n/*unpublished external abstract class HTMLLabelElement : HTMLElement

/*unpublished external abstract class HTMLFormElement : HTMLElement

/*unpublished external abstract class HTMLInputElement : HTMLElement

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external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open var checked: Boolean
    open var dirName: String
    open var inDeterminate: Boolean
    open var inputMode: String
    open var list: NodeList
    fun stepUp(n: Int = definedExternally): Unit
    fun stepDown(n: Int = definedExternally): Unit
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
    fun select(): Unit
    fun setRangeText(replacement: String): Unit
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally): Unit
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally): Unit
}

/**
 * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
 */
public external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open var checked: Boolean
    open var dirName: String
    open var inDeterminate: Boolean
    open var inputMode: String
    open var list: NodeList
    fun stepUp(n: Int = definedExternally): Unit
    fun stepDown(n: Int = definedExternally): Unit
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
    fun select(): Unit
    fun setRangeText(replacement: String): Unit
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally): Unit
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally): Unit
}

/**
 * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
    open var accept: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open var checked: Boolean
    open var dirName: String
    open var inDeterminate: Boolean
    open var inputMode: String
    open var list: NodeList
    fun stepUp(n: Int = definedExternally): Unit
    fun stepDown(n: Int = definedExternally): Unit
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
    fun select(): Unit
    fun setRangeText(replacement: String): Unit
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally): Unit
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally): Unit
}

/**
 * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    open var accept: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open var checked: Boolean
    open var dirName: String
    open var inDeterminate: Boolean
    open var inputMode: String
    open var list: NodeList
    open val selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    override fun item(index: Int): Element?
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally): Unit
    fun remove(index: Int): Unit
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
    fun selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    override fun item(index: Int): Element?
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally): Unit
    fun remove(index: Int): Unit
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

/**
 * Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin
 */
public external abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection
}

/**
 * Exposes the JavaScript [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin
 */
public external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var accept: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open var checked: Boolean
    open var dirName: String
    open var inDeterminate: Boolean
    open var inputMode: String
    open var list: NodeList
    open val selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    override fun item(index: Int): Element?
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally): Unit
    fun remove(index: Int): Unit
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

/**
 * Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin
 */
public external abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection
}

/**
 * Exposes the JavaScript [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin
 */
public external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var accept: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open var checked: Boolean
    open var dirName: String
    open var inDeterminate: Boolean
    open var inputMode: String
    open var list: NodeList
    open val selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    override fun item(index: Int): Element?
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally): Unit
    fun remove(index: Int): Unit
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}
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```kotlin
override fun contentEditable: String
override val isContentEditable: Boolean
override fun prepend(vararg nodes: dynamic): Unit
override fun append(vararg nodes: dynamic): Unit
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic): Unit
override fun after(vararg nodes: dynamic): Unit
override fun replaceWith(vararg nodes: dynamic): Unit
override fun remove(): Unit
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */) : Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMPoint
```

```kotlin
/**
 * Exposes the JavaScript [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin
 */
open external abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String
    open var autofocus: Boolean
    open var cols: Int
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var inputMode: String
    open var maxLength: Int
    open var minLength: Int
    open var name: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var rows: Int
    open var wrap: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val textLength: Int
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    open var selectionDirection: String?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
    fun select(): Unit
    fun setRangeText(replacement: String): Unit
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally): Unit
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally): Unit
```

```kotlin
/**
 * Exposes the JavaScript [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 */
open external abstract class HTMLKeygenElement : HTMLElement {
    open var autofocus: Boolean
    open var challenge: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var keytype: String
    open val type: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
```
get() = definedExternally
set(value) = definedExternally

CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings

CanvasRenderingContext2D(): CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext

CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings

CanvasState{
    fun save(): Unit
    fun restore(): Unit
}

CanvasTransform{
    fun scale(x: Double, y: Double): Unit
    fun rotate(angle: Double): Unit
    fun translate(x: Double, y: Double): Unit
    fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double): Unit
    fun getTransform(): DOMMatrix
    fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double): Unit
    fun setTransform(transform: dynamic = definedExternally): Unit
    fun resetTransform(): Unit
}

CanvasCompositing{
    var globalAlpha: Double
    var globalCompositeOperation: String
}

CanvasImageSmoothing{
    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: ImageSmoothingQuality
}

CanvasFillStrokeStyles{
    var strokeStyle: dynamic
    var fillStyle: dynamic
    fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
    fun createRadialGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
    fun createPattern(image: dynamic, repetition: String): CanvasPattern
}

CanvasShadowStyles{
    var shadowOffsetX: Double
    var shadowOffsetY: Double
    var shadowBlur: Double
    var shadowColor: String
}

CanvasFilters{
    var filter: String
}

CanvasRect{
    fun clearRect(x: Double, y: Double, w: Double, h: Double): Unit
    fun fillRect(x: Double, y: Double, w: Double, h: Double): Unit
    fun strokeRect(x: Double, y: Double, w: Double, h: Double): Unit
    fun clip(fillRule: CanvasFillRule = definedExternally): Unit
    fun clip(path: Path2D, fillRule: CanvasFillRule = definedExternally): Unit
    fun isPointInPath(x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean
    fun isPointInPath(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean
    fun isPointInStroke(x: Double, y: Double): Boolean
    fun isPointInStroke(path: Path2D, x: Double, y: Double): Boolean
}

CanvasUserInterface{
    fun drawFocusIfNeeded(element: Element): Unit
    fun drawFocusIfNeeded(path: Path2D, element: Element): Unit
    fun scrollPathIntoView(): Unit
    fun scrollPathIntoView(path: Path2D): Unit
}

CanvasText{
    fun fillText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally): Unit
    fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally): Unit
    fun measureText(text: String): TextMetrics
}

CanvasDrawImage{
    fun.drawImage(image: dynamic, dx: Double, dy: Double): Unit
    fun.drawImage(image: dynamic, dx: Double, dy: Double, dw: Double, dh: Double): Unit
    fun putImageData(imagedata: ImageData, dx: Double, dy: Double, dw: Double, dh: Double): Unit
}

CanvasHitRegion{
    fun addHitRegion(options: HitRegionOptions = definedExternally): Unit
    fun removeHitRegion(id: String): Unit
}

CanvasImageData{
    fun createImageData(sw: Double, sh: Double): ImageData
    fun getImageData(sx: Double, sy: Double, sw: Double, sh: Double): ImageData
    fun putImageData(imagedata: ImageData, dx: Double, dy: Double): Unit
    fun putImageData(imagedata: ImageData, dx: Double, dy: Double, dw: Double, dh: Double): Unit
}

CanvasPathDrawingStyles{
    var lineWidth: Double
    var lineCap: CanvasLineCap
    var lineJoin: CanvasLineJoin
    var miterLimit: Double
    var lineDashOffset: Double
}
Double\n fun setLineDash(segments: Array<Double>): Unit
fun getLineDash(): Array<Double>

public fun closePath(): Unit
fun moveTo(x: Double, y: Double): Unit
fun lineTo(x: Double, y: Double): Unit
fun quadraticCurveTo(cpx: Double, cpy: Double, cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double): Unit
fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double): Unit
fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit
fun rotation: Double
fun doublePath: Double
fun startAngle: Double
fun endAngle: Double
fun anticlockwise: Boolean
fun definedExternally: Unit
fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit
fun rect(x: Double, y: Double, w: Double, h: Double): Unit
fun doublePath: Double
fun canvasPath: CanvasPath
fun canvasTextDrawingStyles: CanvasTextDrawingStyles
fun canvasTextBaseline: CanvasTextBaseline
fun canvasDirection: CanvasDirection
fun canvasGradient: CanvasGradient
fun canvasImage: CanvasImage
fun canvasPattern: CanvasPattern
fun canvasTextMetrics: TextMetrics
fun canvasHitRegionOptions: HitRegionOptions
fun canvasImageData: ImageData
fun canvasPath2D: Path2D
fun canvasTexture: Texture
open var onerror: ((Event) -> dynamic)?
open var onreadystatechange: ((Event) -> dynamic)?
on open var onprogress: ((ProgressEvent) -> dynamic)?
on open var onupdateready: ((Event) -> dynamic)?
on open var oncached: ((Event) -> dynamic)?
on open var onobsolete: ((Event) -> dynamic)?

fun update(): Unit
fun abort(): Unit
fun swapCache(): Unit

companion object {
    val UNCACHED: Short
    val IDLE: Short
    val CHECKING: Short
    val DOWNLOADING: Short
    val UPDATEREADY: Short
    val OBSCURE: Short
}

/**
 * Exposes the JavaScript [NavigatorOnLine](https://developer.mozilla.org/en/docs/Web/API/NavigatorOnLine) to Kotlin
 */
public external interface NavigatorOnLine {
    val onLine: Boolean
}

/**
 * Exposes the JavaScript [ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin
 */
public external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {
    open val message: String
    open val filename: String
    open val lineno: Int
    open val colno: Int
    open val error: Any
}

public external interface ErrorEventInit : EventInit {
    var message: String?
    var filename: String?
    var lineno: Int?
    var colno: Int?
    var error: Any?
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["message"] = message
    o["filename"] = filename
    o["lineno"] = lineno
    o["colno"] = colno
    o["error"] = error
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

/**
 * Exposes the JavaScript [PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin
 */
public external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) : Event {
    open val promise: Promise<Any>
    open val reason: Any
}

public external interface PromiseRejectionEventInit : EventInit {
    var promise: Promise<Any>?
    var reason: Any?
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["promise"] = promise
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}
((FocusEvent) -> dynamic)?\n var oninput: ((InputEvent) -> dynamic)?\n var oninvalid: ((Event) -> dynamic)?\n
var onkeydown: ((KeyboardEvent) -> dynamic)?\n var onkeypress: ((KeyboardEvent) -> dynamic)?\n var
onkeyup: ((KeyboardEvent) -> dynamic)?\n var onload: ((Event) -> dynamic)?\n var onloadeddata: ((Event) ->
dynamic)?\n var onloadedmetadata: ((Event) -> dynamic)?\n var onloadend: ((Event) -> dynamic)?\n var
onloadstart: ((ProgressEvent) -> dynamic)?\n var onmousedown: ((MouseEvent) -> dynamic)?\n var
onmouseenter: ((MouseEvent) -> dynamic)?\n var onmouseleave: ((MouseEvent) -> dynamic)?\n var
onmousemove: ((MouseEvent) -> dynamic)?\n var onmouseout: ((MouseEvent) -> dynamic)?\n var
onmouseover: ((MouseEvent) -> dynamic)?\n var onmouseup: ((MouseEvent) -> dynamic)?\n var onwheel:
((WheelEvent) -> dynamic)?\n var onpause: ((Event) -> dynamic)?\n var onplay: ((Event) -> dynamic)?\n var
onplaying: ((Event) -> dynamic)?\n var onprogress: ((ProgressEvent) -> dynamic)?\n var onratechange: ((Event)
-> dynamic)?\n var onreset: ((Event) -> dynamic)?\n var onresize: ((Event) -> dynamic)?\n var onscroll:
((Event) -> dynamic)?\n var onseeked: ((Event) -> dynamic)?\n var onseeking: ((Event) -> dynamic)?\n var
onselect: ((Event) -> dynamic)?\n var onshow: ((Event) -> dynamic)?\n var onstalled: ((Event) -> dynamic)?\n
var onsubmit: ((Event) -> dynamic)?\n var onsuspend: ((Event) -> dynamic)?\n var ontimeupdate: ((Event) ->
dynamic)?\n var ontoggle: ((Event) -> dynamic)?\n var onvolumechange: ((Event) -> dynamic)?\n var
onwaiting: ((Event) -> dynamic)?\n}\n\n/**\n * Exposes the JavaScript
[WindowEventHandlers](https://developer.mozilla.org/en/docs/Web/API/WindowEventHandlers) to Kotlin\n
*/\npublic external interface WindowEventHandlers {\n var onafterprint: ((Event) -> dynamic)?\n var
onbeforeprint: ((Event) -> dynamic)?\n var onbeforeunload: ((BeforeUnloadEvent) -> String?)?\n var
onhashchange: ((HashChangeEvent) -> dynamic)?\n var onlanguagechange: ((Event) -> dynamic)?\n var
onmessage: ((MessageEvent) -> dynamic)?\n var onoffline: ((Event) -> dynamic)?\n var ononline: ((Event) ->
dynamic)?\n var onpagehide: ((PageTransitionEvent) -> dynamic)?\n var onpageshow: ((PageTransitionEvent) > dynamic)?\n var onpopstate: ((PopStateEvent) -> dynamic)?\n var onrejectionhandled: ((Event) ->
dynamic)?\n var onstorage: ((StorageEvent) -> dynamic)?\n var onunhandledrejection:
((PromiseRejectionEvent) -> dynamic)?\n var onunload: ((Event) -> dynamic)?\n}\n\npublic external interface
DocumentAndElementEventHandlers {\n var oncopy: ((ClipboardEvent) -> dynamic)?\n var oncut:
((ClipboardEvent) -> dynamic)?\n var onpaste: ((ClipboardEvent) -> dynamic)?\n}\n\n/**\n * Exposes the
JavaScript
[WindowOrWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WindowOrWorkerGlobalScope)
to Kotlin\n */\npublic external interface WindowOrWorkerGlobalScope {\n val caches: CacheStorage\n val
origin: String\n fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>\n fun
btoa(data: String): String\n fun atob(data: String): String\n fun setTimeout(handler: dynamic, timeout: Int =
definedExternally, vararg arguments: Any?): Int\n fun clearTimeout(handle: Int = definedExternally): Unit\n fun
setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int\n fun
clearInterval(handle: Int = definedExternally): Unit\n fun createImageBitmap(image: dynamic, options:
ImageBitmapOptions = definedExternally): Promise<ImageBitmap>\n fun createImageBitmap(image: dynamic,
Promise<ImageBitmap>\n}\n\n/**\n * Exposes the JavaScript
[NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin\n */\npublic external interface
NavigatorID {\n val appCodeName: String\n val appName: String\n val appVersion: String\n val platform:
String\n val product: String\n val productSub: String\n val userAgent: String\n val vendor: String\n val
vendorSub: String\n val oscpu: String\n fun taintEnabled(): Boolean\n}\n\n/**\n * Exposes the JavaScript
[NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin\n */\npublic
external interface NavigatorLanguage {\n val language: String\n val languages: Array<out String>\n}\n\npublic
external interface NavigatorContentUtils {\n fun registerProtocolHandler(scheme: String, url: String, title: String):
Unit\n fun registerContentHandler(mimeType: String, url: String, title: String): Unit\n fun
isProtocolHandlerRegistered(scheme: String, url: String): String\n fun isContentHandlerRegistered(mimeType:
String, url: String): String\n fun unregisterProtocolHandler(scheme: String, url: String): Unit\n fun

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unregisterContentHandler(mimeType: String, url: String): Unit

public external interface NavigatorCookies
{
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScipt

[PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin

```kotlin
val plugins: PluginArray
```

fun javaEnabled(): Boolean

```kotlin
val pluginArray: PluginArray
```

val plugins: PluginArray

```kotlin
@kotlin.internal.InlineOnly inline operator fun PluginArray.get(index: Int): Plugin? =
asDynamic()[*index]*
```

```kotlin
@kotlin.internal.InlineOnly inline operator fun PluginArray.get(name: String): Plugin? =
asDynamic()[*name]*
```

```kotlin
@kotlin.internal.InlineOnly inline operator fun PluginArray.asDynamic()[*index]*
```

val plugins: PluginArray

```kotlin
val pluginArray: PluginArray
```

val plugins: PluginArray

```kotlin
@kotlin.internal.InlineOnly inline operator fun PluginArray.get(index: Int): Plugin? =
asDynamic()[*index]*
```

```kotlin
@kotlin.internal.InlineOnly inline operator fun PluginArray.get(name: String): Plugin? =
asDynamic()[*name]*
```

```kotlin
@kotlin.internal.InlineOnly inline operator fun PluginArray.asDynamic()[*index]*
```

val plugins: PluginArray

```kotlin
val pluginArray: PluginArray
```

val plugins: PluginArray

```kotlin
@kotlin.internal.InlineOnly inline operator fun PluginArray.get(index: Int): Plugin? =
asDynamic()[*index]*
```

```kotlin
@kotlin.internal.InlineOnly inline operator fun PluginArray.get(name: String): Plugin? =
asDynamic()[*name]*
```

```kotlin
@kotlin.internal.InlineOnly inline operator fun PluginArray.asDynamic()[*index]*
```
UnionMessagePortOrWindow?, ports: Array<MessagePort>): Unit

public external interface MessageEventInit : EventInit {
    var data: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var origin: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionMessagePortOrWindow? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MessageEventInit(data: Any? = null, origin: String? = "", lastEventId: String? = "", source:
UnionMessagePortOrWindow? = null, ports: Array<MessagePort>? = arrayOf(), bubbles: Boolean? = false,
    val o = js("({})")

    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

/**
 * Exposes the JavaScript [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin
 */
public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    open val url: String
    open val withCredentials: Boolean
    open val readyState: Short
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close(): Unit

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED: Short
    }

    public external interface EventSourceInit {
        var withCredentials: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
        val o = js("({})")

        o["withCredentials"] = withCredentials

        return o
    }

/**
 * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin
 */
public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val url: String
    open val readyState: Short
    open val bufferedAmount: Int
    var onopen: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onclose: ((Event) -> dynamic)?
    open val extensions: String
    open val protocol: String
    var onmessage: ((MessageEvent) -> dynamic)?
    var binaryType: BinaryType
    fun close(code: Short = definedExternally, reason: String = definedExternally): Unit
    fun send(data: String): Unit
    fun send(data: Blob): Unit
    fun send(data: ArrayBuffer): Unit
    fun send(data: ArrayBufferView): Unit

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSING: Short
        val CLOSED: Short
    }

    /**
     * Exposes the JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin
     */
    public external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
        open val wasClean: Boolean
        open val code: Short
        open val reason: String
    }

    public external interface CloseEventInit : EventInit {
        var wasClean: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
        var code: Short? /* = 0 */
            get() = definedExternally
            set(value) = definedExternally
        var reason: String? /* = "" */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")

        o["wasClean"] = wasClean
        o["code"] = code
        o["reason"] = reason
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed

        return o
    }

    /**
     * Exposes the JavaScript [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin
     */
    public external open class MessageChannel(url: String, messageChannelInit: MessageChannelInit = definedExternally): MessageChannel {
        open var onmessage: ((MessageEvent) -> dynamic)?
    }

    public external interface MessageChannelInit : EventInit {
        var onmessage: ((MessageEvent) -> dynamic)?
    }

    @kotlin.internal.InlineOnly
    public inline fun MessageChannelInit(onmessage: ((MessageEvent) -> dynamic)?): MessageChannelInit {
        val o = js("({})")

        o["onmessage"] = onmessage

        return o
    }

    /**
     * Exposes the JavaScrip...
definedExternally): Unit
fun start(): Unit
fun close(): Unit

/**
 * Exposes the JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin
 */
public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {
open val self: WorkerGlobalScope
open val location: WorkerLocation
open val navigator: WorkerNavigator
open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
open var onlanguagechange: ((Event) -> dynamic)?
open var ononline: ((Event) -> dynamic)?
open var onrejectionhandled: ((Event) -> dynamic)?
open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
fun importScripts(vararg urls: String): Unit
fun close(): Unit
}

/**
 * Exposes the JavaScript [DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to Kotlin
 */
public external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {
open var onmessage: ((MessageEvent) -> dynamic)?
fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit
fun close(): Unit
}

/**
 * Exposes the JavaScript [SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to Kotlin
 */
public external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {
open val name: String
open val applicationCache: ApplicationCache
open var onconnect: ((Event) -> dynamic)?
fun close(): Unit
}

/**
 * Exposes the JavaScript [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
public external interface AbstractWorker {
var onerror: ((Event) -> dynamic)?
override var onerror: ((Event) -> dynamic)?
fun terminate(): Unit
fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit
fun close(): Unit
}

/**
 * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
val hardwareConcurrency: Int
}

/**
 * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
val open val serviceWorker: ServiceWorkerContainer
val open val protocol: String
val open val hostname: String
val open val port: String
val open val pathname: String
val open val search: String
val open val hash: String
}

/**
 * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin
 */
public external abstract class Storage {
val length: Int
fun key(index: Int): String
fun getItem(key: String): String

cancelable: Boolean? = false, composed: Boolean? = false): EventInit {
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */
public external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {
    open val detail: Any?
    fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?): Unit
        val o = js("({})")
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }
}

/**
 * Exposes the JavaScript [CustomEventInit](https://developer.mozilla.org/en/docs/Web/API/CustomEventInit) to Kotlin
 */
public external interface CustomEventInit : EventInit {
    var detail: Any? /* = null */
    set(value) = definedExternally
}

    val o = js("({})")
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [EventListenerOptions](https://developer.mozilla.org/en/docs/Web/API/EventListenerOptions) to Kotlin
 */
public external interface EventListenerOptions {
    var capture: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly inline fun EventListenerOptions(capture: Boolean? = false, once: Boolean? = false): EventListenerOptions {
    val o = js("({})")
    o["capture"] = capture
    o["once"] = once
    return o
}

/**
 * Exposes the JavaScript [NonElementParentNode](https://developer.mozilla.org/en/docs/Web/API/NonElementParentNode) to Kotlin
 */
public external interface NonElementParentNode {
    fun getElementById(elementId: String): Element?
}

/**
 * Exposes the JavaScript [DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin
 */
public external interface DocumentOrShadowRoot {
    val fullscreenElement: Element?
}

/**
 * Exposes the JavaScript [ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin
 */
public external interface ParentNode {
    val children: HTMLCollection
    val firstElementChild: Element?
    val lastElementChild: Element?
    val childElementCount: Int
    fun prepend(vararg nodes: dynamic): Unit
    fun append(vararg nodes: dynamic): Unit
    fun querySelector(selectors: String): Element?
    fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript [NonDocumentTypeChildNode](https://developer.mozilla.org/en/docs/Web/API/NonDocumentTypeChildNode) to Kotlin
 */
public external interface NonDocumentTypeChildNode {
    val previousElementSibling: Element?
    val nextElementSibling: Element?
}

/**
 * Exposes the JavaScript [ChildNode](https://developer.mozilla.org/en/docs/Web/API/ChildNode) to Kotlin
 */
public external interface ChildNode {
    fun before(vararg nodes: dynamic): Unit
    fun after(vararg nodes: dynamic): Unit
    fun replaceWith(vararg nodes: dynamic): Unit
    fun remove(): Unit
}

/**
 * Exposes the JavaScript [Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin
 */
public external interface Slotable {
    val assignedSlot: HTMLSlotElement?
}

/**
 * Exposes the JavaScript [NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin
 */
public external abstract class NodeList : ItemArrayLike<Node> {
    override val length: Int
    override fun item(index: Int): Node?
}

/**
 * Exposes the JavaScript [MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin
 */
public external open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally): Unit
    fun disconnect(): Unit
}

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override fun prepend(vararg nodes: dynamic): Unit
    override fun append(vararg nodes: dynamic): Unit
    override fun querySelector(selectors: String): Element
    override fun querySelectorAll(selectors: String): NodeList
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): DOMQuad
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

public external interface ElementCreationOptions {
    @JsName("is")
    var is_: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementCreationOptions(is_: String? = undefined): ElementCreationOptions {
    val o = js("({})")

    o["is"] = is_

    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class DOMImplementation {
    fun createDocumentType(qualifiedName: String, publicId: String, systemId: String): DocumentType
    fun createDocument(namespace: String?, qualifiedName: String, doctype: DocumentType? = definedExternally): XMLDocument
    fun createHTMLDocument(title: String = definedExternally): Document
    fun hasFeature(): Boolean
}

/**
 * Exposes the JavaScript
 */
public external abstract class DocumentType : Node, ChildNode {
    open var name: String
    open var publicId: String
    open var systemId: String
}

/**
 * Exposes the JavaScript
 */
public external open class DocumentFragment : Node, NonElementParentNode, ParentNode {
    override var children: HTMLCollection
    override var firstElementChild: Element?
    override var lastElementChild: Element?

    override var childElementCount: Int
    override fun getElementById(elementId: String): Element?
    override fun append(vararg nodes: dynamic): Unit
    override fun prepend(vararg nodes: dynamic): Unit
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript
 */
public external abstract class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {
    open var mode: ShadowRootMode

    open var host: Element
    override var fullscreenElement: Element?
    override fun getElementById(elementId: String): Element?
    override fun append(vararg nodes: dynamic): Unit
    override fun prepend(vararg nodes: dynamic): Unit
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript
 */
public external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils, UnionElementOrProcessingInstruction, UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent {
    open var innerHTML: String
    open var outerHTML: String
    open var namespaceURI: String?
    open var prefix: String?
    open var localName: String
    open var className: String
    open var classList: DOMTokenList
    open var slot: String
    open var attributes: NamedNodeMap
    open var shadowRoot: ShadowRoot?
    open var id: String
    open var scrollTop: Double
    open var scrollLeft: Double
    open var scrollWidth: Int
    open var scrollHeight: Int
    open var clientTop: Int
    open var clientLeft: Int
    open var clientWidth: Int
    open var clientHeight: Int

    fun requestFullscreen(): Promise<Unit>
    fun setPointerCapture(pointerId: Int): Unit
    fun releasePointerCapture(pointerId: Int): Unit
    fun hasPointerCapture(pointerId: Int): Boolean
    fun insertAdjacentHTML(position: String, text: String): Unit
    fun getAttributeNames(): Array<String>
    fun getAttribute(qualifiedName: String): String?
    fun getAttributeNS(namespace: String?, localName: String): String?
    fun setAttribute(qualifiedName: String, value: String): Unit
    fun setAttributeNS(namespace: String?, qualifiedName: String, value: String): Unit

after(vararg nodes: dynamic): Unit
override fun replaceWith(vararg nodes: dynamic): Unit
override fun remove(): Unit
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

/**
 * Exposes the JavaScript
[ProcessingInstruction] to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle,
UnionElementOrProcessingInstruction {
    open val target: String
}

/**
 * Exposes the JavaScript
[Comment] to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic): Unit
    override fun after(vararg nodes: dynamic): Unit
    override fun replaceWith(vararg nodes: dynamic): Unit
    override fun remove(): Unit
}

/**
 * Exposes the JavaScript
[Range] to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    fun createContextualFragment(fragment: String): DocumentFragment
    fun setStart(node: Node, offset: Int): Unit
    fun setEnd(node: Node, offset: Int): Unit
    fun setStartBefore(node: Node): Unit
    fun setStartAfter(node: Node): Unit
    fun setEndBefore(node: Node): Unit
    fun setEndAfter(node: Node): Unit
    fun collapse(toStart: Boolean): Unit
    fun selectNode(node: Node): Unit
    fun selectNodeContents(node: Node): Unit
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents(): Unit
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node): Unit
    fun surroundContents(newParent: Node): Unit
    fun cloneRange(): Range
    fun detach(): Unit
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun comparePoint(node: Node, offset: Int): Short
    fun intersectsNode(node: Node): Boolean
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect

    companion object {
        val START_TO_START: Short
        val START_TO_END: Short
        val END_TO_END: Short
        val END_TO_START: Short
    }
}

/**
 * Exposes the JavaScript
[NodeIterator] to Kotlin
 */
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach(): Unit
}

/**
 * Exposes the JavaScript
[TreeWalker] to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript
[NodeFilter] to Kotlin
 */
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
        val SHOW_COMMENT: Int
        val SHOW_DOCUMENT: Int
        val SHOW_DOCUMENT_FRAGMENT: Int
        val SHOW_NOTATION: Int
    }
}
external abstract class DOMTokenList : ItemArrayLike<String> {
    override fun item(index: Int): String?
    override fun contains(token: String): Boolean
    override fun add(token: String): Unit
    override fun remove(vararg tokens: String): Unit
    override fun toggle(token: String, force: Boolean = definedExternally): Boolean
    override fun supports(token: String): Boolean
}

@kotlin.internal.InlineOnly inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript
 * [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
 */
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript
 * [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
 */
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)
    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript
 * [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMPointInit {
    val o = js("({})")

    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript
 * [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds: DOMRect
}

/**
 * Exposes the JavaScript
 * [DOMRectInit](https://developer.mozilla.org/en/docs/Web/API/DOMRectInit) to Kotlin
 */
public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")

    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]
open val b: Double
open val c: Double
open val d: Double
open val e: Double
open val f: Double

open val m11: Double
open val m12: Double
open val m13: Double
open val m14: Double
open val m21: Double
open val m22: Double
open val m23: Double
open val m24: Double
open val m31: Double
open val m32: Double
open val m33: Double
open val m34: Double
open val m41: Double
open val m42: Double
open val m43: Double
open val m44: Double
open val is2D: Boolean
open val isIdentity: Boolean
fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix

fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
fun function scaleNonUniform(scaleX: Double, scaleY: Double, scaleZ: Double = definedExternally): DOMMatrix
fun function scaleNonUniformSelf(scaleX: Double, scaleY: Double, scaleZ: Double = definedExternally): DOMMatrix
fun function rotate(angle: Double, originX: Double, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
fun function rotateFromVector(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
fun function skewX(x: Double, y: Double): DOMMatrix
fun function skewY(x: Double, y: Double): DOMMatrix
fun function multiply(other: DOMMatrix): DOMMatrix
fun function flipX(): DOMMatrix
fun function flipY(): DOMMatrix

/**
 * Exposes the JavaScript [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin
 */
public external open class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)
    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override var m31: Double
    override var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override var m42: Double
    override var m43: Double
    override var m44: Double
    fun function multiplySelf(other: DOMMatrix): DOMMatrix
    fun function preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun function translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun function scaleSelf(scale: Double, originX: Double, originY: Double = definedExternally): DOMMatrix
    fun function scale3dSelf(scale: Double, originX: Double, originY: Double, originZ: Double = definedExternally): DOMMatrix
    fun function scaleNonUniformSelf(scaleX: Double, scaleY: Double, scaleZ: Double = definedExternally): DOMMatrix
    fun function rotateSelf(angle: Double, originX: Double, originY: Double = definedExternally): DOMMatrix
    fun function rotateFromVectorSelf(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun function invertSelf(): DOMMatrix
    fun function setMatrixValue(transformList: String): DOMMatrix
}

/**
 * Exposes the JavaScript [ScrollOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollOptions) to Kotlin
 */
public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    val o = js("({})")
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin
 */
public external interface MediaQueryList {...}
Kotlin
*/
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: ((Event) -> Unit)?): Unit
    fun removeListener(listener: ((Event) -> Unit)?): Unit
    val matches = boolean(true)
    val media = "",
}
UnionAudioTrackOrTextTrackOrVideoTrack {`\n`\n\n| public external @marker interface UnionElementOrMouseEvent {`\n`\n\n| public external @marker interface UnionMessagePortOrWindow {`\n`\n\n| public external @marker interface UnionMessagePortOrServiceWorker {`\n`\n\n| public external @marker interface HTMLOrSVGScriptElement {`\n`\n\n| public external @marker interface HTMLOrSVGImageElement {`\n`\n\n| public external interface DocumentReadyState {`\n`\n\n| Companion.LOADING: DocumentReadyState get() = `\n`\n\n| "loading".asDynamic().unsafeCast<DocumentReadyState>()\n\n| Companion.INTERACTIVE: DocumentReadyState get() = `\n`\n\n| "interactive".asDynamic().unsafeCast<DocumentReadyState>()\n\n| Companion.COMPLETE: DocumentReadyState get() = `\n`\n\n| "complete".asDynamic().unsafeCast<DocumentReadyState>()\n\n| Companion.LOADING: DocumentReadyState.get() = `\n`\n\n| "loading".asDynamic().unsafeCast<DocumentReadyState>()\n\n| Companion.INTERACTIVE: DocumentReadyState.get() = `\n`\n\n| "interactive".asDynamic().unsafeCast<DocumentReadyState>()\n\n| Companion.COMPLETE: DocumentReadyState.get() = `\n`\n\n| "complete".asDynamic().unsafeCast<DocumentReadyState>()\n\n| public external interface CanPlayTypeResult {`\n`\n\n| Companion.EMPTY: CanPlayTypeResult get() = `\n`\n\n| "".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n| Companion.MAYBE: CanPlayTypeResult.get() = `\n`\n\n| "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n| Companion.PROBABLY: CanPlayTypeResult.get() = `\n`\n\n| "probably".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n| public external interface TextTrackMode {`\n`\n\n| Companion.DISABLED: TextTrackMode.get() = `\n`\n\n| "disabled".asDynamic().unsafeCast<TextTrackMode>()\n\n| Companion.HIDDEN: TextTrackMode.get() = `\n`\n\n| "hidden".asDynamic().unsafeCast<TextTrackMode>()\n\n| Companion.SHOWING: TextTrackMode.get() = `\n`\n\n| "showing".asDynamic().unsafeCast<TextTrackMode>()\n\n| public external interface TextTrackKind {`\n`\n\n| Companion.SUBTITLES: TextTrackKind.get() = `\n`\n\n| "subtitles".asDynamic().unsafeCast<TextTrackKind>()\n\n| Companion.CAPTIONS: TextTrackKind.get() = `\n`\n\n| "captions".asDynamic().unsafeCast<TextTrackKind>()\n\n| Companion.DESCRIPTIONS: TextTrackKind.get() = `\n`\n\n| "descriptions".asDynamic().unsafeCast<TextTrackKind>()\n\n| Companion.CHAPTERS: TextTrackKind.get() = `\n`\n\n| "chapters".asDynamic().unsafeCast<TextTrackKind>()\n\n| Companion.METADATA: TextTrackKind.get() = `\n`\n\n| "metadata".asDynamic().unsafeCast<TextTrackKind>()\n\n| public external interface SelectionMode {`\n`\n\n| Companion.SELECT: SelectionMode get() = `\n`\n\n| "select".asDynamic().unsafeCast<SelectionMode>()\n\n| Companion.START: SelectionMode.get() = `\n`\n\n| "start".asDynamic().unsafeCast<SelectionMode>()\n\n| Companion.END: SelectionMode.get() = `\n`\n\n| "end".asDynamic().unsafeCast<SelectionMode>()\n\n| public external interface CanvasFillRule {`\n`\n\n| Companion.NONZERO: CanvasFillRule.get() = `\n`\n\n| "nonzero".asDynamic().unsafeCast<CanvasFillRule>()\n\n| Companion.EVENODD: CanvasFillRule.get() = `\n`\n\n| "evenodd".asDynamic().unsafeCast<CanvasFillRule>()\n\n| public external interface ImageSmoothingQuality {`\n`\n\n| Companion.LOW: ImageSmoothingQuality.get() = `\n`\n\n| "low".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\n| public external interface RenderingContext {`\n`\n\n| public external interface DocumentReadyState {`\n`\n\n| Companion.LOADING: DocumentReadyState get() = `\n`\n\n| "loading".asDynamic().unsafeCast<DocumentReadyState>()\n\n| Companion.INTERACTIVE: DocumentReadyState get() = `\n`\n\n| "interactive".asDynamic().unsafeCast<DocumentReadyState>()\n\n| Companion.COMPLETE: DocumentReadyState get() = `\n`\n\n| "complete".asDynamic().unsafeCast<DocumentReadyState>()\n\n| Companion.LOADING: DocumentReadyState.get() = `\n`\n\n| "loading".asDynamic().unsafeCast<DocumentReadyState>()\n\n| Companion.INTERACTIVE: DocumentReadyState.get() = `\n`\n\n| "interactive".asDynamic().unsafeCast<DocumentReadyState>()\n\n| Companion.COMPLETE: DocumentReadyState.get() = `\n`\n\n| "complete".asDynamic().unsafeCast<DocumentReadyState>()\n\n| public external interface CanPlayTypeResult {`\n`\n\n| Companion.EMPTY: CanPlayTypeResult get() = `\n`\n\n| "".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n| Companion.MAYBE: CanPlayTypeResult.get() = `\n`\n\n| "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n| Companion.PROBABLY: CanPlayTypeResult.get() = `\n`\n\n| "probably".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n| public external interface TextTrackMode {`\n`\n\n| Companion.DISABLED: TextTrackMode.get() = `\n`\n\n| "disabled".asDynamic().unsafeCast<TextTrackMode>()\n\n| Companion.HIDDEN: TextTrackMode.get() = `\n`\n\n| "hidden".asDynamic().unsafeCast<TextTrackMode>()\n\n| Companion.SHOWING: TextTrackMode.get() = `\n`\n\n| "showing".asDynamic().unsafeCast<TextTrackMode>()\n\n| public external interface TextTrackKind {`\n`\n\n| Companion.SUBTITLES: TextTrackKind.get() = `\n`\n\n| "subtitles".asDynamic().unsafeCast<TextTrackKind>()\n\n| Companion.CAPTIONS: TextTrackKind.get() = `\n`\n\n| "captions".asDynamic().unsafeCast<TextTrackKind>()\n\n| public external interface TextTrackKind {`\n`\n\n| Companion.DESCRIPTIONS: TextTrackKind.get() = `\n`\n\n| "descriptions".asDynamic().unsafeCast<TextTrackKind>()\n\n| Companion.CHAPTERS: TextTrackKind.get() = `\n`\n\n| "chapters".asDynamic().unsafeCast<TextTrackKind>()\n\n| public external interface SelectionMode {`\n`\n\n| Companion.SELECT: SelectionMode get() = `\n`\n\n| "select".asDynamic().unsafeCast<SelectionMode>()\n\n| Companion.START: SelectionMode.get() = `\n`\n\n| "start".asDynamic().unsafeCast<SelectionMode>()\n\n| public external interface SelectionMode {`\n`\n\n| Companion.END: SelectionMode.get() = `\n`\n\n| "end".asDynamic().unsafeCast<SelectionMode>()\n\n| public external interface CanvasFillRule {`\n`\n\n| Companion.NONZERO: CanvasFillRule.get() = `\n`\n\n| "nonzero".asDynamic().unsafeCast<CanvasFillRule>()\n\n| public external interface ImageSmoothingQuality {`\n`\n\n| Companion.LOW: ImageSmoothingQuality.get() = `\n`\n\n| "low".asDynamic().unsafeCast<ImageSmoothingQuality>()\n
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/* please, don't implement this interface! */
public external interface CanvasLineCap {
    companion object
}
public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()
public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = "round".asDynamic().unsafeCast<CanvasLineCap>()
public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface! */
public external interface CanvasLineJoin {
    companion object
}
public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()
public inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = "miter".asDynamic().unsafeCast<CanvasLineJoin>()
public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = "round".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface! */
public external interface CanvasTextAlign {
    companion object
}
public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>()
public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>()
public inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>()
public inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>()
public inline val CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = "center".asDynamic().unsafeCast<CanvasTextAlign>()

/* please, don't implement this interface! */
public external interface CanvasTextBaseline {
    companion object
}
public inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>()
public inline val CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = "hanging".asDynamic().unsafeCast<CanvasTextBaseline>()
public inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = "middle".asDynamic().unsafeCast<CanvasTextBaseline>()
public inline val CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()
public inline val CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = "ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()
public inline val CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

/* please, don't implement this interface! */
public external interface CanvasDirection {
    companion object
}
public inline val CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()
public inline val CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()
public inline val CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

/* please, don't implement this interface! */
public external interface ScrollRestoration {
    companion object
}
public inline val ScrollRestoration.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()

/* please, don't implement this interface! */
public external interface ImageOrientation {
    companion object
}
public inline val ImageOrientation get() = "".asDynamic().unsafeCast<ImageOrientation>()

/* please, don't implement this interface! */
public external interface PremultiplyAlpha {
    companion object
}
public inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()
public inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() = "premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()
public inline val PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() = "default".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface! */
public external interface ColorSpaceConversion {
    companion object
}
public inline val ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()

/* please, don't implement this interface! */
public external interface ResizeQuality {
    companion object
}
public inline val ResizeQuality.Companion.PIXELATED: ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>()
public inline val ResizeQuality.Companion.LOW: ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()
public inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()
public inline val ResizeQuality.Companion.HIGH: ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface! */
public external interface BinaryType {
    companion object
}
public inline val BinaryType.Companion.BLOB: BinaryType get() = "blob".asDynamic().unsafeCast<BinaryType>()
public inline val BinaryType.Companion.ARRAYBUFFER: BinaryType get() = "arraybuffer".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface! */
public external interface WorkerType {
    companion object
}
public inline val WorkerType.Companion.CLASSIC: WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()
public inline val WorkerType.Companion.MODULE: WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface! */
public external interface ShadowRootMode {
    companion object
}
public inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()
public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface! */
public external interface ScrollBehavior {
    companion object
}
public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()
public inline val ScrollBehavior.Companion.IMMEDIATE: ScrollBehavior get() = "immediate".asDynamic().unsafeCast<ScrollBehavior>()
public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
public external interface ScrollLogicalPosition {
    companion object
}
public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()
public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface! */
public external interface ScrollVirtualPosition {
    companion object
}
public inline val ScrollVirtualPosition.Companion.NO_ACTION: ScrollVirtualPosition get() = "no-action".asDynamic().unsafeCast<ScrollVirtualPosition>()

/* please, don't implement this interface! */
public external interface VirtualViewportSize {
    companion object
}
public inline val VirtualViewportSize.Companion.AUTO: VirtualViewportSize get() = "auto".asDynamic().unsafeCast<VirtualViewportSize>()
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NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!

The code is auto-generated and should not be modified by users.
```kotlin
/**
 * Exposes the JavaScript [Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin
 */
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val redirected: Boolean
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>

    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>

    companion object {
        fun error(): Response
        fun redirect(url: String, status: Short = definedExternally): Response
    }
}

public external interface ResponseInit {
    var status: Short? /* = 200 */
        get() = definedExternally
        set(value) = definedExternally
    var statusText: String? /* = "OK" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers

    return o
}
```

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RequestDestination.Companion.SCRIPT: RequestDestination get() =
"script".asDynamic().unsafeCast<RequestDestination>()
public inline val

RequestDestination.Companion.SERVICEWORKER: RequestDestination get() =
"serviceworker".asDynamic().unsafeCast<RequestDestination>()
public inline val

RequestDestination.Companion.SHAREDWORKER: RequestDestination get() =
"sharedworker".asDynamic().unsafeCast<RequestDestination>()
public inline val

RequestDestination.Companion.STYLE: RequestDestination get() =
"style".asDynamic().unsafeCast<RequestDestination>()
public inline val

RequestDestination.Companion.WORKER: RequestDestination get() =
"worker".asDynamic().unsafeCast<RequestDestination>()
public inline val

RequestDestination.Companion.XSLT: RequestDestination get() =
"xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don't implement this interface! */
public external interface RequestMode {
    companion object
}
public inline val

RequestMode.Companion.NAVIGATE: RequestMode get() =
"navigate".asDynamic().unsafeCast<RequestMode>()
public inline val

RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()
public inline val

RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()
public inline val

RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()

/* please, don't implement this interface! */
public external interface RequestCredentials {
    companion object
}
public inline val

RequestCredentials.Companion.OMIT: RequestCredentials get() =
"omit".asDynamic().unsafeCast<RequestCredentials>()
public inline val

RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()
public inline val

RequestCredentials.Companion.INCLUDE: RequestCredentials get() =
"include".asDynamic().unsafeCast<RequestCredentials>()
public inline val

RequestCredentials.Companion.NO_CACHE: RequestCredentials Companion.NO_CACHE: RequestCredentials get() =
"no-cache".asDynamic().unsafeCast<RequestCredentials>()
public inline val

RequestCredentials.Companion.RELOAD: RequestCredentials get() = "reload".asDynamic().unsafeCast<RequestCredentials>()
public inline val

RequestCredentials.Companion.FORCE_CACHE: RequestCredentials get() = "force-cache".asDynamic().unsafeCast<RequestCredentials>()
public inline val

RequestCredentials.Companion.ONLY_IF_CACHED: RequestCredentials get() = "only-if-cached".asDynamic().unsafeCast<RequestCredentials>()
public inline val

RequestCredentials.Companion.FOLLOW: RequestCredentials get() = "follow".asDynamic().unsafeCast<RequestCredentials>()
public inline val

RequestCredentials.Companion.ERROR: RequestCredentials get() = "error".asDynamic().unsafeCast<RequestCredentials>()

/* please, don't implement this interface! */
public external interface ResponseType {
    companion object
}
public inline val

ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()
public inline val

ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()
public inline val

ResponseType.Companion.DEFAULT: ResponseType get() =
"default".asDynamic().unsafeCast<ResponseType>()
public inline val

ResponseType.Companion.ERROR: ResponseType get() =
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```kotlin
ResponseType get() = "error".asDynamic().unsafeCast<ResponseType>()
public inline val ResponseType.Companion.OPAQUE: ResponseType get() =
"opaque".asDynamic().unsafeCast<ResponseType>()

"opaqueredirect".asDynamic().unsafeCast<ResponseType>()

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See libraries/tools/idl2k for details

@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack): Unit
    fun removeTrack(track: MediaStreamTrack): Unit
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript
 [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop(): Unit
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackSupportedConstraints
    fun applyConstraints(constraints: MediaTrackCapabilities = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript
 [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}

// TODO: Add more code here
```

---

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 19210
MediaTrackSupportedConstraints {\n    var width: ULongRange? = undefined
    var height: ULongRange? = undefined
    var aspectRatio: DoubleRange? = undefined
    var frameRate: DoubleRange? = undefined
    var facingMode: Dynamic = undefined
    var resizeMode: Dynamic = undefined
    var volume: Dynamic = undefined
    var sampleRate: Dynamic = undefined
    var sampleSize: Dynamic = undefined
    var echoCancellation: Array<Dynamic> = undefined
    var autoGainControl: Array<Dynamic> = undefined
    var latency: DoubleRange? = undefined
    var channelCount: DoubleRange? = undefined
    var deviceId: String? = undefined
    var groupId: String? = undefined

    set(value) = definedExternally
    get() = definedExternally
}

/**
 * Exposes the JavaScript
 * [MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
 *
 * @encoding UTF-8
 */
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>? = undefined
    set(value) = definedExternally
    get() = definedExternally
}

@kotlin.internal.InlineOnly

noiseSuppression: dynamic = undefined, latency: dynamic = undefined, channelCount: dynamic = undefined, deviceId: dynamic = undefined, groupId: dynamic = undefined): MediaTrackConstraints {
    val o = 
    val o = 
    o["advanced"] = advanced
    o["width"] = width?
    o["height"] = height?
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate?
    o["facingMode"] = facingMode?
    o["resizeMode"] = resizeMode
    o["volume"] = volume?
    o["sampleRate"] = sampleRate?
    o["sampleSize"] = sampleSize?
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency?
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId?
    o["groupId"] = groupId?
    return o?
}

public external interface MediaTrackConstraintSet {
    var width: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var height: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var groupId: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackConstraintSet(width: dynamic = definedExternally
    get() = definedExternally
    set(value) = definedExternally
    height: dynamic = definedExternally
    get() = definedExternally
    set(value) = definedExternally
    aspectRatio: dynamic = definedExternally
    get() = definedExternally
    set(value) = definedExternally
    frameRate: dynamic = definedExternally
    get() = definedExternally
    set(value) = definedExternally
    facingMode: dynamic
    get() = definedExternally
    set(value) = definedExternally
    resizeMode: dynamic
    get() = definedExternally
    set(value) = definedExternally
    volume: dynamic
    get() = definedExternally
    set(value) = definedExternally
    sampleRate: dynamic
    get() = definedExternally
    set(value) = definedExternally
    sampleSize: dynamic
    get() = definedExternally
    set(value) = definedExternally
    echoCancellation: dynamic
    get() = definedExternally
    set(value) = definedExternally
    autoGainControl: dynamic
    get() = definedExternally
    set(value) = definedExternally
    noiseSuppression: dynamic
    get() = definedExternally
    set(value) = definedExternally
    latency: dynamic
    get() = definedExternally
    set(value) = definedExternally
    channelCount: Int
}

/**
 * Exposes the JavaScript
 * [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin
 */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int
}
```kotlin
get() = definedExternally
set(value) = definedExternally
var deviceId: String?
get() = definedExternally
set(value) = definedExternally
var groupId: String?
get() = definedExternally
set(value) = definedExternally

var deviceId: String?
get() = definedExternally
set(value) = definedExternally
var groupId: String?
get() = definedExternally
set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId

    return o
}

/**
 * Exposes the JavaScript
 */
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) :
Event {
    open var track: MediaStreamTrack?
        get() = undefined
        set(value) = undefined
}

public external interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
MediaStreamTrackEventInit {
    val o = js("({})")

    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

public external open class OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) :
Event {
    open var error: dynamic
        get() = undefined
        set(value) = undefined
}

public external interface OverconstrainedErrorEventInit : EventInit {
    var error: dynamic /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
OverconstrainedErrorEventInit {
    val o = js("({})")

    o["error"] = error
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class MediaDevices : EventTarget {
    open var ondevicechange: ((Event) -> dynamic)?
    fun enumerateDevices(): Promise<dynamic>
    fun getSupportedConstraints(): MediaStreamConstraints
    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
}

/**
 * Exposes the JavaScript
 */
public external interface MediaDeviceInfo {
    open val deviceId: String
    open val kind: MediaDeviceKind
    open val label: String
    open val groupId: String
    fun toJSON(): dynamic
}

public external abstract class InputDeviceInfo : MediaDeviceInfo {
    fun getCapabilities(): MediaTrackCapabilities
}

/**
 * Exposes the JavaScript
 */
public external abstract class MediaTrackCapabilities {
    fun getCapabilities(): Capabilities
    fun getConstraints(): Constraints
    fun getSettings(): Settings
    fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>
}
```

---

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 19213
interface DoubleRange {
    var max: Double?
        get() = definedExternally
        set(value) = definedExternally
    var min: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
    val o = js("({})")

    o["max"] = max
    o["min"] = min

    return o
}

public external interface ConstrainDoubleRange : DoubleRange {
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min

    return o
}

public external interface ULongRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({})")

    o["max"] = max
    o["min"] = min

    return o
}

public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min

    return o
}

/**
 * Exposes the JavaScript ConstrainBooleanParameters to Kotlin
 */
public external interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["exact"] = exact
    o["ideal"] = ideal

    return o
}

/**
 * Exposes the JavaScript ConstrainDOMStringParameters to Kotlin
 */
public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("({})")

    o["exact"] = exact
    o["ideal"] = ideal

    return o
}

public external interface Capabilities {
    var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun Capabilities(advanced: Array<ConstraintSet>? = undefined): Capabilities {
    val o = js("({})")

    o["advanced"] = advanced

    return o
}

public external interface Settings {
    var externalTracks: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun Settings(externalTracks: Array<ConstraintSet>? = undefined): Settings {
    val o = js("({})")

    o["externalTracks"] = externalTracks

    return o
}

public external interface ConstraintSet {
    var constraints: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstraintSet(constraints: Array<ConstraintSet>? = undefined): ConstraintSet {
    val o = js("({})")

    o["constraints"] = constraints

    return o
}

/* please, don't implement this interface! */
public external interface MediaStreamTrackState {
    companion object
}
public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>()
public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()

/* please, don't implement this interface! */
public external interface VideoFacingModeEnum {
    companion object
}
public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()
o['pointerType'] = pointerType
    o['isPrimary'] = isPrimary
    o['screenX'] = screenX
    o['screenY'] = screenY
    o['clientX'] = clientX
    o['clientY'] = clientY
    o['button'] = button
    o['buttons'] = buttons
    o['relatedTarget'] = relatedTarget
    o['ctrlKey'] = ctrlKey
    o['shiftKey'] = shiftKey
    o['altKey'] = altKey
    o['metaKey'] = metaKey
    o['modifierAltGraph'] = modifierAltGraph
    o['modifierCapsLock'] = modifierCapsLock
    o['modifierFn'] = modifierFn
    o['modifierFnLock'] = modifierFnLock
    o['modifierHyper'] = modifierHyper
    o['modifierNumLock'] = modifierNumLock
    o['modifierScrollLock'] = modifierScrollLock
    o['modifierSuper'] = modifierSuper
    o['modifierSymbol'] = modifierSymbol
    o['modifierSymbolLock'] = modifierSymbolLock
    o['view'] = view
    o['detail'] = detail
    o['bubbles'] = bubbles
    o['cancelable'] = cancelable
    o['composed'] = composed
    return o
}

/**
 * Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
 */
public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {
    open val pointerId: Int
    open val width: Double
    open val height: Double
    open val pressure: Float
    open val tangentialPressure: Float
    open val point: DOMPoint
    open val position: DOMPoint
    open val screenPoint: DOMPoint
    open val translationX: Int
    open val translationY: Int
    open val view: SVGAViewportElement
    open val detail: Int
    open val bubbles: Int
    open val cancelable: Boolean
    open val composed: Boolean

    return o
}

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus(): Unit
    fun blur(): Unit
}

public external interface SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
    var stroke: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var markers: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var clipped: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o['fill'] = fill
    o['stroke'] = stroke
    o['markers'] = markers
    o['clipped'] = clipped

    return o
}

/**
 * Exposes the JavaScript [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
 */
public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?
}

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: Float
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGLength {
    open val unitType: String
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGTests {
    fun getTestLength(): Float
    fun getTestAtLength(distance: Float): Float
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
}

@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.dom.svg

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus(): Unit
    fun blur(): Unit
}

public external interface SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
    var stroke: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var markers: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var clipped: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o['fill'] = fill
    o['stroke'] = stroke
    o['markers'] = markers
    o['clipped'] = clipped

    return o
}

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: SVGAnimatedNumber
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGLength {
    open val unitType: String
    open var value: Float
    open var valueInSpecifiedUnits:
Float
open var valueAsString: String
fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float): Unit
fun convertToSpecifiedUnits(unitType: Short): Unit
companion object {
val SVG_LENGTHTYPE_UNKNOWN: Short
val SVG_LENGTHTYPE_NUMBER: Short
val SVG_LENGTHTYPE_PERCENTAGE: Short
val SVG_LENGTHTYPE_PX: Short
val SVG_LENGTHTYPE_CM: Short
val SVG_LENGTHTYPE_MM: Short
val SVG_LENGTHTYPE_IN: Short
val SVG_LENGTHTYPE_PT: Short
val SVG_LENGTHTYPE_PC: Short
}

/**
 * Exposes the JavaScript
[SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public external abstract class SVGAngle {
open val unitType: Short
open var value: Float
open var valueInSpecifiedUnits: Float
open var valueAsString: String
fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float): Unit
fun convertToSpecifiedUnits(unitType: Short): Unit
companion object {
val SVG_ANGLETYPE_UNKNOWN: Short
val SVG_ANGLETYPE_UNSPECIFIED: Short
val SVG_ANGLETYPE_DEG: Short
val SVG_ANGLETYPE_RAD: Short
val SVG_ANGLETYPE_GRAD: Short
}

public external abstract class SVGNameList {
open val length: Int
open val numberOfItems: Int
fun clear(): Unit
fun initialize(newItem: dynamic): dynamic
fun getItem(index: Int): dynamic
fun insertItemBefore(newItem: dynamic, index: Int): dynamic
fun replaceItem(newItem: dynamic, index: Int): dynamic
fun removeItem(index: Int): dynamic
fun appendItem(newItem: dynamic): dynamic
}
@kotlin.internal.InlineOnly inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun SVGNameList.set(index: Int, newItem: dynamic): Unit { asDynamic()[index] = newItem; }

/**
 * Exposes the JavaScript
[SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
open val length: Int
open val numberOfItems: Int
fun clear(): Unit
fun initialize(newItem: SVGLength): SVGLength
fun getItem(index: Int): SVGLength
fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
fun replaceItem(newItem: SVGLength, index: Int): SVGLength
fun removeItem(index: Int): SVGLength
fun appendItem(newItem: SVGLength): SVGLength
}
@kotlin.internal.InlineOnly inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength): Unit { asDynamic()[index] = newItem; }

/**
 * Exposes the JavaScript
[SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public external abstract class SVGAnimatedBoolean {
open var baseVal: Boolean
open val animVal: Boolean
}

/**
 * Exposes the JavaScript
[SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
 */
public external abstract class SVGAnimatedEnumeration {
open var baseVal: Short
open val animVal: Short
}

/**
 * Exposes the JavaScript
[SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
 */
public external abstract class SVGAnimatedInteger {
open var baseVal: Int
open val animVal: Int
}

/**
 * Exposes the JavaScript
[SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
 */
public external abstract class SVGAnimatedNumber {
open var baseVal: Float
open val animVal: Float

Float

* Exposes the JavaScript

[SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin

* An public external abstract class SVGAnimatedLength

```kotlin
open val baseVal: SVGLength
open val animVal: SVGLength
```

* Exposes the JavaScript

[SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin

* An public external abstract class SVGAnimatedAngle

```kotlin
open val baseVal: SVGAngle
open val animVal: SVGAngle
```

* Exposes the JavaScript

[SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin

* An public external abstract class SVGAnimatedString

```kotlin
open val baseVal: String
open val animVal: String
```

* Exposes the JavaScript

[SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin

* An public external abstract class SVGAnimatedRect

```kotlin
open val baseVal: DOMRect
open val animVal: DOMRect
```

* Exposes the JavaScript

[SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin

* An public external abstract class SVGAnimatedNumberList

```kotlin
open val baseVal: SVGNumberList
open val animVal: SVGNumberList
```

* Exposes the JavaScript

[SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin

* An public external abstract class SVGAnimatedLengthList

```kotlin
open val baseVal: SVGLengthList
open val animVal: SVGLengthList
```

* Exposes the JavaScript

[SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin

```kotlin
open var length: Int
open val numberOfItems: Int
fun clear(): Unit
fun initialize(newItem: String): Int
fun get_Item(index: Int): String
fun insertItemBefore(newItem: String, index: Int): String
fun removeItem(index: Int): String
fun appendItem(newItem: String): String
operator fun get(index: Int): String? = asDynamic()[index]
operator fun set(index: Int, newItem: String): Unit { asDynamic()[index] = newItem }
```

* Exposes the JavaScript

[SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin

```kotlin
companion object {
val SVG_UNIT_TYPE_UNKNOWN: Short
val SVG_UNIT_TYPE_USERSPACEONUSE: Short
val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
```

* Exposes the JavaScript

[SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin

```kotlin
val requiredExtensions: SVGStringList
val systemLanguage: SVGStringList
```

* Exposes the JavaScript

[SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin

```kotlin
open val x: SVGAnimatedLength
open val y: SVGAnimatedLength
open val width: SVGAnimatedLength
open val height: SVGAnimatedLength
open var currentScale: Float
open var currentTranslate: DOMPointReadOnly
fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
fun createSVGNumber(): SVGNumber
fun createSVGLength(): SVGLength
fun createSVGAngle():
fun initialize(newItem: SVGTransform): SVGTransform
fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
fun appendItem(newItem: SVGTransform): SVGTransform
fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
fun consolidate(): SVGTransform

fun getItem(index: Int): SVGTransform
fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
fun removeItem(index: Int): SVGTransform
fun appendItem(newItem: SVGTransform): SVGTransform
fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
fun consolidate(): SVGTransform

operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic() [index]
operator fun SVGTransformList.set(index: Int, newItem: SVGTransform): Unit { asDynamic() [index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
        val SVG_MEETORSLICE_UNKNOWN: Short
        val SVG_MEETORSLICE_MEET: Short
        val SVG_MEETORSLICE_SLICE: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
}

/**
 * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement, SVGURIReference {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
    open val x3: SVGAnimatedLength
    open val y3: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    open val x0: SVGAnimatedLength
    open val y0: SVGAnimatedLength
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
    open val x3: SVGAnimatedLength
    open val y3: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin
 */
public external abstract class SVGAnimatedPoints : SVGGeometryElement, SVGURIReference {
    open val x0: SVGAnimatedLength
    open val y0: SVGAnimatedLength
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
    open val x3: SVGAnimatedLength
    open val y3: SVGAnimatedLength
}

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```kotlin
/*public external interface SVGAnimatedPoints {
  val points: SVGPointList
  val animatedPoints: SVGPointList
}*/

public abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
}

/**
 * Exposes the JavaScript [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
}

/**
 * Exposes the JavaScript [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
}

/**
 * Exposes the JavaScript [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin
 */
public abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int): Unit

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin
 */
public abstract class SVGTextPositioningElement : SVGTextContentElement {
    open val x: SVGAnimatedLengthList
    open val y: SVGAnimatedLengthList
    open val dx: SVGAnimatedLengthList
    open val dy: SVGAnimatedLengthList
    open val rotate: SVGAnimatedNumberList

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
    }
}

/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public abstract class SVGImageElement : SVGGraphicsElement, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var crossOrigin: String?
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
}

public abstract class SVGMarkerElement : SVGElement,
```
abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString
}

/**
 * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin
 */
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

/*
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// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
See libraries/tools/idl2k for details

@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.files

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin
 */
public external open class Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) {
    open val size: Int
    open val type: String
    open val isClosed: Boolean
    fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob
    fun close(): Unit
}

public external interface BlobPropertyBag {
    var type: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun BlobPropertyBag(type: String? = ""): BlobPropertyBag {
    val o = js("({})")

    o["type"] = type

    return o
}

/**
 * Exposes the JavaScript [File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin
 */
public external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {
    open val name: String
    open val lastModified: Int
}

public external interface FilePropertyBag : BlobPropertyBag {
    var lastModified: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly inline operator fun FilePropertyBag(lastModified: Int? = undefined, type: String? = ""): FilePropertyBag {
    val o = js("({})")

    o["lastModified"] = lastModified
    o["type"] = type

    return o
}

/**
 * Exposes the JavaScript [FileList](https://developer.mozilla.org/en/docs/Web/API/FileList) to Kotlin
 */
public external abstract class FileList : ItemArrayLike<File> {
    override val length: Int
    override fun item(index: Int): File?
}

@kotlin.internal.InlineOnly inline operator fun FileList.get(index: Int): File? = asDynamic()[index]

/**
 * Exposes the JavaScript [FileReader](https://developer.mozilla.org/en/docs/Web/API/FileReader) to Kotlin
 */
public external open class FileReader : EventTarget {
    open val readyState: Short
    open val open: Boolean
    open val load: dynamic
    open val error: dynamic
    var onloadstart: ((ProgressEvent) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onabort: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onloadend: ((Event) -> dynamic)?
    fun readAsArrayBuffer(blob: Blob): Unit
    fun readAsBinaryString(blob: Blob): Unit
    fun readAsText(blob: Blob, label: String = definedExternally): Unit
    fun readAsDataURL(blob: Blob, label: String = definedExternally): String
    fun abort(): Unit
}

@kotlin.internal.InlineOnly inline operator fun FileReader.get(index: Int): File? = asDynamic()[index]

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```
package org.w3c.notifications

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.core.
import org.w3c.dom.*
import org.w3c.files.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: dynamic
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any
    open val actions: Array<out NotificationAction>
    fun close(): Unit

    companion object {
        var permission: NotificationPermission
        var maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}

public external interface NotificationOptions {
    var dir: NotificationDirection? /* = NotificationDirection.AUTO */
    var lang: String? /* = "" */
    var body: String? /* = "" */
    var tag: String? /* = "" */
    var image: String?
    var icon: String?
    var badge: String?
    var sound: String?
    var vibrate: dynamic
    var timestamp: Number?
    var renotify: Boolean? /* = false */
    var silent: Boolean? /* = false */
    var noscreen: Boolean? /* = false */
    var requireInteraction: Boolean? /* = false */
    var sticky: Boolean? /* = false */
    var data: Any? /* = null */
    var actions: Array<NotificationAction>?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["dir"] = dir
    o["lang"] = lang
    o["image"] = image
    o["icon"] = icon
    o["badge"] = badge
    o["sound"] = sound
    o["timestamp"] = timestamp
    o["renotify"] = renotify
    o["silent"] = silent
    o["noscreen"] = noscreen
    o["requireInteraction"] = requireInteraction
    o["sticky"] = sticky
    o["data"] = data
    o["actions"] = actions
    return o
}
```

[Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["action"] = action
    o["title"] = title
    o["icon"] = icon

    return o
}

public external interface GetNotificationOptions {
    var tag: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetNotificationOptions(tag: String? = ":")

    val o = js("({})")

    o["tag"] = tag

    return o
}

/**
 * Exposes the
 * JavaScript
 * [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin
 */
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) : ExtendableEvent {
    open val notification: Notification
    open val action: String
}

public external interface NotificationEventInit : ExtendableEventInit {
    var notification: Notification?
        get() = definedExternally
    var action: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

/* please, don't implement this interface! */
public external interface NotificationPermission {
    companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface! */
public external interface NotificationDirection {
    companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See

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 * that can be found in the
 * LICENSE.txt file.*/

// This file is generated by the w3c worker idl2k tool.
// See


var onactivate: ((Event) -> dynamic)?
open var onfetch: ((FetchEvent) -> dynamic)?
onopen var onmessage: ((MessageEvent) -> dynamic)?
onopen var onfunctionalevent: ((Event) -> dynamic)?
onopen var onnotificationclick: ((NotificationEvent) -> dynamic)?
onopen var onnotificationclose: ((NotificationEvent) -> dynamic)?
fun skipWaiting(): Promise<Unit>
}

/**
* Exposes the JavaScript [ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to
Kotlin
*/
public external abstract class ServiceWorker : EventTarget, AbstractWorker,
UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
open var scriptURL: String
open val state: ServiceWorkerState
open var onstatechange: ((Event) -> dynamic)?
fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit
}

/**
* Exposes the JavaScript [ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to
Kotlin
*/
public external abstract class ServiceWorkerContainer : EventTarget {
open val controller: ServiceWorker?
open val ready: Promise<ServiceWorkerRegistration>
open var oncontrollerchange: ((Event) -> dynamic)?
fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
fun getRegistrations(): Promise<dynamic>
}

public external interface RegistrationOptions {
var scope: String?
var type: WorkerType? /* = WorkerType.CLASSIC */
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
val o = js("({})")
o["scope"] = scope
o["type"] = type
return o
}

/**
* Exposes the JavaScript [ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to
Kotlin
*/
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event {
open val data: Any?
open val origin: String
open val lastEventId: String
open val source: UnionMessagePortOrServiceWorker?
open val ports: Array<MessagePort>?
}

public external interface ServiceWorkerMessageEventInit : EventInit {
var data: Any?
var origin: String?
var lastEventId: String?
var source: UnionMessagePortOrServiceWorker?
var ports: Array<MessagePort>?
}

@kotlin.internal.InlineOnly
val o = js("({})")
o["data"] = data
o["origin"] = origin
o["lastEventId"] = lastEventId
o["source"] = source
o["ports"] = ports
o["bubbles"] = bubbles
o["cancelable"] = cancelable
o["composed"] = composed
return o
}

/**
* Exposes the JavaScript [Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin
*/
public external abstract class Client : UnionClientOrMessagePortOrServiceWorker {
open val url: String
open val frameType: FrameType
}

/**
* Exposes the JavaScript [WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to Kotlin
*/
public external abstract class WindowClient : Client {
open val visibilityState: dynamic
open val focused: Boolean
fun focus(): Promise<WindowClient>
fun navigate(url: String): Promise<WindowClient>
fun openWindow(url: String): Promise<WindowClient>
}

/**
* Exposes the JavaScript [Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin
*/
public external abstract class Clients {
fun get(id: String): Promise<any>
fun matchAll(options: ClientQueryOptions = definedExternally): Promise<WindowClient[
fun openWindow(url: String): Promise<WindowClient[
fun claim(): Promise<WindowClient[
val o = js("({})")
o["data"] = data
o["origin"] = origin
o["lastEventId"] = lastEventId
o["source"] = source
o["ports"] = ports
o["bubbles"] = bubbles
o["cancelable"] = cancelable
o["composed"] = composed
return o
}

fun navigate(url: String): Promise<WindowClient[
fun openWindow(url: String): Promise<WindowClient[
fun claim(): Promise<WindowClient[
fun get(id: String): Promise<any>
fun matchAll(options: ClientQueryOptions = definedExternally): Promise<WindowClient[
val o = js("({})")
o["data"] = data
o["origin"] = origin
o["lastEventId"] = lastEventId
o["source"] = source
o["ports"] = ports
o["bubbles"] = bubbles
o["cancelable"] = cancelable
o["composed"] = composed
return o
}

fun navigate(url: String): Promise<WindowClient[
fun openWindow(url: String): Promise<WindowClient[
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o["data"] = data
o["origin"] = origin
o["lastEventId"] = lastEventId
o["source"] = source
o["ports"] = ports
o["bubbles"] = bubbles
o["cancelable"] = cancelable
o["composed"] = composed
return o
}
open val data: Any?
open val origin: String
open val lastEventId: String
open val source: UnionClientOrMessagePortOrServiceWorker?
open val ports: Array<out MessagePort>?

public external interface ExtendableEventInit : ExtendableEvent {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly

    val o = js("({})")

    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable

    return o
}

/**
 * Exposes the JavaScript
 * [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin
 */
public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<dynamic>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>
    fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<dynamic>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreMethod: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreVary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cacheName: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName

    return o
}

/**
 * Exposes the JavaScript
 * [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin
 */
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<dynamic>
}

public external open class FunctionalEvent : ExtendableEvent

public external @marker interface UnionClientOrMessagePortOrServiceWorker {
}

/* please, don't implement this interface!
 * @marker interface UnionClientOrMessagePortOrServiceWorker { /*@public external open class FunctionalEvent : ExtendableEvent {
 * @public external interface ServiceWorkerState { /*@companion object
 * @public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() =
 * "installing".asDynamic().unsafeCast<ServiceWorkerState>()
 */
to Kotlin

public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart:
        ((ProgressEvent) -> dynamic)?
    open var onprogress:
        ((ProgressEvent) -> dynamic)?
    open var onabort:
        ((Event) -> dynamic)?
    open var onerror:
        ((Event) -> dynamic)?
    open var onload:
        ((Event) -> dynamic)?
    open var ontimeout:
        ((Event) -> dynamic)?
    open var onloadend:
        ((Event) -> dynamic)?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget {
}

/**
 * Exposes the JavaScript
 [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin
 */
public external open class
FormData(form: HTMLFormElement = definedExternally) {
fun append(name: String, value: String): Unit
fun append(name: String, value: Blob, filename: String = definedExternally): Unit
fun delete(name: String): Unit
fun get(name: String): dynamic fun getAll(name: String): Array<dynamic>
fun has(name: String): Boolean fun set(name: String, value: String, String): Unit
fun set(name: String, value: Blob, filename: String = definedExternally): Unit

exposes the JavaScript [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin

```kotlin
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Int
    open val total: Int
}

public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var loaded: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var total: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
public external interface XMLHttpRequestResponseType {
    companion object
}
public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
```

/*
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 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.annotation.AnnotationTarget.*
import kotlin.reflect.KClass

/**
 * Signals that the annotated annotation class is a marker of an experimental API.
 *
 * Any declaration annotated with that marker is considered an experimental declaration and its call sites should accept the experimental aspect of it either by using [UseExperimental], or by being annotated with the corresponding marker annotation.
 *
 * This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental=kotlin.Experimental`.

 * An @Target(ANNOTATION_CLASS) @Retention(BINARY) @SinceKotlin("1.2") @RequireKotlin("1.2.50 ") versionKind = RequireKotlinVersionKind
 * @RequireKotlinVersionKind.COMPILER_VERSION
 * @Suppress("ANNOTATION_CLASS_MEMBER")
 * @UseExperimental(val level: Level = Level.ERROR)
 * Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental aspect of that API either by using [UseExperimental] or by being annotated with the corresponding marker annotation.
 * @public enum class Level {
 * WARNING, ERROR
 * }
 * Specifies that an error should be reported on incorrect usages of this experimental API. * Allows to use experimental API denoted by the given

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markers in the annotated file, declaration, or expression.

* If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.

* This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental=kotlin.Experimental`.

* Allows to infer generic type arguments of a function from the calls in the annotated function parameter of that function.

When this annotation is placed on a generic function parameter of a function, it enables to infer the type arguments of that generic function from the lambda body passed to that parameter. The calls that affect inference are either members of the receiver type of an annotated function parameter or extensions for that type. The extensions must be themselves annotated with `@BuilderInference`. Example: we declare a function that infers type arguments from the lambda body passed to it.

```java
fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>
```

and use it like:

```java
val result = sequence { yield("result") }
```

Here the type argument of the resulting `Sequence` is inferred from the argument of the `yield` function, that is called inside the lambda passed to `sequence`.

Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

* Allows to infer generic type parameters for a function.

* Enables to infer the type arguments of that generic function from the lambda body passed to that parameter.

* The calls that affect inference are either members of the receiver type of an annotated function parameter or extensions for that type. The extensions must be themselves annotated with `@BuilderInference`.

* Example: we declare a function that infers type arguments from the lambda body passed to it.

```java
fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>
```

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val result = sequence { yield("result") }
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Here the type argument of the resulting `Sequence` is inferred from the argument of the `yield` function, that is called inside the lambda passed to `sequence`.

Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

* Allows to infer generic type parameters for a function.

* Enables to infer the type arguments of that generic function from the lambda body passed to that parameter.

* The calls that affect inference are either members of the receiver type of an annotated function parameter or extensions for that type. The extensions must be themselves annotated with `@BuilderInference`.

* Example: we declare a function that infers type arguments from the lambda body passed to it.

```java
fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>
```

and use it like:

```java
val result = sequence { yield("result") }
```

Here the type argument of the resulting `Sequence` is inferred from the argument of the `yield` function, that is called inside the lambda passed to `sequence`.

Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.
override fun setEquals(c: Set<*>, other: Set<*>): Boolean {
    if (other !is Set<*>) return false
    return setEquals(this, other)
}

    /**
     * Returns 
     * all elements of 
     * given set.
     */
    override fun equals(other: Any?): Boolean {
        if (other === this)
            return true
        if (other !is Set<*>) return false
        return setEquals(this, other)
    }

    /**
     * Compares this set with other set instance with the
     * set is covariant on its element type.
     */
@SinceKotlin("1.1")
public abstract class AbstractSet<out E> protected

un@SinceKotlin("1.3")un@kotlin.internal.InlineOnly
un@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY"")
unpublic inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =
    if (isEmpty())
        defaultValue()
    else
        this

un@UseExperimental(ExperimentalUnsignedTypes::class)
un@SinceKotlin("1.3")un@PublishedApiun@kotlin
un@jvm.JvmName("contentDeepEquals")un@kotlin.js.JsName("contentDeepEqualsImpl")un@internal
un fun <T>
unArray<out T>.contentDeepEqualsImpl(other: Array<out T>): Boolean {
    if (this.size != other.size) return false
    for (i in indices) {
        val v1 = this[i]
        val v2 = other[i]
        if (v1 == v2) continue
        else if (v1 == null || v2 == null) return false
        when {
            v1 is Array<*>
            && v2 is Array<*>
            -> if (!v1.contentEquals(v2)) return false
            v1 is ByteArray
            && v2 is ByteArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is ShortArray
            && v2 is ShortArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is IntArray
            && v2 is IntArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is LongArray
            && v2 is LongArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is FloatArray
            && v2 is FloatArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is DoubleArray
            && v2 is DoubleArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is CharArray
            && v2 is CharArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is BooleanArray
            && v2 is BooleanArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is UByteArray
            && v2 is UByteArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray
            && v2 is UShortArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is UIntArray
            && v2 is UIntArray
            -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray
            && v2 is ULongArray
            -> if (!v1.contentEquals(v2)) return false
            else -> return false
        }
    }
    return true
}

package kotlin.collections

/**
 * Data class representing a value from a collection or sequence, along with its index in
 * that collection or sequence.
 *
 * @property value the underlying value.
 * @property index the index of the
 */
public data class IndexedValue<out T>(public val index: Int, public val value: T)

/*
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 * that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmName("MapAccessorsKt")

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/*
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 */

*\n@SinceKotlin("1.3")un@kotlin.internal.InlineOnly\nun@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY")\nunpublic inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =\n    if (isEmpty())\n        defaultValue()\n    else\n        this\n
@UseExperimental(ExperimentalUnsignedTypes::class)\n@SinceKotlin("1.3")\n@PublishedApi\n@kotlin
@jvm.JvmName("contentDeepEquals")\n@kotlin.js.JsName("contentDeepEqualsImpl")\n@internal\nfun <T>\nArray<out T>.contentDeepEqualsImpl(other: Array<out T>): Boolean {\n    if (this.size != other.size) return false\n    for (i in indices) {\n        val v1 = this[i]\n        val v2 = other[i]\n        if (v1 == v2) continue\n        else if (v1 == null || v2 == null) return false\n        when {\n            v1 is Array<*> && v2 is Array<*> -> if (!v1.contentEquals(v2)) return false\n            v1 is ByteArray && v2 is ByteArray -> if (!v1.contentEquals(v2)) return false\n            v1 is ShortArray && v2 is ShortArray -> if (!v1.contentEquals(v2)) return false\n            v1 is IntArray && v2 is IntArray -> if (!v1.contentEquals(v2)) return false\n            v1 is LongArray && v2 is LongArray -> if (!v1.contentEquals(v2)) return false\n            v1 is FloatArray && v2 is FloatArray -> if (!v1.contentEquals(v2)) return false\n            v1 is DoubleArray && v2 is DoubleArray -> if (!v1.contentEquals(v2)) return false\n            v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false\n            v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false\n            v1 is UByteArray && v2 is UByteArray -> if (!v1.contentEquals(v2)) return false\n            v1 is UShortArray && v2 is UShortArray -> if (!v1.contentEquals(v2)) return false\n            v1 is UIntArray && v2 is UIntArray -> if (!v1.contentEquals(v2)) return false\n            v1 is ULongArray && v2 is ULongArray -> if (!v1.contentEquals(v2)) return false\n            else -> return false\n        }
    }
    return true\n}

package kotlin.collections

/**
 * Data class representing a value from a collection or sequence, along with its index in
 * that collection or sequence.
 *
 * @property value the underlying value.
 * @property index the index of the
 */
public data class IndexedValue<out T>(public val index: Int, public val value: T)
object from this read-only map.

@throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).

@throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).

* @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.

* @return the property value.

* @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).

* @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.

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* @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.

* @return the property value.

* @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).

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* @return the property value.

* @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).

* @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.

* @return the property value.
public fun getOrImplicitDefault(key: K): V

private interface MutableMapWithDefault<K, V> {
    public override val map: MutableMap<K, V>

    override fun getOrDefault(key: K, V): V

    override fun containsKey(key: K): Boolean
    override fun containsValue(value: V)
}

private class MapWithDefaultImpl<K, V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean
    override fun hashCode(): Int
    override fun toString(): String
    override val size: Int
    override fun isEmpty(): Boolean
    override fun containsKey(key: K): Boolean
    override fun containsValue(value: @UnsafeVariance V): Boolean
    override fun get(key: K): V
    override val keys: Set<K> get()
    override val values: Collection<V> get()
    override val entries: Set<Map.Entry<K, V>> get()

    override fun getOrDefault(key: K, V): V = map.getOrElseNullable(key, { default(key) })
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean
    override fun hashCode(): Int
    override fun toString(): String
    override val size: Int
    override fun isEmpty(): Boolean

    override fun containsKey(key: K): Boolean
    override fun containsValue(value: @UnsafeVariance V): Boolean
    override fun get(key: K): V

    override val keys: MutableSet<K> get()
    override val values: MutableCollection<V> get()
    override val entries: MutableSet.MutableEntry<K, V> get()

    override fun put(key: K, value: V): V
    override fun remove(key: K): V
    override fun putAll(from: Map<out K, V>): Unit
    override fun clear(): Unit

    override fun getOrDefault(key: K, V): V = map.getOrElseNullable(key, { default(key) })
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 * Allows to overcome type-safety restriction of `remove` that requires to pass an element of type `E`.
 * @return `true` if the element has been successfully removed; `false` if it was not present in the collection.
 */
@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableList<T>).remove(element)

/**
 * Removes all of this collection's elements that are also contained in the specified collection.
 * Allows to overcome type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`.
 * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.removeAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableList<T>).removeAll(elements, elements)

/**
 * Removes the element at the specified index from this list.
 * In Kotlin one should use the `MutableList.removeAt` function instead.
 * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.remove(index: Int): T =
    @Suppress("UNCHECKED_CAST") (this as MutableList<T>).removeAt(index)

/**
 * Adds the specified element to this mutable collection.
 * @return `true` if any element was added to the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.plusAssign(element: T) {
    this.add(element)
}

/**
 * Adds all elements of the given collection to this mutable collection.
 * @return `true` if any element was added to the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableList<T>).addAll(elements, elements)

/**
 * Removes the element at the specified index from this list.
 * In Kotlin one should use the `MutableList.removeAt` function instead.
 * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.removeAt(index: Int): T =
    @Suppress("UNCHECKED_CAST") (this as MutableList<T>).removeAt(index)

/**
 * Adds all elements of the given collection to this mutable collection.
 * @return `true` if any element was added to the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableList<T>).addAll(elements, elements)
T>.plusAssign(elements: Iterable<T>) { 
    this.addAll(elements)
}

/**
 * Adds all elements of the given [elements] array to this mutable collection.
 */
public inline operator fun <T> MutableCollection<T>.plusAssign(elements: Array<T>) { 
    this.addAll(elements)
}

/**
 * Adds all elements of the given [elements] sequence to this mutable collection.
 */
public inline operator fun <T> MutableCollection<T>.plusAssign(elements: Sequence<T>) { 
    this.addAll(elements)
}

/**
 * Removes a single instance of the specified [element] from this mutable collection.
 */
public inline operator fun <T> MutableCollection<T>.minusAssign(element: T) { 
    this.remove(element)
}

/**
 * Removes all elements contained in the given [elements] collection from this mutable collection.
 */
public inline operator fun <T> MutableCollection<T>.minusAssign(elements: Iterable<T>) { 
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given [elements] sequence from this mutable collection.
 */
public inline operator fun <T> MutableCollection<T>.minusAssign(elements: Sequence<T>) { 
    this.removeAll(elements)
}

/**
 * Adds all elements of the given [elements] collection to this [MutableCollection].
 */
fun <T> MutableList<T>.addAll(elements: Iterable<T>): Boolean { 
    return addAll(elements.asList())
}

/**
 * Removes all elements from this [MutableIterable] that match the given [predicate].
 */
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = 
    filterInPlace(predicate, true)

/**
 * Retains only elements of this [MutableIterable] that match the given [predicate].
 */
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = 
    filterInPlace(predicate, false)

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] collection.
 */
public fun <T> MutableCollection<T>.removeAll(elements: Iterable<T>): Boolean = 
    removeAll(elements.convertToSetForSetOperationWith(this))

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.
 */
public fun <T> MutableCollection<T>.removeAll(elements: Sequence<T>): Boolean = 
    set.isNotEmpty() && removeAll(set)

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array.
 */
public fun <T> MutableCollection<T>.removeAll(elements: Array<T>): Boolean = 
    removeAll(elements.asList())

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array.
 */
public fun <T> MutableList<T>.removeAll(elements: Array<T>): Boolean = 
    removeAll(elements.asList())

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.
 */
public fun <T> MutableList<T>.removeAll(elements: Sequence<T>): Boolean = 
    removeAll(set)

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array.
 */
public fun <T> MutableList<T>.removeAll(elements: Array<T>): Boolean = 
    removeAll(elements.asList())

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.
 */
public fun <T> MutableList<T>.removeAll(elements: Sequence<T>): Boolean = 
    removeAll(set)

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array.
 */
public fun <T> MutableList<T>.removeAll(elements: Array<T>): Boolean = 
    removeAll(elements.asList())

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.
 */
public fun <T> MutableList<T>.removeAll(elements: Sequence<T>): Boolean = 
    removeAll(set)
T>.removeAll(elements: Array<out T>): Boolean {
    return elements.isNotEmpty() && removeAll(elements.toHashSet())
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.
 */
public fun <T> MutableCollection<T>.retainAll(elements: Array<out T>): Boolean {
    return retainAll(elements.convertToSetForSetOperationWith(this))
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.
 */
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 * @sample samples.collections.ReversedViews.asReversedList
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed one and vice versa.
 * @sample samples.collections.ReversedViews.asReversedMutableList
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): ImmutableList<T> = ReversedList(this)

/*
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 * that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")
@file:UseExperimental(ExperimentalTypeInference::class)

package kotlin.sequences

import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Builds a [Sequence] lazily yielding values one by one.
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block) }

@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.",

ReplaceWith("sequence(builderAction)"), level = DeprecationLevel.ERROR}@ kotlin.internal.InlineOnly
public inline fun <T> buildSequence(@BuilderInference
ininline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence { iterator(builderAction) }

/**
 * Builds an [Iterator] lazily yielding values one by one.
 */
@sample samples.collections.Sequences.BUILDING
@kotlin.internal.InlineOnly
public inline fun <T> buildSequenceYieldAllIn @sample samples.collections.Sequences.BUILDING

/**
 * The scope for yielding values of a [Sequence] or an [Iterator],
 * provides [yield] and [yieldAll] suspension functions.
 */
@sample samples.collections.Sequences.BUILDING
@Builders(2, 3)
@OrderBy { state }
IllegalStateException if no free space available in the buffer

throw IllegalStateException("ring buffer is full")

buffer[startIndex, forward(size)] =
element

size++

/* * Removes [n] first elements from the buffer or fails with

IllegalStateException if not enough elements in the buffer to remove

fun removeFirst(n: Int) {

require(n >= 0) { "n shouldn't be negative but it is $n" }
require(n <= size) { "n shouldn't be greater than the

buffer size: n = $n, size = $size" }

if (n > 0) {
    val start = startIndex
    val end =
    start.forward(n)

    buffer.fill(null, start, capacity)
    buffer.fill(null, 0, end)
} else {
    buffer.fill(null, start, end)
}

startIndex = end

size -=

@Suppress("NOTHING_TO_INLINE")
private inline fun Int.forward(n: Int): Int =

(this + n) % capacity

private fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {

for (idx in fromIndex until toIndex) {
    this[idx] = element
}

*/

package kotlin

@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
public annotation class ExperimentalContracts

@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {

    fun returns(): Returns

    fun returns(value: Any?): Returns

    fun returnsNotNull(): ReturnsNotNull

    fun callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace

    fun callsInPlaceAtMostOnce(): CallsInPlace

    fun callsInPlaceAtLeastOnce(): CallsInPlace

    fun callsInPlaceExactlyOnce(): CallsInPlace

    fun callsInPlaceUnknown(): CallsInPlace

    fun callsInPlaceAtMostOnceContract

    fun callsInPlaceAtLeastOnceContract

    fun callsInPlaceExactlyOnceContract

    fun callsInPlaceUnknownContract

    fun callsInPlaceAtMostOnceContracts

    fun callsInPlaceAtLeastOnceContracts

    fun callsInPlaceExactlyOnceContracts

    fun callsInPlaceUnknownContracts

    fun callsInPlaceAtMostOnceCallable

    fun callsInPlaceAtLeastOnceCallable

    fun callsInPlaceExactlyOnceCallable

    fun callsInPlaceUnknownCallable

    fun callsInPlaceAtMostOnceCallableContracts

    fun callsInPlaceAtLeastOnceCallableContracts

    fun callsInPlaceExactlyOnceCallableContracts

    fun callsInPlaceUnknownCallableContracts

    fun callsInPlaceAtMostOnceCallableAtMostOnce

    fun callsInPlaceAtLeastOnceCallableAtLeastOnce

    fun callsInPlaceExactlyOnceCallableExactlyOnce

    fun callsInPlaceUnknownCallableUnknown

    fun callsInPlaceAtMostOnceCallableAtMostOnceContracts

    fun callsInPlaceAtLeastOnceCallableAtLeastOnceContracts

    fun callsInPlaceExactlyOnceCallableExactlyOnceContracts

    fun callsInPlaceUnknownCallableUnknownContracts

    fun callsInPlaceAtMostOnceCallableAtMostOnceCallable

    fun callsInPlaceAtLeastOnceCallableAtLeastOnceCallable

    fun callsInPlaceExactlyOnceCallableExactlyOnceCallable

    fun callsInPlaceUnknownCallableUnknownCallable

    fun callsInPlaceAtMostOnceCallableAtMostOnceCallableContracts

    fun callsInPlaceAtLeastOnceCallableAtLeastOnceCallableContracts

    fun callsInPlaceExactlyOnceCallableExactlyOnceCallableContracts

    fun callsInPlaceUnknownCallableUnknownCallableContracts

    fun callsInPlaceAtMostOnceCallableAtMostOnceCallableAtMostOnce

    fun callsInPlaceAtLeastOnceCallableAtLeastOnceCallableAtLeastOnce

    fun callsInPlaceExactlyOnceCallableExactlyOnceCallableExactlyOnce

    fun callsInPlaceUnknownCallableUnknownCallableUnknown

    fun callsInPlaceAtMostOnceCallableAtMostOnceCallableAtMostOne

    fun callsInPlaceAtLeastOnceCallableAtLeastOnceCallableAtLeastOne

    fun callsInPlaceExactlyOnceCallableExactlyOnceCallableExactlyOne

    fun callsInPlaceUnknownCallableUnknownCallableAtMostOne

    fun callsInPlaceAtMostOnceCallableAtMostOneCallable

    fun callsInPlaceAtLeastOnceCallableAtLeastOneCallable

    fun callsInPlaceExactlyOnceCallableExactlyOneCallable

    fun callsInPlaceUnknownCallableUnknownAtMostOneCallable

    fun callsInPlaceAtMostOneCallableAtMostOneCallableContracts

    fun callsInPlaceAtLeastOneCallableAtLeastOneCallableContracts

    fun callsInPlaceExactlyOneCallableExactlyOneCallableContracts

    fun callsInPlaceUnknownCallableUnknownAtLeastOneCallableContracts

    fun callsInPlaceAtMostOneCallableAtMostOneCallableAtMostOne

    fun callsInPlaceAtLeastOneCallableAtLeastOneCallableAtLeastOne

    fun callsInPlaceExactlyOneCallableExactlyOneCallableExactlyOne

    fun callsInPlaceUnknownCallableUnknownAtMostOneCallableAtMostOne

    fun callsInPlaceAtMostOneCallableAtMostOneCallableAtMostOneContracts

    fun callsInPlaceAtLeastOneCallableAtLeastOneCallableAtLeastOneContracts

    fun callsInPlaceExactlyOneCallableExactlyOneCallableExactlyOneContracts

    fun callsInPlaceUnknownCallableUnknownAtMostOneCallableAtMostOneContracts

    fun callsInPlaceAtMostOneCallableAtMostOneCallableAtMostOneCallable

    fun callsInPlaceAtLeastOneCallableAtLeastOneCallableAtLeastOneCallable

    fun callsInPlaceExactlyOneCallableExactlyOneCallableExactlyOneCallable

    fun callsInPlaceUnknownCallableUnknownAtMostOneCallableAtMostOneCallable

    fun callsInPlaceAtMostOneCallableAtMostOneCallableAtMostOneCallableContracts

    fun callsInPlaceAtLeastOneCallableAtLeastOneCallableAtLeastOneCallableContracts

    fun callsInPlaceExactlyOneCallableExactlyOneCallableExactlyOneCallableContracts

    fun callsInPlaceUnknownCallableUnknownAtMostOneCallableAtMostOneCallableContracts

    fun callsInPlaceAtMostOneCallableAtMostOneCallableAtMostOneCallableAtMostOne

    fun callsInPlaceAtLeastOneCallableAtLeastOneCallableAtLeastOneCallableAtLeastOne

    fun callsInPlaceExactlyOneCallableExactlyOneCallableExactlyOneCallableExactlyOne

    fun callsInPlaceUnknownCallableUnknownAtMostOneCallableAtMostOneCallableAtMostOne

    fun callsInPlaceAtMostOneCallableAtMostOneCallableAtMostOneCallableAtMostOneContracts

    fun callsInPlaceAtLeastOneCallableAtLeastOneCallableAtLeastOneCallableAtLeastOneContracts

    fun callsInPlaceExactlyOneCallableExactlyOneCallableExactlyOneCallableExactlyOneContracts

    fun callsInPlaceUnknownCallableUnknownAtMostOneCallableAtMostOneCallableAtMostOneContracts

    fun callsInPlaceAtMostOneCallableAtMostOneCallableAtMostOneCallableAtMostOneCallable

    fun callsInPlaceAtLeastOneCallableAtLeastOneCallableAtLeastOneCallableAtLeastOneCallable

    fun callsInPlaceExactlyOneCallableExactlyOneCallableExactlyOneCallableExactlyOneCallable

    fun callsInPlaceUnknownCallableUnknownAtMostOneCallableAtMostOneCallableAtMostOneCallable

    fun callsInPlaceAtMostOneCallableAtMostOneCallableAtMostOneCallableAtMostOneCallableContracts

    fun callsInPlaceAtLeastOneCallableAtLeastOneCallableAtLeastOneCallableAtLeastOneCallableContracts

    fun callsInPlaceExactlyOneCallableExactlyOneCallableExactlyOneCallableExactlyOneCallableContracts

    fun callsInPlaceUnknownCallableUnknownAtMostOneCallableAtMostOneCallableAtMostOneCallableContracts

    fun callsInPlaceAtMostOneCallableAtMostOneCallableAtMostOneCallableAtMostOneCallableAtMostOne

    fun callsInPlaceAtLeastOneCallableAtLeastOneCallableAtLeastOneCallableAtLeastOneCallableAtLeastOne

    fun callsInPlaceExactlyOneCallableExactlyOneCallableExactlyOneCallableExactlyOneCallableExactlyOne

    fun callsInPlaceUnknownCallableUnknownAtMostOneCallableAtMostOneCallableAtMostOneCallableAtMostOne

    fun callsInPlaceAtMostOneCallableAtMostOneCallableAtMostOneCallableAtMostOneCallableAtMostOneContracts

    fun callsInPlaceAtLeastOneCallableAtLeastOneCallableAtLeastOneCallableAtLeastOneCallableAtLeastOneContracts

    fun callsInPlaceExactlyOneCallableExactlyOneCallableExactlyOneCallableExactlyOneCallableExactlyOneContracts
/**
 * A function parameter will be invoked one time or not invoked at all.
 */
@ContractsDsl AT_MOST_ONCE

/**
 * A function parameter will be invoked one or more times.
 */
@ContractsDsl AT_LEAST_ONCE

/**
 * A function parameter will be invoked exactly one time.
 */
@ContractsDsl EXACTLY_ONCE

/**
 * A function parameter is called in place, but it's unknown how many times it can be called.
 */
@ContractsDsl UNKNOWN

/**
 * Specifies the contract of a function.
 */
@ContractsDsl

/**
 * Specifies the contract of a function.
 *
 * The contract description must be at the beginning of a function and have at least one
 * effect.
 */

/**
 * Marks coroutine context element that intercepts coroutine continuations.
 * The
 * coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and
 * intercepts all coroutine
 * continuations with [interceptContinuation] invocations.
 */
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    /**
     * The key that defines *the* context
     * interceptor.
     */
    companion object Key : CoroutineContext.Key<ContinuationInterceptor>

    /**
     * Returns continuation that wraps the original [continuation], thus intercepting all resumptions.
     * This function is
     * invoked by coroutines framework when needed and the resulting continuations are
     * cached internally per each
     * instance of the original [continuation].
     * This function may simply return original [continuation] if it does
     * not want to intercept this particular continuation.
     * When the original [continuation] completes, coroutines
     * framework invokes [releaseInterceptedContinuation] with the resulting continuation if it was
     * intercepted, that
     * is if `interceptContinuation` had previously returned a different continuation instance.
     * public fun
     * <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>
     */

    /**
     * Invoked for the continuation instance returned by this interceptor's [interceptContinuation] invocation.
     * Default implementation does nothing.
     */
    public fun releaseInterceptedContinuation(continuation: Continuation<*>): Continuation<*> {
        /* do nothing by default */
    }
}

/*
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 * the Apache 2.0 license
 * that can be found in the license/LICENSE.txt file.
 */

package kotlin.coroutines

/**
 * Persistent context for the coroutine. It is an indexed set of [Element]
 * instances.
 * An indexed set is a mix between a set and a map.
 * Every element in this set has a unique [Key].
 * Keys are compared _by reference_, that is to get an element from the context the reference to its actual key
 * object must be presented to this function.
 */
*/
    public operator fun <E : Element> get(key: Key<E>): E?{
        /*
         * Accumulates entries of this context starting with [initial] value and applying [operation]
         * from left to right to current accumulator value and each element of this context.
         */
        public fun <R> fold(initial: R, operation: (R, Element) -> R): R{
            val reduced = acc.minusKey(element.key) when {
                // make sure interceptor is always last in the context (and thus is fast to get when present)
                val interceptor = removed[ContinuationInterceptor] if (interceptor == null) CombinedContext(removed, element) else
                val left = removed.minusKey(ContinuationInterceptor) if (left == null) EmptyCoroutineContext else
                CombinedContext(CoroutineContext(left), element, interceptor)
            }
            acc = acc.fold(this, { acc, element ->
                val removed = acc.minusKey(element.key) if (removed == null) CombinedContext(removed, element) else
                CombinedContext(CoroutineContext(acc), element)
            })
            return operation(initial, this)
        }
    }

    /**
     * Returns a context containing elements from this context and elements from other [context].
     */
    public operator fun <E : Element> plus(context: CoroutineContext): CoroutineContext =
        if (context === EmptyCoroutineContext) this else // fast path -- avoid lambda creation
        context.fold(this) { acc, element ->
            val removed = acc.minusKey(element.key) when {
                // make sure interceptor is always last in the context (and thus is fast to get when present)
                val interceptor = removed[ContinuationInterceptor] if (interceptor == null) CombinedContext(removed, element) else
                val left = removed.minusKey(ContinuationInterceptor) if (left == null) EmptyCoroutineContext else
                CombinedContext(CoroutineContext(left), element, interceptor)
            }
            acc = acc.fold(this, { acc, element ->
                val removed = acc.minusKey(element.key) if (removed == null) CombinedContext(removed, element) else
                CombinedContext(CoroutineContext(acc), element)
            })
            operation(initial, this)
        }

    /**
     * Returns a context containing elements from this context, but without an element with [key].
     */
    public fun minusKey(key: Key<*>): CoroutineContext

    /**
     * Key for the elements of [CoroutineContext]. [E] is a type of element with this key.
     */
    public interface Key<E : Element>

    /**
     * An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.
     */
    public interface Element : CoroutineContext {
        /**
         * A key of this coroutine context element.
         */
        public val key: Key<*>

        public override operator fun <E : Element> get(key: Key<E>): E? =
            if (this.key == key) this as E else null

        public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
            operation(initial, this)

        public override fun minusKey(key: Key<*>): CoroutineContext =
            if (this.key == key) EmptyCoroutineContext else this
    }
}

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 */

package kotlin.coroutines

import kotlin.coroutines.CoroutineContext.*
import kotlin.io.Serializable

/**
 * Base class for [CoroutineContext.Element] implementations.
 */
@SinceKotlin("1.3")
public abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/**
 * An empty coroutine context.
 */
@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext, Serializable {

    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

//----
----------------- internal impl ---------------------

// this class is not exposed, but is hidden inside
// this is a left-biased list, so that `plus` works naturally
private const val serialVersionUID: Long = 1
public object EmptyCoroutineContext : CoroutineContext, Serializable {

    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

//----
cur = context
while (true) {
    if (!contains(cur.element)) return false
    val next = cur.left
    if (next is CombinedContext) {
        cur = next
    } else {
        return contains(next as Element)
    }
}

    override fun equals(other: Any?): Boolean =
        this === other || other is
    override fun hashCode(): Int =
        left.hashCode() + element.hashCode()
    override fun toString(): String =
        "[" + fold("") { acc, element ->
            if (acc.isEmpty()) element.toString() else "$acc, $element"
        } + "]"

    private fun writeReplace(): Any {
        val n = size()
        val elements = arrayOfNulls<CoroutineContext>(n)
        var
        fold(Unit) { _, element -> elements[index++] = element }
        check(index == n)
    }

    private class Serialized(val elements: Array<CoroutineContext>) : Serializable {
        companion object {
            private const val serialVersionUID: Long = 0L

        }

        private fun readResolve(): Any =
            elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
    }

@file:kotlin.jvm.JvmName("IntrinsicsKt")
@file:kotlin.jvm.JvmMultifileClass

package

import kotlin.coroutines.*
import kotlin.internal.InlineOnly

/**
 * Obtains the current continuation instance inside suspend functions and either suspends coroutine or returns result immediately without suspension.
 * If the [block] returns the special [COROUTINE_SUSPENDED] value, it means that suspend function did suspend the execution and will not return any result immediately. In this case, the [Continuation] provided to the [block] shall be resumed by invoking [Continuation.resumeWith] at some moment in the future when the result becomes available to resume the computation. Otherwise, the return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.
 * It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.
 * As the result type of the [block] is declared as `Any` and cannot be correctly type-checked, its proper return type remains on the conscience of the suspend function's author.
 * Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's thread without going through the continuation [ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].
 * It is the invoker's responsibility to ensure that the proper invocation context is established. [Continuation.intercepted] can be used to acquire the intercepted continuation.
 * Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions synchronously in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current continuation instance.
 */

@SinceKotlin("1.3")
@PublishedApi // This class is Published API via serialized representation of SafeContinuation, don't rename/move/renorm enum
internal enum class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }

suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
    throw NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

/**
 * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that the execution was suspended and will not return any result immediately.
 * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] block argument to state that * the execution was suspended and will not return any result immediately.
 * This value should not be used in general code.** Using it outside of the context of != in * suspends a coroutineUninterceptedOrReturn` function return value (including, but not limited to, * storing this value in other properties, returning it from other functions, etc) * can lead to unspecified behavior of the code. It is implemented as property with getter to avoid ProGuard <clinit> problem with multifile IntrinsicsKt class

suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
    throw
NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

public suspend inline fun <T>
/*
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 */

package kotlin.experimental

/**
 * The experimental type inference augmenting annotations marker.
 *
 * An usage
 * of a declaration annotated with `@ExperimentalTypeInference` must be accepted either by
 * annotating that usage
 * with the `[UseExperimental]` annotation, e.g. `@UseExperimental(ExperimentalTypeInference::class)`,
 * or by
 * using the compiler argument `-Xuse-experimental=kotlin.experimental.ExperimentalTypeInference`.
 */
@Experimental(level = Experimental.Level.ERROR)
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
@SinceKotlin("1.3")
public annotation class ExperimentalTypeInference

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 */

package kotlin.internal

/**
 * Specifies that the corresponding member has the lowest priority in overload resolution.
 */
@Target(AnnotationTarget.FUNCTION,
        AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
@sinceKotlin("1.3")
internal annotation class LowPriorityInOverloadResolution

/**
 * Specifies that the corresponding member has the highest priority in
 * overload resolution. Effectively this means that
 * an extension annotated with this annotation will win in overload
 * resolution over a member with the same signature.
 */
@Target(AnnotationTarget.FUNCTION,
        AnnotationTarget.PROPERTY_GETTER,
        AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
@sinceKotlin("1.3")
internal annotation class HidesMembers

/**
 * The value of this type parameter should be mentioned in input types (argument types,
 * receiver type or expected type).
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class OnlyInputTypes

/**
 * Specifies that this function should not be called directly without
 * inlining
 */
@Target(AnnotationTarget.FUNCTION,
        AnnotationTarget.PROPERTY,
        AnnotationTarget.PROPERTY_GETTER,
        AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
@sinceKotlin("1.3")
internal annotation class InlineOnly

/**
 * Performs a bitwise AND operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte = (this.toInt() and other.toInt()).toByte()

/**
 * Performs a bitwise OR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte = (this.toInt() or other.toInt()).toByte()

/**
 * Performs a bitwise XOR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte = (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte = (this.toInt().inv()).toByte()

/**
 * Performs a bitwise AND operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.and(other: Short): Short = (this.toInt() and other.toInt()).toShort()

/**
 * Performs a bitwise OR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.or(other: Short): Short = (this.toInt() or other.toInt()).toShort()

/**
 * Performs a bitwise XOR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.xor(other: Short): Short = (this.toInt() xor other.toInt()).toShort()

/** Inverts the bits in this value.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Short.inv(): Short = (this.toInt().inv()).toShort()
The value of this parameter should be a property reference expression (`this::foo`), referencing a `lateinit` property, the backing field of which is accessible at the point where the corresponding argument is passed.

The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration. The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error is going to be reported.

HIDDEN means that the declaration is going to be removed from resolution completely. [versionKind] specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration. Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILER_VERSION] and [RequireKotlinVersionKind.API_VERSION].

If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin), it will be ignored altogether, where as Kotlin before 1.2 is going to treat this as a requirement. This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.

The kind of the version that is required by [RequireKotlin].

Specifies that this declaration is a part of special DSL, used for constructing function's contract.

Returns a property delegate for a read/write property that calls a specified callback function when changed.

Returns a property delegate for a read/write property with a non-`null` value that is initialized not during object construction time but at a later time. Trying to read the property before the initial value has been assigned results in an exception.

Returns a property delegate for a read/write property that calls a specified callback function when changed.

* @param on_change the callback which is called after the change of the property is made. The value of the property has already been changed when this callback is invoked.

* @param initial_value the initial value of the property.

* @param on_change the callback which is called after the change of the property is made. The value of the property has already been changed when this callback is invoked.

* @param initial_value the initial value of the property.

* @param on_change the callback which is called after the change of the property is made. The value of the property has already been changed when this callback is invoked.

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* @param on_change the callback which is called after the change of the property is made. The value of the property has already been changed when this callback is invoked.

* @param initial_value the initial value of the property.

* @param on_change the callback which is called after the change of the property is made. The value of the property has already been changed when this callback is invoked.

* @param initial_value the initial value of the property.
Generates a [ULong] random value uniformly distributed between [ULong.MIN_VALUE] and [ULong.MAX_VALUE] (inclusive).

```kotlin
public fun Random.nextULong(): ULong = nextLong().toULong()

/**
 * Gets the next random [ULong] value uniformly distributed between `
0` (inclusive) and the specified [until] bound.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)

/**
 * Gets the next random [ULong] value uniformly distributed in the specified range.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(from: ULong, until: ULong): ULong {
    checkULongRangeBounds(from, until)

    val signedFrom = from.toLong() xor Long.MIN_VALUE
    val signedUntil = until.toLong() xor Long.MIN_VALUE

    val signedResult =
    nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE
    return signedResult.toULong()
}

/**
 * Fills a subrange of the specified `UByte` [array] starting from [fromIndex] inclusive and ending [toIndex] exclusive with random UBytes.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {
    nextBytes(array.asByteArray(), fromIndex, toIndex)
    return array
}
```

---

```kotlin
package kotlin.random

/**
 * Random number generator, algorithm "xorwow" from p. 5 of Marsaglia, "Xorshift RNGs".
 * Cycles after 2^160 * (2^32-1) repetitions.
 */

internal class XorWowRandom
internal constructor(
    private var x: Int,
    private var y: Int,
    private var z: Int,
    private var w: Int,
    private var v: Int,
    private var addend: Int
) : Random() {

    internal constructor(seed1: Int, seed2: Int) :
            this(seed1, seed2, 0, 0, seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0
        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
        v = t
        addend += 362437
        return t + addend
    }

    override fun nextBits(bitCount: Int): Int =
    nextInt().takeUpperBits(bitCount)
}
```

---

```kotlin
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 */
```

---

```kotlin
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 */
```

---

```kotlin
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 */
```

---

```kotlin
/*
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 */
```
package kotlin.ranges

/**
 * Represents a range of floating point numbers.
 * Extends [ClosedRange] interface providing custom operation [lessThanOrEquals] for comparing values of range domain type.
 * This interface is implemented by floating point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators to achieve IEEE-754 comparison order instead of total order of floating point numbers.
 * @fun override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
 * @fun override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)
 */
@SinceKotlin("1.1")
public interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean
}

/**
 * A closed range of values of type `Double`.
 */
private class ClosedDoubleRange(
    start: Double,
    endInclusive: Double
) : ClosedFloatingPointRange<Double> {
    private val _start = start
    private val _endInclusive = endInclusive
    override val start: Double get() = _start
    override val endInclusive: Double get() = _endInclusive

    override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b

    override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive
    override fun isEmpty(): Boolean = !_start <= _endInclusive

    override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() && other.isEmpty() ||
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this [Comparable] value to the specified [that] value.
 * This value needs to be smaller than [that] value, otherwise the returned range will be empty.
 * @sample samples.ranges.Ranges.rangeFromComparable
 */
public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)

/**
 * Creates a range from this [Double] value to the specified [that] value.
 * Numbers are compared according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromDouble
 */
@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

19252

> greater-than sign */
    public const val greater: Char = '\u003E'
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The character × */
    public const val times: Char = '\u00D7'
    /** The character ¢ */
    public const val cent: Char = '\u00A2'
    /** The character £ */
    public const val pound: Char = '\u00A3'
    /** The character § */
    public const val section: Char = '\u00A7'
    /** The character © */
    public const val copyright: Char = '\u00A9'
    /** The character « */
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » */
    public const val rightGuillemete: Char = '\u00BB'
    /** The character ® */
    public const val registered: Char = '\u00AE'
    /** The character ° */
    public const val degree: Char = '\u00B0'
    /** The character ± */
    public const val plusMinus: Char = '\u00B1'
    /** The character ¶ */
    public const val paragraph: Char = '\u00B6'
    /** The character · */
    public const val middleDot: Char = '\u00B7'
    /** The character – */
    public const val ndash: Char = '\u2013'
    /** The character — */
    public const val mdash: Char = '\u2014'
    /** The character ' */
    public const val leftSingleQuote: Char = '\u2018'
    /** The character ' */
    public const val rightSingleQuote: Char = '\u2019'
    /** The character ' */
    public const val lowSingleQuote: Char = '\u201A'
    /** The character " */
    public const val leftDoubleQuote: Char = '\u201C'
    /** The character " */
    public const val rightDoubleQuote: Char = '\u201D'
    /** The character " */
    public const val lowDoubleQuote: Char = '\u201E'
    /** The character † */
    public const val dagger: Char = '\u2020'
    /** The character ‡ */
    public const val doubleDagger: Char = '\u2021'
    /** The character • */
    public const val bullet: Char = '\u2022'
    /** The character … */
    public const val ellipsis: Char = '\u2026'
    /** The character ′ */
    public const val prime: Char = '\u2032'
    /** The character ″ */
    public const val doublePrime: Char = '\u2033'
    /** The character € */
    public const val euro: Char = '\u20AC'
    /** The character ™ */
    public const val tm: Char = '\u2122'
    /** The character ≈ */
    public const val almostEqual: Char = '\u2248'
    /** The character ≠ */
    public const val notEqual: Char = '\u2260'
    /** The character ≤ */
    public const val lessOrEqual: Char = '\u2264'
    /** The character ≥ */
    public const val greaterOrEqual: Char = '\u2265'
}
override fun compareTo(other: KotlinVersion): Int = version - other.version

    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >= versionOf(major, minor, 0)
        this.major > major || (this.major == major &&
                this.minor >= minor)

    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided [major], [minor] and [patch] components.
     */
    public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor,
        this.major > major || (this.major == major &&
                this.minor > minor || this.minor == minor
                this.patch >= patch))

    companion object {
        /**
         * Maximum value a version component can have, a constant value 255.
         */
        // NOTE: Must be placed before CURRENT because its initialization requires this field being initialized in JS
        public const val MAX_COMPONENT_VALUE = 255

        /**
         * Returns the current version of the Kotlin standard library.
         */
        public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 20) // value is written here automatically during build
    }
}

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 */

@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

import kotlin.internal.InlineOnly
import kotlin.internal.AccessibleLateinitPropertyLiteral
import kotlin.reflect.KProperty0

/**
 * Represents a value with lazy initialization.
 *
 * To create an instance of Lazy use the lazy function.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
     * Once this function has returned `true` it stays `true` for the rest of lifetime of this Lazy instance.
     */
    public fun isInitialized(): Boolean

    /**
     * Specifies how a Lazy instance synchronizes initialization among multiple threads.
     */
    public enum class LazyThreadSafetyMode {

        /**
         * Locks are used to ensure that only a single thread can initialize the Lazy instance.
         */
        SYNCHRONIZED,

        /**
         * Initializer function can be called several times on concurrent access to uninitialized Lazy instance value,
         * but only the first returned value will be used as the value of Lazy instance value.
         */
        PUBLICATION,

        /**
         * No locks are used to synchronize an access to the Lazy instance value; if the instance is accessed from multiple
         * threads, its behavior is undefined.
         */
        NONE,
    }

    /*
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    * that can be found in the LICENSE.txt file.
    */

    internal object UNINITIALIZED_VALUE

    // internal to be called from lazy in JS
    internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
        private var initializer: (() -> T)? = initializer
        private var _value: Any? = UNINITIALIZED_VALUE

        override val value: T
            get() {
                if (_value === UNINITIALIZED_VALUE) {
                    _value = initializer!!()
                    initializer = null
                }
                @Suppress("UNCHECKED_CAST")
                return _value as T
            }

        override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

        override fun toString(): String = if (isInitialized()) _value.toString() else "Lazy value not initialized yet."

        private fun writeReplace(): Any =
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override fun isEmpty(): Boolean = this.storage.size == 0

override fun contains(element: UInt): Boolean = this.storage.contains(element.toInt())

val size: Int get() = storage.size

val start: UInt get() = first
val endInclusive: UInt get() = last
val step: Int get() = this.step

fun iterator(): UIntIterator = iterator()

fun hasNext() = index < last - first
fun nextUInt() = if (index < last - first) array[index++].toUInt() else throw NoSuchElementException(index.toString())

fun equals(other: Any?): Boolean = other is UIntRange && (isEmpty() && other.isEmpty() || this.first == other.first && this.last == other.last)

fun hashCode(): Int = if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

fun toString(): String = if (isEmpty()) "" else (first.toString() + if (step > 0) ".." else "...") + last.toString()

object {
    val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
}

class UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {
    override val start: UInt get() = first
    override val endInclusive: UInt get() = last
    override val step: Int get() = this.step
    override fun iterator(): UIntIterator = iterator()
    override fun contains(value: UInt): Boolean = first <= value && value <= last
    override fun isEmpty(): Boolean = if (step > 0) first > last else first < last
    override fun equals(other: Any?): Boolean = other is UIntRange && (isEmpty() && other.isEmpty() || this.first == other.first && this.last == other.last)
    override fun hashCode(): Int = if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

private class Iterator(private val array: IntArray) : UIntIterator() {
    private var index = 0
    override fun hasNext() = index < array.size
    override fun nextUInt() = if (index < array.size) array[index++].toUInt() else throw NoSuchElementException(index.toString())
}

fun contains(element: UInt): Boolean = storage.contains(element.toInt())

fun containsAll(elements: Collection<UInt>): Boolean = elements.all { storage.contains(it.toInt()) }

fun isEmpty(): Boolean = this.storage.size == 0

fun public override val size: Int get() = storage.size

fun iterator(): UIntIterator = iterator()

fun contains(element: UInt): Boolean = this.storage.contains(element.toInt())

fun containsAll(elements: Collection<UInt>): Boolean = elements.all { this.storage.contains(it.toInt()) }

fun isEmpty(): Boolean = this.storage.size == 0

fun public override val size: Int get() = this.storage.size

fun iterator(): UIntIterator = iterator()

fun contains(element: UInt): Boolean = this.storage.contains(element.toInt())

fun containsAll(elements: Collection<UInt>): Boolean = elements.all { this.storage.contains(it.toInt()) }

fun isEmpty(): Boolean = this.storage.size == 0

fun public override val size: Int get() = storage.size

fun iterator(): UIntIterator = iterator()
Any?): Boolean =
other is UIntProgression && (isEmpty() && other.isEmpty() ||
first ==
other.first && last == other.last && step == other.step)

override fun hashCode(): Int =
if (isEmpty()) -1
else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())

override fun toString(): String = if (step > 0)
"$first..<last step $step" else "$first downTo $last step ${-step}"

companion object {
/**
 * Creates UIntProgression within the specified bounds of a closed range.
 * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step]. In order to go backwards the [step] must be negative.
 * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
 * public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int):
 * UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
 */
private fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)

/**
 * An iterator over a progression of values of type `UByte`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UByteIterator(first: UByte, last: UByte, step: Int) : Iterator<UByte> {
    override final fun next() = nextUByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUByte(): UByte
}

/**
 * An iterator over a progression of values of type `UShort`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    override final fun next() = nextUShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUShort(): UShort
}

/**
 * An iterator over a progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UIntIterator(first: UInt, last: UInt, step: Int) : Iterator<UInt> {
    override final fun next() = nextUInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUInt(): UInt
}

/**
 * An iterator over a progression of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class ULongIterator(first: ULong, last: ULong, step: Int) : Iterator<ULong> {
    override final fun next() = nextULong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextULong(): ULong
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
internal class ULongArray@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")@PublishedApi internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(LongArray(size))

    /** Returns the array element at the given [index]. This method can be called using the index operator. */
    public operator fun get(index: Int): ULong = storage[index].toULong()

    /** Sets the element at the given [index] to the given [value]. This method can be called using the index operator. */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override fun iterator(): ULongIterator = Iterator(storage)

    /** Returns null if the array is empty. */
    public override fun contains(element: ULong): Boolean = storage.contains(element.toLong())

    /** Returns null if the array contains `null`. */
    public override fun containsAll(elements: Collection<ULong>): Boolean = elements.all { storage.contains(it.toLong()) }
Boolean = this.storage.size == 0
\n\n\n@SinceKotlin("1.3")\n\n\nBoolean = this.storage.size == 0

@SinceKotlin("1.3")\n\n\nBoolean = this.storage.size == 0

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {\n    return ULongArray(LongArray(size) { index -> init(index).toLong() })
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements

/*
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 * that can be found in the license/LICENSE.txt
 * file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `ULong`.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {\n    override fun override val start: ULong get() = first
    override fun override val endInclusive: ULong get() = last
    override fun override fun contains(value: ULong): Boolean = first <= value && value <= last
    override fun override fun isEmpty(): Boolean = first > last
    override fun override fun equals(other: Any?): Boolean = \n        other is ULongRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last
            )
    override fun override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt())
    override fun override fun toString(): String = "$first..$last"
}

/**
 * A progression of values of type `ULong`.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public open class ULongProgression\n\n\n\ninternal constructor(\n    start: ULong,\n    endInclusive: ULong,\n    step: Long\n) :\n    Iterable<ULong> {\n    override fun iterator(): ULongIterator =\n        ULongProgressionIterator(first, last, step)
    }

/** Checks if the progression is empty. */\n\n\n\ninternal fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a %
    // (a - b) mod c
    return (a - b) % c
}

package kotlin.internal

// (a - b) mod c
private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a %
    // (a - b) mod c
    return (a - b) % c
}

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private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong { return if (ac >= bc) ac - bc else ac - bc + c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression
 * which is in the range \( n \) from \([start] \) to \([end]\) in case of a positive \([step]\), or from \([end]\) to \([start]\) in case of a negative \( n \) \([step]\), \( n \) \( \%\) \( No validation on passed parameters is performed. The given parameters should satisfy the condition: *\( n \) \( \% \) * - either `step > 0` and `start <= end`, `n \* - or `step < 0` and `start >= end`. \( n \) \* \( @param start first element of the progression\( n \) \* \( @param end ending bound for the progression\( n \) \* \( @param step increment, or difference of successive elements in the progression\( n \) \* \( @return the final element of the progression\( n \) \* \( @suppress\n *
 */

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \( n \) from \([start] \) to \([end]\) in case of a positive \([step]\), or from \([end]\) to \([start]\) in case of a negative \( n \) \([step]\), \( n \) \( \%\) \( No validation on passed parameters is performed. The given parameters should satisfy the condition: *\( n \) \( \% \) * - either `step > 0` and `start <= end`, `n \* - or `step < 0` and `start >= end`. \( n \) \* \( @param start first element of the progression\( n \) \* \( @param end ending bound for the progression\( n \) \* \( @param step increment, or difference of successive elements in the progression\( n \) \* \( @return the final element of the progression\( n \) \* \( @suppress\n *
 */

@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \( n \) from \([start] \) to \([end]\) in case of a positive \([step]\), or from \([end]\) to \([start]\) in case of a negative \( n \) \([step]\), \( n \) \( \%\) \( No validation on passed parameters is performed. The given parameters should satisfy the condition: *\( n \) \( \% \) * - either `step > 0` and `start <= end`, `n \* - or `step < 0` and `start >= end`. \( n \) \* \( @param start first element of the progression\( n \) \* \( @param end ending bound for the progression\( n \) \* \( @param step increment, or difference of successive elements in the progression\( n \) \* \( @return the final element of the progression\( n \) \* \( @suppress\n */

@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

@file:kotlin.jvm.JvmName("UStringsKt")  // string representation of unsigned numbers

package kotlin

/**
 * Returns a string representation of this \([Byte]\) value in the specified \([radix]\).
 *
 * @throws
IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

`UByte.toString(radix: Int): String = this.toInt().toString(radix)

IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

`UShort.toString(radix: Int): String = this.toLong().toString(radix)

IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

`UInt.toString(radix: Int): String = this.toLong().toString(radix)

IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

`ULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))

IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

`String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

`String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

`String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)

IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

`String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)

IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

`String.toULong(): ULong = toULongOrNull() ?: numberFormatError(this)

IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

`String.toULong(radix: Int): ULong = toULongOrNull(radix) ?: numberFormatError(this)

IllegalArgumentException when [radix] is not a valid radix for number to string conversion.


UByte.MAX_VALUE) return null
    return int.toUByte()
}

/**
 * Parses the string as an [UShort] number
 * and returns the result * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(): UShort? =
toUShortOrNull(radix = 10)

/**
 * Parses the string as an [UInt] number and returns the result * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUIntOrNull(): UInt? =
toUIntOrNull(radix = 10)

/**
 * Parses the string as an [ULong] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(): ULong? =
toULongOrNull(radix = 10)

@file:kotlin.jvm.JvmName("UnsignedKt")
@file:UseExperimental(ExperimentalUnsignedTypes::class)
package kotlin

@PublishedApi
internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)
@PublishedApi

@PublishedApi
internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()
@PublishedApi
internal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()

// Division and remainder are
// based on Guava's UnsignedLongs implementation
// Copyright 2011 The Guava Authors
Authors\n@PublishedApi\nulongDivide(v1: ULong, v2: ULong): ULong { v1.val dividend = v1.toLong() v2.val divisor = v2.toLong() if (divisor <= 0) 2^63
return if (v1 < v2) ULong(0) else ULong(1).\n\n// Optimization - use signed division if both dividend and divisor < 2^63\nif (dividend <= 0) return ULong(dividend / divisor)
\n// Otherwise, approximate the quotient, check, and correct if necessary:\n\nval quotient = ((dividend ushr 1) / divisor) shl 1
val rem = dividend - quotient * divisor
return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)
\n// Division and remainder are
// based on Guava's UnsignedLongs implementation\n// Copyright 2011 The Guava Authors
Authors\n@PublishedApi\nulongRemainder(v1: ULong, v2: ULong): ULong { v1.val dividend = v1.toLong() v2.val divisor = v2.toLong() \nreturn if (v1 < v2) ULong(0) else ULong(1)\n\n// Optimization - use signed division if both dividend and divisor < 2^63\nif (dividend <= 0) return ULong(dividend / divisor)
\n// Otherwise, approximate the quotient, check, and correct if necessary:\n\nval quotient = ((dividend ushr 1) / divisor) shl 1
val rem = dividend - quotient * divisor
return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)
\n// Division and remainder are
// based on Guava's UnsignedLongs implementation\n// Copyright 2011 The Guava Authors
Authors\n@PublishedApi\nulongRemainder(v1: ULong, v2: ULong): ULong { v1.val dividend = v1.toLong() v2.val divisor = v2.toLong() \nreturn if (v1 < v2) ULong(0) else ULong(1)\n\n// Optimization - use signed division if both dividend and divisor < 2^63\nif (dividend <= 0) return ULong(dividend / divisor)
\n// Otherwise, approximate the quotient, check, and correct if necessary:\n\nval quotient = ((dividend ushr 1) / divisor) shl 1
val rem = dividend - quotient * divisor
return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)
// Optimization - use signed modulus if both dividend and divisor < 2^63
if (dividend < 2^63) if (dividend >= divisor) {
    return ULong(dividend % divisor)
} else {
    val quotient = ((dividend ushr 1) / divisor) shl 1
    val rem = dividend - quotient * divisor
    return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0)
}

internal fun ulongToString(v: Long): String = ulongToString(v, 10)

/*
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 * */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MathKt")

package kotlin.math

/** Ratio of the circumference of a circle to its diameter, approximately 3.14159. */
@SinceKotlin("1.2")
public const val PI: Double = 3.141592653589793
/** Base of the natural logarithms, approximately 2.71828. */
@SinceKotlin("1.2")
public const val E: Double = 2.718281828459045
atan2(y, 0.0) is 'PI/2' for 'y > 0' and '-PI/2' for 'y < 0'\n* - atan2(+Inf, x) is 'PI/2' for finite 'x'\n* - atan2(-Inf, x) is '-PI/2' for finite 'x'\n* - atan2(NaN, x) and atan2(y, NaN) is 'NaN'\n
*\n\n\natan2(y, 0.0) is 'PI/2' for 'y > 0' and '-PI/2' for 'y < 0'\n* - sin(NaN) is 'NaN'\n* - sin(+Inf) is '+Inf'\n* - sin(-Inf) is '-Inf'\n* \n* Computes the hyperbolic sine of the value [x].\n* Special cases:\n* - sinh(NaN) is 'NaN'\n* - sinh(+Inf) is '+Inf'\n* - sinh(-Inf) is '-Inf'\n* \n* Computes the hyperbolic cosine of the value [x].\n* Special cases:\n* - cos(NaN) is 'NaN'\n* - cos(+Inf)\n* - cos(-Inf) is '+Inf'\n* \n* Computes the inverse hyperbolic sine of the value [x].\n* The returned value is 'y' such that \sinh(y) = x.\n* Special cases:\n* - asinh(NaN) is 'NaN'\n* - asinh(+Inf) is '+Inf'\n* - asinh(-Inf) is '-Inf'\n* \n* Computes the inverse hyperbolic cosine of the value [x].\n* The returned value is positive 'y' such that \cosh(y) = x.\n* Special cases:\n* - acosh(NaN) is 'NaN'\n* - acosh(x) is 'NaN' when 'x < 1'\n* - acosh(-1.0) is 'Inf'\n* \n* Computes the inverse hyperbolic tangent of the value [x].\n* Special cases:\n* - tanh(NaN) is 'NaN'\n* - tanh(+Inf) is '+Inf'\n* - tanh(-Inf) is '-Inf'\n* \n* Computes the inverse hyperbolic sine of the value [x].\n* The returned value is 'y' such that \tanh(y) = x.\n* Special cases:\n* - atanh(NaN) is 'NaN'\n* - atanh(+Inf) is '+Inf'\n* - atanh(-Inf) is '-Inf'\n* \n* Computes the inverse hyperbolic cosine of the value [x].\n* The returned value is positive 'y' such that \acosh(y) = x.\n* Special cases:\n* - acosh(NaN) is 'NaN'\n* - acosh(x) is 'NaN' when 'x < 1'\n* - acosh(-1.0) is 'Inf'\n* \n* Computes the positive square root of the value [x].\n* Special cases:\n* - sqrt(x) is 'NaN' when 'x < 0'\n* - sqrt(+Inf) is '+Inf'\n* \n* Computes Euler's number 'e' raised to the power of the value [x].\n* Special cases:\n* - exp(NaN) is 'NaN'\n* - exp(+Inf) is '+Inf'\n* - exp(-Inf) is '0.0'\n* Computes the logarithm of the value [x] to the given [base].\n* Special cases:\n* - log(0.0) is 'Inf'\n* \n* Computes the natural logarithm (base 'E') of the value [x].\n* Special cases:\n* - ln(NaN) is 'NaN'\n* - ln(x) is 'NaN' when 'x < 0.0'\n* - ln(+Inf) is '+Inf'\n* - ln(-Inf) is '-Inf'\n* \n* Computes the binary logarithm (base 2) of the value [x].\n* Special cases:\n* - log2(x) is 'NaN'\n* - log2(+Inf) is '+Inf'\n* - log2(-Inf) is '-Inf'\n* \n* Computes the logarithm of the value [x] to the given [base].\n* Special cases:\n* - log10(x) is 'NaN'\n* - log10(+Inf) is '+Inf'\n* - log10(-Inf) is '-Inf'\n* \n* Computes the base 'E' of the value [x].\n* Special cases:\n* - expm1(NaN) is 'NaN'\n* - expm1(+Inf) is '+Inf'\n* - expm1(-Inf) is '-Inf'\n* \n* Computes the base 'E' of the value [x].\n* Special cases:\n* - log1p(NaN) is 'NaN'\n* - log1p(+Inf) is '+Inf'\n* - log1p(-Inf) is '-Inf'\n* \n* Computes the base 'E' of the value [x].\n* Special cases:\n* - ceil(x) is 'NaN'\n* - ceil(+Inf) is '+Inf'\n* - ceil(-Inf) is '-Inf'\n* \n* Computes the inverse hyperbolic cosine of the value [x].\n* The returned value is positive 'y' such that \acosh(y) = x.\n* Special cases:\n* - acosh(NaN) is 'NaN'\n* - acosh(x) is 'NaN' when 'x < 1'\n* - acosh(-1.0) is 'Inf'\n* \n* Computes the positive square root of the value [x].\n* Special cases:\n* - sqrt(x) is 'NaN' when 'x < 0'\n* - sqrt(+Inf) is '+Inf'\n* \n* Computes Euler's number 'e' raised to the power of the value [x].\n* Special cases:\n* - exp(NaN) is 'NaN'\n* - exp(+Inf) is '+Inf'\n* - exp(-Inf) is '0.0'\n* Computes the logarithm of the value [x] to the given [base].\n* Special cases:\n* - log(0.0) is 'Inf'\n* \n* Computes the natural logarithm (base 'E') of the value [x].\n* Special cases:\n* - ln(NaN) is 'NaN'\n* - ln(x) is 'NaN' when 'x < 0.0'\n* - ln(+Inf) is '+Inf'\n* - ln(-Inf) is '-Inf'\n* \n* Computes the binary logarithm (base 2) of the value [x].\n* Special cases:\n* - log2(x) is 'NaN'\n* - log2(+Inf) is '+Inf'\n* - log2(-Inf) is '-Inf'\n* \n* Computes the base 'E' of the value [x].\n* Special cases:\n* - expm1(NaN) is 'NaN'\n* - expm1(+Inf) is '+Inf'\n* - expm1(-Inf) is '-Inf'\n* \n* Computes the base 'E' of the value [x].\n* Special cases:\n* - log1p(NaN) is 'NaN'\n* - log1p(+Inf) is '+Inf'\n* - log1p(-Inf) is '-Inf'\n* \n* Computes the base 'E' of the value [x].\n* Special cases:\n* - ceil(x) is 'NaN'\n* - ceil(+Inf) is '+Inf'\n* - ceil(-Inf) is '-Inf'\n*
already a mathematical integer.\n*\n\n@SinceKotlin("1.2")\n\npublic expect fun floor(x: Double): Double

/**
 * Rounds the given value \[x\] to an integer towards zero.\n * @return the value \[x\] having its fractional part truncated.\n * Special cases:\n * - truncate(x) is \(x\) where where `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun truncate(x: Double): Double\n
/**
 * Rounds the given value \[x\] towards the closest integer with ties rounded towards even integer.\n *\n* Special cases:\n* - round(x) is \(x\) where where `x` is `NaN` or `-Inf` or `-Inf` or already a mathematical integer.\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun round(x: Double): Double

/**
 * Returns the absolute value of the given value \[x\].\n *\n* @see absoluteValue extension property for \[Double\]
 *\n\n@SinceKotlin("1.2")\n\npublic expect fun abs(x: Double): Double

/**
 * Returns the sign of the given value \[x\]:
 * -1.0 for the value is negative,\n * zero if the value is zero,\n * 1.0 if the value is positive\n * Special case:\n * sign(NaN) is `NaN`\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun sign(x: Double): Double

/**
 * Returns the smaller of two values.\n *\n* @throws IllegalArgumentException when either value is `NaN`\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun min(a: Double, b: Double): Double

/**
 * Returns the greater of two values.\n *\n* @throws IllegalArgumentException when either value is `NaN`\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun max(a: Double, b: Double): Double

// extensions\n
/**
 * Raises this value to the power \[x\].\n *\n* Special cases:
* - b.pow(0.0) is 1.0\n* - b.pow(1.0) == b\n* - b.pow(NaN) is `NaN`\n* - b.pow(x) is `NaN` for `x ! 0.0`\n* - b.pow(Inf) is `NaN` for as positive power\n* - b.pow(x) is `NaN` for `b < 0` and `x` is finite and not an integer.\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun pow(x: Double): Double

/**
 * Raises this value to the integer power \[n\].\n *\n* @see abs function\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun abs(n: Int): Double

/**
 * Returns the absolute value of this value.\n *\n* @see absoluteValue function\n *\n\n@SinceKotlin("1.2")\n\npublic expect val absoluteValue: Double

/**
 * Returns the sign of this value:
 * -1.0 if the value is negative,
 * zero if the value is zero,
 * 1.0 if the value is positive\n * Special case:
 * sign(NaN) is `NaN`\n *\n\n@SinceKotlin("1.2")\n\npublic expect val sign: Double

/**
 * Returns this value with the sign bit same as of the `sign` value.\n *\n* @throws IllegalArgumentException when this value is `NaN`\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun withSign(sign: Double): Double

/**
 * Returns this value with the sign bit same as of the `sign` value.\n *\n* @throws IllegalArgumentException when this value is `NaN`\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun withSign(sign: Int): Double

/**
 * Returns the ulp (unit in the last place) of this value.\n *\n* @see ulp and nextUp functions\n *\n\n@SinceKotlin("1.2")\n\npublic expect val ulp: Double

/**
 * Returns the \[Double\] value nearest to this value in direction of positive infinity.\n *\n* @throws IllegalArgumentException when this value is `NaN`\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun nextUp(): Double

/**
 * Returns the \[Double\] value nearest to this value in direction of negative infinity.\n *\n* @throws IllegalArgumentException when this value is `NaN`\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun nextDown(): Double

/**
 * Returns the \[Double\] value nearest to this value in direction from this value towards the value [to].\n *\n* Ties are rounded towards positive infinity.\n *\n* @throws IllegalArgumentException when this value is `NaN`\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun nextTowards(to: Double): Double

/**
 * Rounds this \[Double\] value to the nearest integer and converts the result to `Int`.\n * Ties are rounded towards positive infinity.\n *\n* @throws IllegalArgumentException when this value is `NaN`\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun roundToInt(): Int

/**
 * Rounds this \[Double\] value to the nearest integer and converts the result to `Long`.\n * Ties are rounded towards positive infinity.\n *\n* @throws IllegalArgumentException when this value is `NaN`\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun roundToLong(): Long

// endregion

// region

// Float Math

/** Computes the sine of the angle \[x\] given in radians.\n *\n\n@SinceKotlin("1.2")\n\npublic expect fun sin(x: Double): Double

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* Special cases:
* - `atan(0.0)` is `0.0`
* - `atan2(0.0, 0.0)` is `0.0`
* - `atan2(0.0, x)` is `-0.0` for `x < 0` and `0.0` for `x > 0`
* - `atan2(y, 0.0)` is `-0.0` for `y < 0` and `0.0` for `y > 0`
* - `atan2(x, y)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`
* - `atan2(y, +Inf)` is `0.0` for `y < +Inf` and `-0.0` for `-Inf`<br>
* - `atan2(y, -Inf)` is `-0.0` for `y < -Inf` and `0.0` for `y > -Inf`
* - `atan2(+Inf, x)` is `PI/2` for `x < 0` and `-PI/2` for `x > 0`
* - `atan2(+Inf, y)` is `-0.0` for `x < 0` and `0.0` for `x > 0`
* - `atan2(-Inf, x)` is `-PI/2` for `x < 0` and `PI/2` for `x > 0`
* - `atan2(-Inf, y)` is `-0.0` for `y < 0` and `0.0` for `y > 0`
* - `atan2(0.0, +Inf)` is `-PI/2` for `x < 0` and `PI/2` for `x > 0`
* - `atan2(0.0, -Inf)` is `PI/2` for `y < 0` and `-PI/2` for `y > 0`
* - `atan2(+Inf, +Inf)` is `0.0`
* - `atan2(-Inf, -Inf)` is `-0.0`
* - `atan2(+Inf, -Inf)` is `-0.0`
* - `atan2(-Inf, +Inf)` is `-0.0`
* - `atan2(0.0, 0.0)` is `0.0`
* - `atan2(0.0, +Inf)` is `-0.0`
* - `atan2(0.0, -Inf)` is `0.0`
* - `atan2(+Inf, x)` is `-PI/2` for `x < 0` and `PI/2` for `x > 0`
* - `atan2(-Inf, x)` is `-PI/2` for `x < 0` and `PI/2` for `x > 0`
* - `atan2(y, 0.0)` is `0.0` for `y < 0` and `-0.0` for `y > 0`
* - `atan2(y, +Inf)` is `-0.0` for `y < +Inf` and `0.0` for `y > +Inf`
* - `atan2(y, -Inf)` is `0.0` for `y < -Inf` and `-0.0` for `y > -Inf`
* - `atan2(+Inf, y)` is `-0.0` for `y < +Inf` and `0.0` for `y > +Inf`
* - `atan2(-Inf, y)` is `-0.0` for `y < -Inf` and `0.0` for `y > -Inf`
* - `atan2(+Inf, +Inf)` is `0.0` for `x < 0` and `+Inf` for `x > 0`
* - `atan2(-Inf, -Inf)` is `-0.0` for `x < 0` and `-Inf` for `x > 0`
* - `atan2(+Inf, -Inf)` is `-0.0` for `x < 0` and `+Inf` for `x > 0`
* - `atan2(-Inf, +Inf)` is `-0.0` for `x < 0` and `-Inf` for `x > 0`
* - `atan2(0.0, +Inf)` is `-0.0` for `x < 0` and `+Inf` for `x > 0`
* - `atan2(0.0, -Inf)` is `-0.0` for `x < 0` and `-Inf` for `x > 0`
* - `atan2(+Inf, 0.0)` is `-0.0` for `y < 0` and `+Inf` for `y > 0`
* - `atan2(-Inf, 0.0)` is `-0.0` for `y < 0` and `-Inf` for `y > 0`
* - `atan2(+Inf, +Inf)` is `0.0` for `x < 0` and `+Inf` for `x > 0`
* - `atan2(-Inf, -Inf)` is `-0.0` for `x < 0` and `-Inf` for `x > 0`
* - `atan2(+Inf, -Inf)` is `-0.0` for `x < 0` and `+Inf` for `x > 0`
* - `atan2(-Inf, +Inf)` is `-0.0` for `x < 0` and `-Inf` for `x > 0`
* - `atan2(0.0, +Inf)` is `-0.0` for `x < 0` and `+Inf` for `x > 0`
* - `atan2(0.0, -Inf)` is `-0.0` for `x < 0` and `-Inf` for `x > 0`
* - `atan2(+Inf, 0.0)` is `-0.0` for `y < 0` and `+Inf` for `y > 0`
* - `atan2(-Inf, 0.0)` is `-0.0` for `y < 0` and `-Inf` for `y > 0`
* - `atan2(+Inf, +Inf)` is `0.0` for `x < 0` and `+Inf` for `x > 0`
* - `atan2(-Inf, -Inf)` is `-0.0` for `x < 0` and `-Inf` for `x > 0`
* - `atan2(+Inf, -Inf)` is `-0.0` for `x < 0` and `+Inf` for `x > 0`
* - `atan2(-Inf, +Inf)` is `-0.0` for `x < 0` and `-Inf` for `x > 0`
* - `atan2(0.0, +Inf)` is `-0.0` for `x < 0` and `+Inf` for `x > 0`
* - `atan2(0.0, -Inf)` is `-0.0` for `x < 0` and `-Inf` for `x > 0`
* - `atan2(+Inf, 0.0)` is `-0.0` for `y < 0` and `+Inf` for `y > 0`
* - `atan2(-Inf, 0.0)` is `-0.0` for `y < 0` and `-Inf` for `y > 0`
* - `atan2(+Inf, +Inf)` is `0.0` for `x < 0` and `+Inf` for `x > 0`
* - `atan2(-Inf, -Inf)` is `-0.0` for `x < 0` and `-Inf` for `x > 0`
* - `atan2(+Inf, -Inf)` is `-0.0` for `x < 0` and `+Inf` for `x > 0`
* - `atan2(-Inf, +Inf)` is `-0.0` for `x < 0` and `-Inf` for `x > 0`
*An@SinceKotlin("1.2")*/

public expect fun log(x: Float, base: Float): Float

/**
 * Computes the natural logarithm (base `E`) of the value [x].
 * `Special cases`:
 *   - `ln(NaN)` is `NaN`
 *   - `ln(0)` is `-Inf` when `x < 0.0`
 *   - `ln(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public expect fun log10(x: Float): Float

/**
 * Computes the common logarithm (base 10) of the value [x].
 * `Special cases`:
 *   - `log10(NaN)` is `NaN`
 *   - `log10(0)` is `-Inf`
 */
@SinceKotlin("1.2")
public expect fun log1p(x: Float): Float

/**
 * Computes the natural logarithm of the given float `x`.
 * `Special cases`:
 *   - `ln1p(NaN)` is `NaN`
 *   - `ln1p(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public expect fun ln1p(x: Float): Float

/**
 * Computes the base `E` logarithm of the given float `x`.
 * `Special cases`:
 *   - `expm1(0)` is `1.0`
 *   - `expm1(+Inf)` is `+Inf`
 *   - `expm1(-Inf)` is `-Inf`
 *   - `expm1(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun expm1(x: Float): Float

/**
 * Computes the natural logarithm of the given float `x`.
 * `Special cases`:
 *   - `log2(0)` is `-Inf` when `x < 0.0`
 *   - `log2(+Inf)` is `+Inf`
 *   - `log2(0)` is `NaN` when `x < 0.0`
 *   - `log2(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun log2(x: Float): Float

/**
 * Computes the common logarithm (base 10) of the given float `x`.
 * `Special cases`:
 *   - `log10(0)` is `-Inf` when `x < 0.0`
 *   - `log10(+Inf)` is `+Inf`
 *   - `log10(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun log10(x: Float): Float

/**
 * Computes the natural logarithm of the given float `x`.
 * `Special cases`:
 *   - `ln(x)` is `NaN` when `x < 0.0`
 *   - `ln(+Inf)` is `+Inf`
 *   - `ln(0)` is `-Inf`
 */
@SinceKotlin("1.2")
public expect fun log10(x: Float): Float

/**
 * Computes the common logarithm (base 10) of the given float `x`.
 * `Special cases`:
 *   - `log10(x)` is `NaN` when `x < 0.0`
 *   - `log10(+Inf)` is `+Inf`
 *   - `log10(0)` is `-Inf`
 */
@SinceKotlin("1.2")
public expect fun log10(x: Float): Float

/**
 * Computes the natural logarithm of the given float `x`.
 * `Special cases`:
 *   - `ln(x)` is `NaN` when `x < 0.0`
 *   - `ln(+Inf)` is `+Inf`
 *   - `ln(0)` is `-Inf`
 */
@SinceKotlin("1.2")
public expect fun log10(x: Float): Float

/**
 * Computes the common logarithm (base 10) of the given float `x`.
 * `Special cases`:
 *   - `log10(x)` is `NaN` when `x < 0.0`
 *   - `log10(+Inf)` is `+Inf`
 *   - `log10(0)` is `-Inf`
Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n* - `x.roundToLong()` == Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n
*\n* @SinceKotlin("1.2")\n*\n* Returns the absolute value of the given value `n`.\n* \n* Special cases:\n* - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow\n* \n* @see \n*\n* \n* @SinceKotlin("1.2")\n*\n* Returns the smaller of two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the greater of two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the absolute value of this value.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the positive result of subtracting two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of adding two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of subtracting two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of dividing two values.\n* \n* @SinceKotlin("1.2")\n*\n* Returns the result of multiplying two values.\n* \n* @SinceKohanik is a tool for building secure network analytics that is used in stealthwatch.
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1.3161 enquire 2.1.6

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  jar/javax/validation/spi/ConfigurationState.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/ConstraintValidatorFactory.java
* /opt/cola/permits/1110666980_1606842266.81/0/validation-api-1-1-0-final-sources-4-
  jar/javax/validation/ValidatorFactory.java
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  jar/javax/validation/bootstrap/package-info.java
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  jar/javax/validation/constraintvalidation/SupportedValidationTarget.java
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1.3164 jxmpp-util-cache 0.6.3

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* /opt/cola/permits/1141560876_1619553737.85/0/jxmpp-util-cache-0-6-3-sources-jar/org/jxmpp/util/cache/ExpirationCache.java
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1.3165 @types/prosemirror-transform 1.1.3

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1.3166 spring-web 5.3.6

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* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/util/HttpSessionMutexListener.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/request/DestructionCallbackBindingListener.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/http/converter/HttpMessageConversionException.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/http/converter/HttpMessageNotWritableException.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/filter/RequestContextFilter.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/http/HttpMessage.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/http/client/AbstractClientHttpRequestFactoryWrapper.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/bind/annotation/SessionAttributes.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/request/RequestContextHolder.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/multipart/MultipartResolver.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/bind/annotation/RequestMethod.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/server/WebFilterChain.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/bind/support/SpringWebConstraintValidatorFactory.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/request/RequestContextListener.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/multipart/MultipartResolver.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/bind/annotation/RequestMethod.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/filter/CommonsRequestLoggingFilter.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/server/WebFilter.java

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* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/context/support/ServletConfigPropertySource.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/context/ConfigurableWebApplicationContext.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/http/server/ServerHttpRequest.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/context/support/ServletContextPropertySource.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/context/request/async/WebAsyncTask.java

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* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/http/codec/LoggingCodecSupport.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/bind/annotation/MatrixVariable.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/servlet/reactive/DefaultSslInfo.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/bind/UnsatisfiedServletRequestParameterException.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/remoting/httpinvoker/SimpleHttpInvokerRequestExecutor.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/method/annotation/ExpressionValueMethodArgumentResolver.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/context/request/AbstractRequestAttributes.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/context/support/ServletContextResource.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/http/client/HttpComponentsAsyncClientHttpRequestFactory.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/http/client/Netty4ClientHttpRequestFactory.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/bind/annotation/RequestBody.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2.jar/org/springframework/web/server/handler/FilteringWebHandler.java
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  jar/org/springframework/http/server/ServerHttpResponse.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-
  jar/org/springframework/web/HttpMediaTypeException.java

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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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* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/bind/ServletRequestUtils.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/http/client/support/ProxyFactoryBean.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/support/WebApplicationContextSupport.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/request/AbstractRequestAttributesScope.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/request/async/TimeoutCallableProcessingInterceptor.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/http/client/support/HttpRequestWrapper.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/client/AsyncRestOperations.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/support/HandlerMethodReturnValueHandler.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/request/async/DeferredResultProcessingInterceptorAdapter.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/support/ServletContextAttributeFactoryBean.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/support/StaticWebApplicationContext.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/remoting/jaxws/LocalJaxWsServiceFactoryBean.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/bind/support/WebArgumentResolver.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/bind/support/DefaultDataBinderFactory.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/cors/reactive/CorsProcessor.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/request/AsyncWebRequestInterceptor.java
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# Although created for httpd, this file is used by many software systems
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#
# 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
#
# MIME type (lowercased)Extensions
# ==================================================================================
# application/1d-interleaved-parityfec
# application/3gpdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
# application/alto-endpointprop+json
# application/alto-endpointpropparams+json
# application/alto-error+json
# application/alto-networkmap+json
# application/alto-networkmapfilter+json
# application/aml
# application/andrew-insetez
# application/applefile
# application/applixwareaw
# application/atf
# application/atfx
# application/atom+xml
application/ssdl+xml 
application/ssml+xml 
# application/tamp-apex-update 
# application/tamp-apex-update-confirm 
# application/tamp-community-update 
# application/tamp-community-update-confirm 
# application/tamp-error 
# application/tamp-sequence-adjust 
# application/tamp-sequence-adjust-confirm 
# application/tamp-status-query 
# application/tamp-status-response 
# application/tamp-update 
# application/tamp-update-confirm 
application/tei+xml tei teicorpus 
application/thraud+xml tfi 
# application/timestamp-query 
# application/timestamp-reply 
application/timestamped-datsd 
# application/ttml+xml 
# application/tve-trigger 
# application/ulpfec 
# application/urc-grpsheet+xml 
# application/urc-ressheet+xml 
# application/urc-targetdesc+xml 
# application/urc-uisocketdesc+xml 
# application/vcard+json 
# application/vcard+xml 
# application/vemmi 
# application/vividence.scriptfile 
# application/vnd.3gpp-prose+xml 
# application/vnd.3gpp-prose-pc3ch+xml 
# application/vnd.3gpp.access-transfer-events+xml 
# application/vnd.3gpp.bsf+xml 
# application/vnd.3gpp.mid-call+xml 
application/vnd.3gpp.pic-bw-largeplb 
application/vnd.3gpp.pic-bw-smallpsb 
application/vnd.3gpp.pic-bw-varpsb 
# application/vnd.3gpp.sms 
# application/vnd.3gpp.sms+xml 
# application/vnd.3gpp.srvcc-ext+xml 
# application/vnd.3gpp.srvcc-info+xml 
# application/vnd.3gpp.state-and-event-info+xml 
# application/vnd.3gpp.ussd+xml 
# application/vnd.3gpp2.bcmcsinfo+xml 
# application/vnd.3gpp2.sms 
application/vnd.3gpp2.tcap 
# application/vnd.3lightssoftware.imagescal 
application/vnd.3m.post-it-notes+pwn
# application/vnd.ecowin.seriesrequest
# application/vnd.ecowin.seriesupdate
# application/vnd.ecowin.accessrequest+xml
application/vnd.enliven
# application/vnd.enphase.envoy
# application/vnd.episys.data+xml
application/vnd.epson.esf
application/vnd.epson.msf
application/vnd.epson.quickanime
application/vnd.epson.salt
application/vnd.epson.ssf
# application/vnd.ericsson.quickcall
application/vnd.eszigno3+xml et3
# application/vnd.etsi.aoc+xml
# application/vnd.etsi.asic-e+zip
# application/vnd.etsi.asic-s+zip
# application/vnd.etsi.cug+xml
# application/vnd.etsi.iptvcommand+xml
# application/vnd.etsi.iptvdiscovery+xml
# application/vnd.etsi.iptvprofile+xml
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# application/vnd.etsi.iptvservice+xml
# application/vnd.etsi.iptvsync+xml
# application/vnd.etsi.iptvueprofile+xml
# application/vnd.etsi.mcid+xml
# application/vnd.etsi.mheg5
# application/vnd.etsi.overload-control-policy-dataset+xml
# application/vnd.etsi.pstn+xml
# application/vnd.etsi.sci+xml
# application/vnd.etsi.simservs+xml
# application/vnd.etsi.timestamp-token
# application/vnd.etsi.tsl+xml
# application/vnd.etsi.tsl.der
# application/vnd.eudora.data
application/vnd.ezpix-albumez2
application/vnd.ezpix-packageez3
# application/vnd.f-secure.mobile
# application/vnd.fastcopy-disk-image
application/vnd.fdf
application/vnd.fdsn.mseed
application/vnd.fdsn.seed dataless
# application/vnd.ffsns
# application/vnd.filmit.zfc
# application/vnd.fints
# application/vnd.firemonkeys.cloudcell
application/vnd.flographitgph

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# audio/bv16
# audio/bv32
# audio/clearmode
# audio/cn
# audio/dat12
# audio/dls
# audio/dsr-es201108
# audio/dsr-es202050
# audio/dsr-es202211
# audio/dsr-es202212
# audio/dv
# audio/dvi4
# audio/eac3
# audio/encaprtp
# audio/evrc
# audio/evrc-qcp
# audio/evrc0
# audio/evrc1
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# audio/evrcb1
# audio/evrcnw
# audio/evrcnw0
# audio/evrcnw1
# audio/evrcwb
# audio/evrcwb0
# audio/evrcwb1
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# audio/gsm-efr
# audio/gsm-hr-08
# audio/ilbc
# audio/ip-mr_v2.5
# audio/isac
# audio/116
# audio/l20
# audio/l24
# audio/l8
# audio/lpc
audio/midimid midi kar rmi
# audio/mobile-xmf
audio/mp4m4a mp4a
# audio/mp4a-latm
# audio/mpa
# audio/mpa-robust
audio/mpegmpga mp2 mp2a mp3 m2a m3a
# audio/mpeg4-generic
# audio/musepack
audio/oggoga ogg spx
# audio/opus
# audio/parityfec
# audio/pcma
# audio/pcma-wb
# audio/pcm
# audio/pcm-wb
# audio/prs.sid
# audio/qcelp
# audio/raptorfec
# audio/red
# audio/rtp-enc-aescm128
# audio/rtp-midi
# audio/rtploopback
# audio/rtx
audio/s3ms3m
audio/silksil
# audio/smv
# audio/smv-qcp
# audio/smv0
# audio/sp-midi
# audio/speex
# audio/t140c
# audio/t38
# audio/telephone-event
# audio/tone
# audio/uemclip
# audio/ulpfec
# audio/vdvi
# audio/vmr-wb
# audio/vnd.3gpp.iufp
# audio/vnd.4sb
audio/x-pn-realaudio-plugin
# audio/x-tta
audio/x-wavwav
audio/xmxml
chemical/x-cdxcdx
chemical/x-cifcif
chemical/x-cmdfcmdf
chemical/x-cmlemml
chemical/x-csmlesml
# chemical/x-pdb
chemical/x-xyxxxyz
image/bmpbmp
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jar/org/springframework/http/mime.types
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org.springframework.web.server.adapter.WebHttpHandlerBuilder$SpringWebBlockHoundIntegration

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* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-
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arj.org/springframework/web/method/annotation/AbstractNamedValueMethodArgumentResolver.java
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arj.org/springframework/http/server/reactive/HttpHandlerDecoratorFactory.java

* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-
arj.org/springframework/web/HttpMediaTypeNotAcceptableException.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-
arj.org/springframework/web/bind/annotation/ValueConstants.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-
arj.org/springframework/web/util/IntrospectorCleanupListener.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-
arj.org/springframework/remoting/httpinvoker/HttpInvokerClientConfiguration.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-
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arj.org/springframework/web/bind/support/SimpleSessionStatus.java

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arj.org/springframework/remoting/httpinvoker/HttpInvokerClientConfiguration.java
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* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/jsf/DecoratingNavigationHandler.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/support/SpringBeanAutowiringSupport.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/context/ConfigurableWebEnvironment.java
* /opt/cola/permits/1202826448_1631640009.32/0/spring-web-5-3-6-sources-2-jar/org/springframework/web/client/ResourceAccessException.java

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jar/org/springframework/amqp/utils/SerializationUtils.java

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jar/org/springframework/amqp/core/ReturnedMessage.java

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* /opt/cola/permits/1202863994_1631645112.92/0/spring-amqp-2-3-6-sources-jar/org/springframework/amqp/support/ContentTypeDelegatingMessageConverter.java
* /opt/cola/permits/1202863994_1631645112.92/0/spring-amqp-2-3-6-sources-jar/org/springframework/amqp/support/ConsumerTagStrategy.java
*/
jar/org/springframework/amqp/event/AmqpEvent.java
 */
 * /opt/cola/permits/1202863994_1631645112.92/0/spring-amqp-2-3-6-sources-
 jar/org/springframework/amqp/support/ConditionalExceptionLogger.java
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 jar/org/springframework/amqp/support/converter/DefaultJackson2JavaTypeMapper.java
 * /opt/cola/permits/1202863994_1631645112.92/0/spring-amqp-2-3-6-sources-
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 */

/**
 * Special exception for listener implementations that want to signal that the current
 * batch of messages should be acknowledged immediately (i.e. as soon as possible) without
 * rollback, and without consuming any more messages within the current transaction.
 *
 * @author Dave Syer
 * @author Gary Russell
 *
 */

Found in path(s):
* /opt/cola/permits/1202863994_1631645112.92/0/spring-amqp-2-3-6-sources-jar/org/springframework/amqp/ImmediateAcknowledgeAmqpException.java
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* /opt/cola/permits/1202863994_1631645112.92/0/spring-amqp-2-3-6-sources-jar/org/springframework/amqp/core/ReceiveAndReplyMessageCallback.java
* /opt/cola/permits/1202863994_1631645112.92/0/spring-amqp-2-3-6-sources-jar/org/springframework/amqp/AmqpAuthenticationException.java
* /opt/cola/permits/1202863994_1631645112.92/0/spring-amqp-2-3-6-sources-jar/org/springframework/amqp/utils/test/TestUtils.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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jar/org/springframework/security/access/expression/SecurityExpressionOperations.java

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jar/org/springframework/security/jackson2/RememberMeAuthenticationTokenMixin.java
* /opt/ws_local/PERMITS_SQL/1034612257_1588889269.26/0/spring-security-core-4-2-13-release-sources-1-jar/org/springframework/security/jackson2/CoreJackson2Module.java
* /opt/ws_local/PERMITS_SQL/1034612257_1588889269.26/0/spring-security-core-4-2-13-release-sources-1-jar/org/springframework/security/core/token/Token.java

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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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* /opt/ws_local/PERMITS_SQL/1034612257_1588889269.26/0/spring-security-core-4-2-13-release-sources-1.jar/org/springframework/security/access/intercept/RunAsUserToken.java
* /opt/ws_local/PERMITS_SQL/1034612257_1588889269.26/0/spring-security-core-4-2-13-release-sources-1.jar/org/springframework/security/access/vote/AuthenticatedVoter.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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 * 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>
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 * @author Luke Taylor
 * @since 3.0
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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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1.3177 react-transition-group 4.1.1

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* @author Rossen Stoyanchev
* @since 3.1
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/**
 * XSLT-driven View that allows for response context to be rendered as the
 * result of an XSLT transformation.
 *
 * <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

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* @author Juergen Hoeller
* @since 2.0
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1.3181 libhtml-parser-perl 3.72-3+b3
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1.3182 ruamel-yaml-clib 0.2.2
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1.3183 json-path 2.2.0

1.3184 bcel 2.7.2
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/******

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 19611
* Administrative class to keep track of the version number of
  * the Xalan release.
* 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>
* 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
 * <CODE>"<B>Xalan</B> <B>Java</B> v.<i>r</i>[<i>.dd</i>] <B>D</B><i>D</i><i>n</i>n</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: Xalan.
*/
public static String getProduct()
{
    return "Xalan";
}
public static String getImplementationLanguage()
{
    return "Java";
}

public static int getMajorVersionNum()
{
    return @version.VERSION@;
}

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):
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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.
* @see StylesheetPIHandler
* @xsl.usage internal
*/

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*/
/*
$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.
 * 

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() {
    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
 * complete, 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.
 */

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLProcessorVersion.java
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/** The 'document-location()' id (Proprietary). */

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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/XMLEntities.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/xml/serializer/output_unknown.properties
  * /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Makefile.inc
  * /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_html.properties
  * /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Makefile.inc

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

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 * limitations under the License.
 */

/*
 * $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.xml.dtm.Axis;
import org.apache.xalan.xsltc.runtime.Operators;
import org.apache.xalan.xsltc.compiler.util.ErrorMsg;

public XPathParser(Parser parser) {

/*
 *
 */

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");

        // 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 :
                    _xsltc.registerAttribute(name);
            }
            else if (local.equals("@*")) {
                return NodeTest.ATTRIBUTE;
            }
        }

        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 &lt;tt&gt;true&lt;/tt&gt; 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);
    }
    return null;
}

/**
* 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) {

```java
// 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 DCOLOM;

start with TopLevel;

TopLevel ::= PATTERN Pattern:pattern
              [: RESULT = pattern: :]

              | EXPRESSION Expr:expr
              [: RESULT = expr: :];

/* --------------------------- Patterns ----------------------------------- */

Pattern ::= LocationPathPattern:lpp
              [: RESULT = lpp: :]
| LocationPathPattern::= LocationPathPattern | VBAR | PathPattern::=:
| RESULT = new AlternativePattern(lpp, p); : |

LocationPathPattern ::= SLASH
| RESULT = new AbsolutePathPattern(null); : |

| RelativePathPattern::= RelativePathPattern | SLASH |
| RESULT = new AbsolutePathPattern(rpp); : |

| IdKeyPattern::= IdKeyPattern |
| RESULT = ikp; : |

| IdKeyPattern::= IdKeyPattern | SLASH | RelativePathPattern::= RelativePathPattern |
| RESULT = new ParentPattern(ikp, rpp); : |

| IdKeyPattern::= IdKeyPattern | DSLASH | RelativePathPattern::= RelativePathPattern |
| RESULT = new AncestorPattern(ikp, rpp); : |

| DSLASH | RelativePathPattern::= RelativePathPattern |
| RESULT = new AncestorPattern(rpp); : |

| RelativePathPattern::= RelativePathPattern |
| 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 ::= PROCESS INSTRUCTION LPAREN Literal:l RPAREN
| RESULT = new ProcessingInstructionPattern(l); : |

RelativePathPattern ::= StepPattern::= StepPattern
| RESULT = sp; : |

| StepPattern::= StepPattern | SLASH | RelativePathPattern::= RelativePathPattern |
| RESULT = new ParentPattern(sp, rpp); : |

| StepPattern::= StepPattern | DSLASH | RelativePathPattern::= RelativePathPattern |
| RESULT = new AncestorPattern(sp, rpp); : |

StepPattern ::= NodeTestPattern::= NodeTestPattern
| : |
| 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
{: RESULT = parser.createStepPattern(axis.intValue(), nt, pp); :}

| ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
{: RESULT = pip; // TODO: report error if axis is attribute :}

| ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip Predicates:pp
{: // TODO: report error if axis is attribute
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
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); :};

Predicates ::= Predicate:p
{: 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
   { : 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; : }
MINUS 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:fexp 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(fexp, step);
fpp = new FilterParentPath(fpp, rlp);
if (fexp 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
|
| :  
| RESULT = new AbsoluteLocationPath(); :}
| SLASH RelativeLocationPath rlp
| |
| :  
| RESULT = new AbsoluteLocationPath(rlp); :}
| AbbreviatedAbsoluteLocationPath aalp
| |
| :  
| RESULT = aalp; : ;

AbbreviatedRelativeLocationPath ::= RelativeLocationPath rlp D SlASH 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 'rlp/child::E' into 'rlp/descendant::E'
RelativeLocationPath left = (RelativeLocationPath) rlp;
RESULT = new ParentLocationPath(left, right);
} 
}
// 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 instanceof Step) { |
      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
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)) {
    } 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(10000, Constants.TRANSLET_URI, "xslt", "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"); : |
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 19644

---

```
| DESCENDANT
{: RESULT = parser.getQNameIgnoreDefaultNs("descendant"); :}

| DESCENDANTORSELF
{: RESULT = parser.getQNameIgnoreDefaultNs("descendant-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("preceding"); :}

| PRECEDINGSIBLING
{: RESULT = parser.getQNameIgnoreDefaultNs("preceding-sibling"); :}

| SELF
{: RESULT = parser.getQNameIgnoreDefaultNs("self"); :}

| ID
{: RESULT = parser.getQNameIgnoreDefaultNs("id"); :};

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/xpath.cup
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```
* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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* limitations under the License.
*/

// is found, then throw a special exception in order to terminate

```bash
Found in path(s):
/opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/processor/TransformerFactoryImpl.java
No license file was found, but licenses were detected in source scan.
```

```bash
/*
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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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 * distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 * See the License for the specific language governing permissions and
 * limitations under the License.
 */

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

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* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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* limitations under the License.
*/

/*
* $Id: xpath.lex 1225752 2011-12-30 04:12:46Z mrglavas $
*/

/*
* @author Jacek Ambroziak
* @author Santiago Pericas-Geertsen
* @author Morten Jorgensen
*
*/

package org.apache.xalan.xslt.compiler;

import java_cup.runtime.Symbol;

%%
cup
unicode
class XPathLexer
%yeof

{
    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-u00D8|u00F6-u00F8|u00FF|u0100-u0134|u013E|u0141-u0148|u014A-u017E|u0180-u01C3|u01CD|u01F0-u01F4|u01F5-u01FA|u0217-u0250|u02A8|u02BB-u02C1|u0386-u0388|u038A-u038C|u038E-u03A1|u03A3-u03CE|u03D0-u03D6|u03DC|u03DE|u03E0-u03E2|u03F3|u0401|u040C|u040E|u044F|u0451|u045C-u045E|u0481-u0490|u04C4|u04C7-u04C8|u04CE|u04D0|u04EB|u04EE|u04F5-u04F8|u04F9|u0531|u0556-u0590|u0596|u0599|u059F|u05B0|u05D5|u06E6|u0939|u093E|u093F|u0948|u098F|u0990-u0993|u09A8|u09AA|u09B0-u09B2|u09B6|u09B9|u09DC|u09DD|u09DF-u09E1|u09F0|u09F1|u0A05-u0A0F|u0A10|u0A13|u0A28-u0A2A|u0A30-u0A32|u0A33-u0A35|u0A36-u0A38|u0A39-u0A59|u0A5C|u0A5E|u0A72|u0A74|u0A85|u0A8B|u0A8D|u0A8F|u0A91|u0A93|u0AA8|u0AB0-u0AB2|u0AB3|u0AB5|u0AB9|u0ABD|u0AE0|u0B05|u0B0C|u0B0F|u0B10|u0B13|u0B28|u0B2A|u0B30|u0B32|u0B33|u0B36|u0B39|u0B3D|u0B5C|u0B5D|u0B5F|u0B61|u0B85-
LowSurrogate=[\uD800-\uDCFF]
"self"   { return disambiguateAxisOrFunction(sym.SELF); }
"["   { return newSymbol(sym.LBRACK); }
"]"   { return newSymbol(sym.RBRACK); }
"("   { return newSymbol(sym.LPAREN); }
")"   { return newSymbol(sym.RPAREN); }
"<PATTERN>"   { initialize(); return new Symbol(sym.PATTERN); }
"<EXPRESSION>"   { initialize(); return new Symbol(sym.EXPRESSION); }

\[^\"\]\^\"   { return newSymbol(sym.Literal, yytext().substring(1, yytext().length() - 1)); }
\[^\"\]"   { return newSymbol(sym.Literal, yytext().substring(1, yytext().length() - 1)); }
[Digit]+   { return newSymbol(sym.INT, new Long(yytext())); }
[Digit]+("."[Digit]*)?   { return newSymbol(sym.REAL, new Double(yytext())); }
","[Digit]+   { return newSymbol(sym.REAL, new Double(yytext())); }
","   { return newSymbol(sym.DOT); }
(\{NCName\}"::)?\{NCName\}   { return newSymbol(sym.QNAME, yytext()); }
(\{NCName\}"::*")   { return newSymbol(sym.QNAME, yytext()); }
(\{NCName\}"::*"\@")   { return newSymbol(sym.QNAME, yytext()); }
[\s\w\n\f]   { /* ignore white space. */ }
   { throw new Exception(yytext()); }

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/xpath.lex

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* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
* See the License for the specific language governing permissions and
* limitations under the License.
*/

/*
* $Id: XSLProcessorVersion.src 468640 2006-10-28 06:53:53Z minchau $
*/
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.
*/
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
 * 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 final int DEVELOPMENT = 0;

/**
 * Version String like <CODE>"<B>Xalan</B> <B>Language</B> v.r[.dd| <B>D</B>nn"</CODE>.
 * <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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jar/org/apache/xml/utils/WrongParserException.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/XPathVisitor.java
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1.5.22.RELEASE

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Here is a list of the main contributors to lm-sensors version 3.

* Frodo Looijaard
  Original author of libsensors, sensors-detect, sensors and isadump.
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  Configuration file converter.
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  Support for multiple configuration files in libsensors.

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1.3208 internmap 1.0.1

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```
# Test code for the vcenter license module.
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# GNU General Public License v3.0+ (see COPYING or https://www.gnu.org/licenses/gpl-3.0.txt)

- name: Store the vCenter container IP
  set_fact:
    vcenter_host: "{{ lookup('env', 'vcenter_host') }}"

- debug:
  var: vcenter_host

- name: Wait for vcsim controller to come online {{ vcenter_host }}
  wait_for:
    host: "{{ vcenter_host }}"
    port: 5000
    state: started

- name: Kill vcsim
  uri:
    url: http://{{ vcenter_host }}:5000/killall

- name: Start vcsim
  uri:
    url: http://{{ vcenter_host }}:5000/spawn?cluster=2
  register: vcsim_instance

- name: Wait for vcsim server to come up online {{ vcenter_host }}
  wait_for:
    host: "{{ vcenter_host }}"
    port: 443
    state: started

- debug:
  var: vcsim_instance

# FIXME: ServerFaultCode: LicenseManager:LicenseManager does not implement: AddLicense
#- name: Add a vCenter evaluation license
  vcenter_license:
    # hostname: '[[ vcenter_host ]]'
    # username: '[[ vcsim_instance["json"]["username"] ]]
    # password: '[[ vcsim_instance["json"]["password"] ]]
    # validate_certs: no
    # license: 00000-00000-00000-00000-00000
# state: present

#- name: Remove an (unused) vCenter evaluation license
# vcenter_license:
#  hostname: '{{ vcenter_host }}'
#  username: '{{ vcsim_instance["json"]"username" }}'
#  password: '{{ vcsim_instance["json"]"password" }}'
#  validate_certs: no
#  license: 00000-00000-00000-00000-00000
#  state: absent

#- name: Add an invalid vCenter license
# vcenter_license:
#  hostname: '{{ vcenter_host }}'
#  username: '{{ vcsim_instance["json"]"username" }}'
#  password: '{{ vcsim_instance["json"]"password" }}'
#  validate_certs: no
#  license: 00000-00000-00000-00000-00001
#  state: present
#  ignore_errors: yes

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SNMP SMI compiler
==================

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The PySMI library and tools are designed to parse, verify and transform
SNMP SMI <https://en.wikipedia.org/wiki/Management_information_base>\_ MIB
modules from their original ASN.1 form into JSON or pysnmp <http://snmplabs.com/pysnmp/>\_ representation.

Documentation
--------------

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Source code & Changelog
-----------------------

Project source code is hosted at `GitHub <https://github.com/etingof/pysmi>`_.
Everyone is welcome to fork and contribute back!

We maintain the detailed `log of changes <https://github.com/etingof/pysmi/blob/master/changelog>`_ to our software.

Download & Install
--------------------

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-------

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MIB files archive

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

The PySMI project maintains a `collection <http://mibs.snmplabs.com/asn1/>`_ of publicly available ASN.1 MIB files collected on the Internet. You are welcome to use this MIBs archive however we can't guarantee any degree of consistency or reliability when it comes to these MIB modules.

The *mibdump.py* tool as well as many other utilities based on PySMI are programmed to use this MIB repository for automatic download and dependency resolution.

You can always reconfigure PySMI to use some other remote MIB repository instead or in addition to this one.

Contact
-------

In case of questions or troubles using SNMP SMI library, please open up an `issue <https://github.com/etingof/pysmi/issues>`_ at GitHub or ask at `Stack Overflow <http://stackoverflow.com/questions/tagged/pysmi>`_.

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SNMP MIB parser

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PySMI is a pure-Python implementation of
[SNMP SMI](https://en.wikipedia.org/wiki/Management_information_base) MIB parser.
This tool is designed to turn ASN.1 MIBs into various formats. As of this moment, JSON and [pysnmp](https://github.com/etingof/pysnmp) modules can be generated
from ASN.1 MIBs.

Features
--------

* Understands SMIv1, SMIv2 and de-facto SMI dialects
* Turns MIBs into pysnmp classes and JSON documents
* Maintains an index of MIB objects over many MIB modules
* Automatically pulls ASN.1 MIBs from local directories, ZIP archives, HTTP and FTP servers
* 100% Python, works with Python 2.4 up to Python 3.7

Rendered PySMI documentation can be found at [pysmi site](http://snmplabs.com/pysmi).

How to use PySMI
-----------------

If you are using pysnmp, you might never notice pysmi presence - pysnmp calls pysmi for MIB download and compilation behind the scenes (you can still can do that manually by invoking *mibdump.py* tool).

To turn ASN.1 MIB into a JSON document, call *mibdump.py* tool like this:

```
$ mibdump.py --generate-mib-texts --destination-format json IF-MIB
```

Source MIB repositories: file:///usr/share/snmp/mibs, http://mibs.snmplabs.com/asn1/@mib@
Borrow missing/failed MIBs from: http://mibs.snmplabs.com/json/fulltexts/@mib@
Existing/compiled MIB locations:
Compiled MIBs destination directory: .
MIBs excluded from code generation: RFC-1212, RFC-1215, RFC1065-SMI, RFC1155-SMI, RFC1158-MIB, RFC1213-MIB, SNMPv2-CONF, SNMPv2-SMI, SNMPv2-TC, SNMPv2-TM
MIBs to compile: IF-MIB
Destination format: json
Parser grammar cache directory: not used
Also compile all relevant MIBs: yes
Rebuild MIBs regardless of age: yes
Do not create/update MIBs: no
Byte-compile Python modules: no (optimization level no)
Ignore compilation errors: no
Generate OID->MIB index: no
Generate texts in MIBs: yes
Keep original texts layout: no
Try various filenames while searching for MIB module: yes
Created/updated MIBs: IANAifType-MIB, IF-MIB, SNMPv2-MIB
Pre-compiled MIBs borrowed:
Up to date MIBs: SNMPv2-CONF, SNMPv2-SMI, SNMPv2-TC
Missing source MIBs:
Ignored MIBs:
Failed MIBs:

```json
{
    "ifMIB": {
        "name": "ifMIB",
        "oid": "1.3.6.1.2.1.31",
        "class": "moduleidentity",
        "revisions": [
            "2007-02-15 00:00",
            "1996-02-28 21:55",
            "1993-11-08 21:55"
        ]
    },

    "ifTestId": {
        "name": "ifTestId",
        "oid": "1.3.6.1.2.1.31.1.1",
        "nodetype": "column",
        "class": "objecttype",
        "syntax": {
            "type": "TestAndIncr",
            "class": "type"
        }
    }
}
```

JSON document build from [IF-MIB module](http://mibs.snmplabs.com/asn1/IF-MIB) would hold information such as:

```json
{
    "ifMIB": {
        "name": "ifMIB",
        "oid": "1.3.6.1.2.1.31.1.3",
        "nodetype": "table",
        "class": "objecttype",
        "maxaccess": "not-accessible"
    },

    "ifTestId": {
        "name": "ifTestId",
        "oid": "1.3.6.1.2.1.31.1.3.1",
        "nodetype": "row",
        "class": "objecttype",
        "maxaccess": "not-accessible",
        "augmention": {
            "name": "ifTestId",
            "module": "IF-MIB",
            "object": "ifEntry"
        }
    }
}
```
In general, converted MIBs capture all aspects of original (ASN.1) MIB contents and layout. The snippet above is just a partial example, but here is the complete [IF-MIB.json](http://mibs.snmplabs.com/json/fulltexts/IF-MIB.json) file.

Besides one-to-one MIB conversion, PySMI library can produce JSON index to facilitate fast MIB information lookup across large collection of MIB files. For example, JSON index for
[IP-MIB.json](http://mibs.snmplabs.com/json/asn1/IP-MIB),
[TCP-MIB.json](http://mibs.snmplabs.com/json/asn1/TCP-MIB) and
[UDP-MIB.json](http://mibs.snmplabs.com/json/asn1/UDP-MIB) modules would keep information like this:

```json
{
  "compliance": {
    "1.3.6.1.2.1.48.2.1.1": ["IP-MIB"],
    "1.3.6.1.2.1.49.2.1.1": ["TCP-MIB"],
    "1.3.6.1.2.1.50.2.1.1": ["UDP-MIB"]
  },
  "identity": {
    "1.3.6.1.2.1.48": ["IP-MIB"],
    "1.3.6.1.2.1.49": ["TCP-MIB"],
    "1.3.6.1.2.1.50": ["UDP-MIB"]
  },
  "oids": {
    "1.3.6.1.2.1.4": ["IP-MIB"],
    "1.3.6.1.2.1.5": ["IP-MIB"]
  }
}
```
"IP-MIB"
].
"1.3.6.1.2.1.6": [
"TCP-MIB"
].
"1.3.6.1.2.1.7": [
"UDP-MIB"
].
"1.3.6.1.2.1.49": [
"TCP-MIB"
].
"1.3.6.1.2.1.50": [
"UDP-MIB"
]
}
}

With this example, *compliance* and *identity* keys point to
*MODULE-COMPLIANCE* and *MODULE-IDENTITY* MIB objects, *oids*
list top-level OIDs branches defined in MIB modules. Full index
build over thousands of MIBs could be seen
[here](http://mibs.snmplabs.com/json/index.json).

The PySMI library can automatically fetch required MIBs from HTTP, FTP sites
or local directories. You could configure any MIB source available to you (including

How to get PySMI
----------------

The pysmi package is distributed under terms and conditions of 2-clause
BSD [license](http://snmplabs.com/pysmi/license.html). Source code is freely
available as a GitHub [repo](https://github.com/etingof/pysmi).

You could `pip install pysmi` or download it from [PyPI](https://pypi.org/project/pysmi/).

If something does not work as expected,
[open an issue](https://github.com/etingof/pysmi/issues) at GitHub or
post your question [on Stack Overflow](http://stackoverflow.com/questions/ask).

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* /opt/cola/permits/1154558979_1618687784.84/0/etingof-pysmi-v0-3-4-0-ga0ae433-tar-gz/etingof-pysmi-a0ae433/tests/test_typedeclaration_smiv2_pysnmp.py
* /opt/cola/permits/1154558979_1618687784.84/0/etingof-pysmi-v0-3-4-0-ga0ae433-tar-gz/etingof-pysmi-a0ae433/pysmi/searcher/base.py
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1.3226 greenlet 0.4.15

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slp_platformselect.h
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1.3227 unist-builder 2.0.3
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1.3228 font-awesome 4.7.0

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$fa-var-drivers-license: "2c2";

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* /opt/cola/permits/1003166466_1607450718.47/0/components-font-awesome-4-7-0-0-g885308b-target/components-font-awesome-885308b/css/_variables.scss
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.@{fa-css-prefix}-drivers-license:before,

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 */

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* /opt/cola/permits/1003166466_1607450718.47/0/components-font-awesome-4-7-0-0-g885308b-target/components-font-awesome-885308b/css/fontawesome.css
* /opt/cola/permits/1003166466_1607450718.47/0/components-font-awesome-4-7-0-0-g885308b-target/components-font-awesome-885308b-sc
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// Variables
// --------------------------

@fa-font-path: "../fonts";
@fa-font-size-base: 14px;
@fa-line-height-base: 1;
//@fa-font-path: "//netdna.bootstrapcdn.com/font-awesome/4.7.0/fonts"; // for referencing Bootstrap CDN font files directly
@fa-css-prefix: fa;
@fa-version: "4.7.0";
@fa-border-color: #eee;
@fa-inverse: #fff;
@fa-li-width: (30em / 14);

@fa-var-500px: "\f26e";
@fa-var-address-book: "\f2b9";
@fa-var-address-book-o: "\f2ba";
@fa-var-address-card: "\f2bb";
@fa-var-address-card-o: "\f2bc";
@fa-var-adjust: "\f042";
@fa-var-adn: "\f170";
@fa-var-align-center: "\f037";
@fa-var-align-justify: "\f039";
@fa-var-align-left: "\f036";
@fa-var-align-right: "\f038";
@fa-var-amazon: "\f270";
@fa-var-ambulance: "\f0f9";
@fa-var-american-sign-language-interpreting: "\f2a3";
@fa-var-anchor: "\f13d";
@fa-var-android: "\f17b";
@fa-var-angellist: "\f209";
@fa-var-angle-double-down: "\f103";
@fa-var-angle-double-left: "\f100";
@fa-var-angle-double-right: "\f101";
@fa-var-angle-double-up: "\f102";
@fa-var-angle-down: "\f107";
@fa-var-angle-left: "\f104";
@fa-var-angle-right: "\f105";
@fa-var-angle-up: "\f106";
@fa-var-apple: "\f179";
@fa-var-archive: "\f187";
Font Awesome

Shim repository for Font Awesome.

The full suite of pictographic icons, examples, and documentation can be found at:
http://fortawesome.github.com/Font-Awesome/

Package Managers

Package Managers

- [npm](http://npmjs.org): `components-font-awesome`
- [Bower](http://bower.io): `components-font-awesome`
- [Component](https://github.com/component/component): `components/font-awesome`
- [Composer](http://packagist.org/packages/components/font-awesome): `components/font-awesome`

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* /opt/cola/permits/1003166466_1607450718.47/0/components-font-awesome-4-7-0-0-g885308b-targz/components-font-awesome-885308b/fonts/fontawesome-webfont.svg

1.3229 jackson-annotations 2.9.0

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1.3231 spring-tx 5.1.6.RELEASE
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* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/transaction/support/SmartTransactionObject.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/transaction/config/JtaTransactionManagerBeanDefinitionParser.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/transaction/SavepointManager.java

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/*

jar/org/springframework/transaction/interceptor/MatchAlwaysTransactionAttributeSource.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/transaction/support/AbstractTransactionStatus.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/jca/cci/CannotGetCciConnectionException.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/transaction/interceptor/TransactionAspectSupport.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/transaction/support/TransactionSynchronization.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/jca/cci/object/MappingCommAreaOperation.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/transaction/support/DefaultTransactionDefinition.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/transaction/support/ResourceHolderSupport.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/transaction/support/DaoSupport.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/jca/CCI/OperationNotSupportedException.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/jca/cci/connection/TransactionAwareConnectionFactoryProxy.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/jca/endpoint/GenericMessageEndpointManager.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/jca/connection/CciLocalTransactionManager.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/jca/WorkManagerTaskExecutor.java
* /opt/cola/permits/110923451_1606872910.73/0/spring-tx-5-1-6-release-sources.jar/org/springframework/transaction/annotation/Transactional.java
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* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-
  jar/org/springframework/transaction/support/ResourceHolder.java
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* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-
  jar/org/springframework/transaction/interceptor/TransactionAttributeEditor.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-
  jar/org/springframework/transaction/interceptor/TransactionAttribute.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-
  jar/org/springframework/transaction/interceptor/TransactionAttributeSource.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-
  jar/org/springframework/transaction/interceptor/CompositeTransactionAttributeSource.java
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* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/dao/OptimisticLockingFailureException.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/dao/DataAccessResourceFailureException.java
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* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/jca/ccicore/support/CommAreaRecord.java
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* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/dao/DataRetrievalFailureException.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/transaction/support/CallbackPreferringPlatformTransactionManager.java
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* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/dao/DataAccessException.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/transaction/jta/WebSphereUowTransactionManager.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/transaction/event/TransactionPhase.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/jca/context/ResourceAdapterApplicationContext.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/jca/ccicore/Object/EisOperation.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/jca/support/SimpleBootstrapContext.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/transaction/support/CallbackPreferringPlatformTransactionManager.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/jca/context/BootstrapContextAwareProcessor.java
* /opt/cola/permits/1110923451_1606872910.73/0/spring-tx-5-1-6-release-sources-jar/org/springframework/jca/support/ResourceAdapterFactoryBean.java

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 * Creates a new [@link GeneratorAdapter]. <i>Subclasses must not use this
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 * [@link #GeneratorAdapter(int, MethodVisitor, int, String, String)]
 * version.
 *
 * @param mv
 * the method visitor to which this adapter delegates calls.
 * @param access
 * the method's access flags (see [@link Opcodes]).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see [@link Type Type]).
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-
jar/org/objectweb/asm/commons/GeneratorAdapter.java
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* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/util/ASMifiable.java
* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/util/Textifiable.java

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/**
* Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
* not use this constructor</i>. Instead, they must use the
* {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
* version.
* 
* @param typeRef
* a reference to the annotated type. See {@link TypeReference}.
* @param typePath
* the path to the annotated type argument, wildcard bound, array
* element type, or static inner type within 'typeRef'. May be
* <tt>null</tt> if the annotation targets 'typeRef' as a whole.
* @param start
* the fist instructions corresponding to the continuous ranges
* that make the scope of this local variable (inclusive).
* @param end
* the last instructions corresponding to the continuous ranges
* that make the scope of this local variable (exclusive). This
* array must have the same size as the 'start' array.
* @param index
* the local variable's index in each range. This array must have
* the same size as the 'start' array.
* @param desc
* the class descriptor of the annotation class.
/*

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* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java
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* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/commons/SimpleRemapper.java
* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/tree/InnerClassNode.java
* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/tree/FrameNode.java
* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/tree/InsnNode.java
* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/tree/analysis/AnalyzerException.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.
 */

Found in path(s):
* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-
* jar/org/objectweb/asm/commons/JSRInlinerAdapter.java

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* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/xml/SAXFieldAdapter.java
* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/xml/SAXAdapter.java
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* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/xml/SAXClassAdapter.java
* /opt/cola/permits/1138554392_1614291227.62/0/asm-6-0-sources-1-jar/org/objectweb/asm/xml/SAXCodeAdapter.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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/**
 * 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.
 */

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* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5.jar/javassist/bytecode/annotation/CharMemberValue.java
/*
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 */

Found in path(s):
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/StringMemberValue.java
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* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/FloatMemberValue.java

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1.3251 libstatgrab 0.91-1+b2

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Lot of things were rewritten and updated by Bartosz Fenski <fenio@debian.org>,
which is now official maintainer.

It was downloaded from http://www.i-scream.org/libstatgrab/

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1.3253 decode-uri-component 0.2.0
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* /opt/cola/permits/1148544983_1617703667.85/0/spring-tx-5-3-5-sources-
jar/org/springframework/dao/IncorrectResultSizeDataAccessException.java
* /opt/cola/permits/1148544983_1617703667.85/0/spring-tx-5-3-5-sources-
jar/org/springframework/jca/cci/object/MappingCommAreaOperation.java
* /opt/cola/permits/1148544983_1617703667.85/0/spring-tx-5-3-5-sources-
jar/org/springframework/jca/cci/connection/ConnectionHolder.java
* /opt/cola/permits/1148544983_1617703667.85/0/spring-tx-5-3-5-sources-
jar/org/springframework/transaction/support/SimpleTransactionStatus.java

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* /opt/cola/permits/1148544983_1617703667.85/0/spring-tx-5-3-5-sources-jar/org/springframework/transaction/support/TransactionSynchronizationUtils.java
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* /opt/cola/permits/1148544983_1617703667.85/0/spring-tx-5-3-5-sources-jar/org/springframework/transaction/interceptor/TransactionAttributeSourceEditor.java
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1.3264 send 0.17.1

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* jchuff.c
*
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* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* *
* This file contains Huffman entropy encoding routines.
* Both sequential and progressive modes are supported in this single module.
* *
* Much of the complexity here has to do with supporting output suspension.
* If the data destination module demands suspension, we want to be able to
* back up to the start of the current MCU. To do this, we copy state
* variables into local working storage, and update them back to the
* permanent JPEG objects only upon successful completion of an MCU.
* *
* We do not support output suspension for the progressive JPEG mode, since
* the library currently does not allow multiple-scan files to be written
* with output suspension.
*/

Found in path(s):
* /opt/cola/permits/1103550007_160577850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jchuff.c

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IJG JPEG LIBRARY: CODING RULES

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Since numerous people will be contributing code and bug fixes, it's important
to establish a common coding style. The goal of using similar coding styles
is much more important than the details of just what that style is.

In general we follow the recommendations of "Recommended C Style and Coding
Standards" revision 6.1 (Cannon et al. as modified by Spencer, Keppel and
Brader). This document is available in the IJG FTP archive (see

Block comments should be laid out thusly:

/ *
* Block comments in this style.
*/

We indent statements in K&R style, e.g.,
if (test) {
    then-part;
} else {
    else-part;
}
with two spaces per indentation level. (This indentation convention is
handled automatically by GNU Emacs and many other text editors.)

Multi-word names should be written in lower case with underscores, e.g.,
multi_word_name (not multiWordName). Preprocessor symbols and enum constants
are similar but upper case (MULTI_WORD_NAME). Names should be unique within
the first fifteen characters. (On some older systems, global names must be
unique within six characters. We accommodate this without cluttering the
source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code
transformation to feed prototype-less C compilers. Transformation is done
by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript).
ansi2knr is not very bright, so it imposes a format requirement on function
declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions
should be written in the following style:

LOCAL(int *)
function_name (int a, char *b)
{
    code...
}

Note that each function definition must begin with GLOBAL(type), LOCAL(type),
or METHODDEF(type). These macros expand to "static type" or just "type" as
appropriate. They provide a readable indication of the routine's usage and
can readily be changed for special needs. (For instance, special linkage
keywords can be inserted for use in Windows DLLs.)

ansi2knr does not transform method declarations (function pointers in
structs). We handle these with a macro JMETHOD, defined as

#ifdef HAVE_PROTOTYPES
#define JMETHOD(type,methodname,arglist)  type (*methodname) arglist
#else
#define JMETHOD(type,methodname,arglist)  type (*methodname) ()
#endif

which is used like this:

struct function_pointers {
    JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
JMETHOD(void, term_entropy_encoder, (void));
};

Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size_t.

The JPEG library is intended to be used within larger programs. Furthermore, we want it to be reentrant so that it can be used by applications that process multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts, etc; pass these through the common routines provided.

2. Minimize global namespace pollution. Functions should be declared static wherever possible. (Note that our method-based calling conventions help this a lot: in many modules only the initialization function will ever need to be called directly, so only that function need be externally visible.) All global function names should begin with "jpeg_", and should have an abbreviated name (unique in the first six characters) substituted by macro when NEED_SHORT_EXTERNAL_NAMES is set.

3. Don't use global variables; anything that must be used in another module should be in the common data structures.

4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).

5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep compression and decompression code in separate source files --- some applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the
modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/coderules.txt

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/*
 * jerror.h
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file defines the error and message codes for the JPEG library.
 * Edit this file to add new codes, or to translate the message strings to
 * some other language.
 * A set of error-reporting macros are defined too. Some applications using
 * the JPEG library may wish to include this file to get the error codes
 * and/or the macros.
 */

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/*
 * jfdctfst.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains a fast, not so accurate integer implementation of the
 * forward DCT (Discrete Cosine Transform).
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.
*/

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/*
* wrjpgcom.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
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* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a very simple stand-alone application that inserts
* user-supplied text as a COM (comment) marker in a JFIF file.
* This may be useful as an example of the minimum logic needed to parse
* JPEG markers.
*/

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* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrjpgcom.c
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INSTALLATION INSTRUCTIONS for the Independent JPEG Group's JPEG software

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This file explains how to configure and install the IJG software. We have
tried to make this software extremely portable and flexible, so that it can be
adapted to almost any environment. The downside of this decision is that the
installation process is complicated. We have provided shortcuts to simplify
the task on common systems. But in any case, you will need at least a little
familiarity with C programming and program build procedures for your system.
If you are only using this software as part of a larger program, the larger program's installation procedure may take care of configuring the IJG code. For example, Ghostscript's installation script will configure the IJG code. You don't need to read this file if you just want to compile Ghostscript.

If you are on a Unix machine, you may not need to read this file at all. Try doing
./configure
make
make test
If that doesn't complain, do
make install
(better do "make -n install" first to see if the makefile will put the files where you want them). Read further if you run into snags or want to customize the code for your system.

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by hand
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Installing the software
Optional stuff
Optimization
Hints for specific systems

BEFORE YOU START
================

Before installing the software you must unpack the distributed source code. Since you are reading this file, you have probably already succeeded in this task. However, there is a potential for error if you needed to convert the files to the local standard text file format (for example, if you are on MS-DOS you may have converted LF end-of-line to CR/LF). You must apply such conversion to all the files EXCEPT those whose names begin with "test". The test files contain binary data; if you change them in any way then the self-test will give bad results.

Please check the last section of this file to see if there are hints for the specific machine or compiler you are using.
CONFIGURING THE SOFTWARE
==============================

To configure the IJG code for your system, you need to create two files:
* jconfig.h: contains values for system-dependent #define symbols.
* Makefile: controls the compilation process.
(On a non-Unix machine, you may create "project files" or some other substitute for a Makefile. jconfig.h is needed in any environment.)

We provide three different ways to generate these files:
* On a Unix system, you can just run the "configure" script.
* We provide sample jconfig files and makefiles for popular machines; if your machine matches one of the samples, just copy the right sample files to jconfig.h and Makefile.
* If all else fails, read the instructions below and make your own files.

Configuring the software using the automatic "configure" script
---------------------------------------------------------------

If you are on a Unix machine, you can just type
./configure
and let the configure script construct appropriate configuration files. If you're using "csh" on an old version of System V, you might need to type
sh configure
instead to prevent csh from trying to execute configure itself.
Expect configure to run for a few minutes, particularly on slower machines; it works by compiling a series of test programs.

Configure was created with GNU Autoconf and it follows the usual conventions for GNU configure scripts. It makes a few assumptions that you may want to override. You can do this by providing optional switches to configure:

* Configure will build both static and shared libraries, if possible.
  If you want to build libjpeg only as a static library, say
  ./configure --disable-shared
  If you want to build libjpeg only as a shared library, say
  ./configure --disable-static
Configure uses GNU libtool to take care of system-dependent shared library building methods.

* Configure will use gcc (GNU C compiler) if it's available, otherwise cc.
  To force a particular compiler to be selected, use the CC option, for example
  ./configure CC=’cc’
  The same method can be used to include any unusual compiler switches.
  For example, on HP-UX you probably want to say
./configure CC='cc -Aa'
to get HP's compiler to run in ANSI mode.

* The default CFLAGS setting is "-g" for non-gcc compilers, "-g -O2" for gcc.
You can override this by saying, for example,
./configure CFLAGS='-O2'
if you want to compile without debugging support.

* Configure will set up the makefile so that "make install" will install files
into /usr/local/bin, /usr/local/man, etc. You can specify an installation
prefix other than "/usr/local" by giving configure the option "--prefix=PATH".

* If you don't have a lot of swap space, you may need to enable the IJG
software's internal virtual memory mechanism. To do this, give the option
"--enable-maxmem=N" where N is the default maxmemory limit in megabytes.
This is discussed in more detail under "Selecting a memory manager", below.
You probably don't need to worry about this on reasonably-sized Unix machines,
unless you plan to process very large images.

Configure has some other features that are useful if you are cross-compiling
or working in a network of multiple machine types; but if you need those
features, you probably already know how to use them.

Configuring the software using one of the supplied jconfig and makefile files
---------------------------------------------------------------------------------

If you have one of these systems, you can just use the provided configuration
files:

Makefile  jconfig  file
System and/or compiler

makefile.manxjconfig.manxAmiga, Manx Aztec C
makefile.sasjconfig.sasAmiga, SAS C
makeproj.macjconfig.macApple Macintosh, Metrowerks CodeWarrior
mak*jpeg.stjconfig.stAtari ST/STE/TT, Pure C or Turbo C
makefile.bccjconfig.bccMS-DOS or OS/2, Borland C
makefile.djjconfig.djMS-DOS, DJGPP (Delorie's port of GNU C)
makefile.mc6jconfig.mc6MS-DOS, Microsoft C (16-bit only)
makefile.watjconfig.watMS-DOS, OS/2, or Windows NT, Watcom C
makefile.vcjconfig.vcWindows, MS Visual C++
makefile.vsjconfig.vcWindows, MS Visual C++ 6 Developer Studio
make*.vc6
makefile.vsjconfig.vcWindows, Visual Studio 2019 (v16)
make*.v16
makefile.b32jconfig.vcWindows, Borland C++ 32-bit (bcc32)
makefile.mmsjconfig.vmsDigital VMS, with MMS software
makefile.vmsjconfig.vmsDigital VMS, without MMS software
Copy the proper jconfig file to jconfig.h and the makefile to Makefile (or whatever your system uses as the standard makefile name). For more info see the appropriate system-specific hints section near the end of this file.

Configuring the software by hand
--------------------------------

First, generate a jconfig.h file. If you are moderately familiar with C, the comments in jconfig.txt should be enough information to do this; just copy jconfig.txt to jconfig.h and edit it appropriately. Otherwise, you may prefer to use the ckconfig.c program. You will need to compile and execute ckconfig.c by hand --- we hope you know at least enough to do that. ckconfig.c may not compile the first try (in fact, the whole idea is for it to fail if anything is going to). If you get compile errors, fix them by editing ckconfig.c according to the directions given in ckconfig.c. Once you get it to run, it will write a suitable jconfig.h file, and will also print out some advice about which makefile to use.

You may also want to look at the canned jconfig files, if there is one for a system similar to yours.

Second, select a makefile and copy it to Makefile (or whatever your system uses as the standard makefile name). The most generic makefiles we provide are

makefile.ansi: if your C compiler supports function prototypes
makefile.unix: if not.
(You have function prototypes if ckconfig.c put "#define HAVE_PROTOTYPES" in jconfig.h.) You may want to start from one of the other makefiles if there is one for a system similar to yours.

Look over the selected Makefile and adjust options as needed. In particular you may want to change the CC and CFLAGS definitions. For instance, if you are using GCC, set CC=gcc. If you had to use any compiler switches to get ckconfig.c to work, make sure the same switches are in CFLAGS.

If you are on a system that doesn't use makefiles, you'll need to set up project files (or whatever you do use) to compile all the source files and link them into executable files cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom. See the file lists in any of the makefiles to find out which files go into each program. Note that the provided makefiles all make a "library" file libjpeg first, but you don't have to do that if you don't want to; the file lists identify which source files are actually needed for compression, decompression, or both. As a last resort, you can make a batch script that just compiles everything and links it all together; makefile.vms is an example of this (it's for VMS systems that have no make-like utility).
Here are comments about some specific configuration decisions you'll need to make:

Command line style
-------------------

These programs can use a Unix-like command line style which supports
redirection and piping, like this:
cjpeg inputfile >outputfile
cjpeg <inputfile >outputfile
source program | cjpeg >outputfile
The simpler "two file" command line style is just
cjpeg inputfile outputfile
You may prefer the two-file style, particularly if you don't have pipes.

You MUST use two-file style on any system that doesn't cope well with binary
data fed through stdin/stdout; this is true for some MS-DOS compilers, for
example. If you're not on a Unix system, it's safest to assume you need
two-file style. (But if your compiler provides either the Posix-standard
fdopen() library routine or a Microsoft-compatible setmode() routine, you
can safely use the Unix command line style, by defining USE_FDOPEN or
USE_SETMODE respectively.)

To use the two-file style, make jconfig.h say "#define TWO_FILE_COMMANDLINE".

Selecting a memory manager
---------------------------

The IJG code is capable of working on images that are too big to fit in main
memory; data is swapped out to temporary files as necessary. However, the
code to do this is rather system-dependent. We provide five different
memory managers:

* jmemansi.c This version uses the ANSI-standard library routine tmpfile(),
  which not all non-ANSI systems have. On some systems
tmpfile() may put the temporary file in a non-optimal
  location; if you don't like what it does, use jmemname.c.

* jmemname.c This version creates named temporary files. For anything
  except a Unix machine, you'll need to configure the
  select_file_name() routine appropriately; see the comments
  near the head of jmemname.c. If you use this version, define
  NEED_SIGNAL_CATCHER in jconfig.h to make sure the temp files
  are removed if the program is aborted.

* jmemnobs.c (That stands for No Backing Store :-).) This will compile on
  almost any system, but it assumes you have enough main memory
  or virtual memory to hold the biggest images you work with.
* jmemdos.c This should be used with most 16-bit MS-DOS compilers. See the system-specific notes about MS-DOS for more info.

IMPORTANT: if you use this, define USE_MSDOS_MEMMGR in jconfig.h, and include the assembly file jmemdos.asm in the programs. The supplied makefiles and jconfig files for 16-bit MS-DOS compilers already do both.

* jmemmac.c Custom version for Apple Macintosh; see the system-specific notes for Macintosh for more info.

To use a particular memory manager, change the SYSDEPMEM variable in your makefile to equal the corresponding object file name (for example, jmemansi.o or jmemansi.obj for jmemansi.c).

If you have plenty of (real or virtual) main memory, just use jmemnobs.c. "Plenty" means about ten bytes for every pixel in the largest images you plan to process, so a lot of systems don't meet this criterion.

If yours doesn't, try jmemansi.c first. If that doesn't compile, you'll have to use jmemname.c; be sure to adjust select_file_name() for local conditions. You may also need to change unlink() to remove() in close_backing_store().

Except with jmemnobs.c or jmemmac.c, you need to adjust the DEFAULT_MAX_MEM setting to a reasonable value for your system (either by adding a #define for DEFAULT_MAX_MEM to jconfig.h, or by adding a -D switch to the Makefile).

This value limits the amount of data space the program will attempt to allocate. Code and static data space isn't counted, so the actual memory needs for cjpeg or djpeg are typically 100 to 150Kb more than the max-memory setting. Larger max-memory settings reduce the amount of I/O needed to process a large image, but too large a value can result in "insufficient memory" failures. On most Unix machines (and other systems with virtual memory), just set DEFAULT_MAX_MEM to several million and forget it. At the other end of the spectrum, for MS-DOS machines you probably can't go much above 300K to 400K. (On MS-DOS the value refers to conventional memory only. Extended/expanded memory is handled separately by jmemdos.c.)

BUILDING THE SOFTWARE
=======================

Now you should be able to compile the software. Just say "make" (or whatever's necessary to start the compilation). Have a cup of coffee.

Here are some things that could go wrong:

If your compiler complains about undefined structures, you should be able to shut it up by putting "#define INCOMPLETE_TYPES_BROKEN" in jconfig.h.
If you have trouble with missing system include files or inclusion of the wrong ones, read jinclude.h. This shouldn't happen if you used configure or ckconfig.c to set up jconfig.h.

There are a fair number of routines that do not use all of their parameters; some compilers will issue warnings about this, which you can ignore. There are also a few configuration checks that may give "unreachable code" warnings. Any other warning deserves investigation.

If you don't have a getenv() library routine, define NO_GETENV.

Also see the system-specific hints, below.

TESTING THE SOFTWARE
====================

As a quick test of functionality we've included a small sample image in several forms:

- testorig.jpg: starting point for the djpeg tests.
- testimg.ppm: The output of djpeg testorig.jpg
- testimg.bmp: The output of djpeg -bmp -colors 256 testorig.jpg
- testimg.jpg: The output of cjpeg testimg.ppm
- testprog.jpg: Progressive-mode equivalent of testorig.jpg.
- testimgp.jpg: The output of cjpeg -progressive -optimize testimg.ppm

(The first- and second-generation .jpg files aren't identical since the default compression parameters are lossy.) If you can generate duplicates of the testimg* files then you probably have working programs.

With most of the makefiles, "make test" will perform the necessary comparisons.

If you're using a makefile that doesn't provide the test option, run djpeg and cjpeg by hand and compare the output files to testimg* with whatever binary file comparison tool you have. The files should be bit-for-bit identical.

If the programs complain "MAX_ALLOC_CHUNK is wrong, please fix", then you need to reduce MAX_ALLOC_CHUNK to a value that fits in type size_t. Try adding "#define MAX_ALLOC_CHUNK 65520L" to jconfig.h. A less likely configuration error is "ALIGN_TYPE is wrong, please fix": defining ALIGN_TYPE as long should take care of that one.

If the cjpeg test run fails with "Missing Huffman code table entry", it's a good bet that you needed to define RIGHT_SHIFT_IS_UNSIGNED. Go back to the configuration step and run ckconfig.c. (This is a good plan for any other test failure, too.)
If you are using Unix (one-file) command line style on a non-Unix system, it's a good idea to check that binary I/O through stdin/stdout actually works. You should get the same results from "djepg <testorig.jpg >out.ppm" as from "djepg -outfile out.ppm testorig.jpg". Note that the makefiles all use the latter style and therefore do not exercise stdin/stdout! If this check fails, try recompiling with USE_SETMODE or USE_FDOOPEN defined. If it still doesn't work, better use two-file style.

If you chose a memory manager other than jmemnobs.c, you should test that temporary-file usage works. Try "djepg -bmp -colors 256 -max 0 testorig.jpg" and make sure its output matches testimg.bmp. If you have any really large images handy, try compressing them with -optimize and/or decompressing with -colors 256 to make sure your DEFAULT_MAX_MEM setting is not too large.

NOTE: this is far from an exhaustive test of the JPEG software; some modules, such as 1-pass color quantization, are not exercised at all. It's just a quick test to give you some confidence that you haven't missed something major.

INSTALLING THE SOFTWARE
========================

Once you're done with the above steps, you can install the software by copying the executable files (cjpeg, djepg, jpegtran, rdjpgcom, and wrjpgcom) to wherever you normally install programs. On Unix systems, you'll also want to put the man pages (cjpeg.1, djepg.1, jpegtran.1, rdjpgcom.1, wrjpgcom.1) in the man-page directory. The pre-fab makefiles don't support this step since there's such a wide variety of installation procedures on different systems.

If you generated a Makefile with the "configure" script, you can just say make install to install the programs and their man pages into the standard places. (You'll probably need to be root to do this.) We recommend first saying make -n install to see where configure thought the files should go. You may need to edit the Makefile, particularly if your system's conventions for man page filenames don't match what configure expects.

If you want to install the IJG library itself, for use in compiling other programs besides ours, then you need to put the four include files jpeglib.h jerror.h jconfig.h jmorecfg.h into your include-file directory, and put the library file libjpeg.a (extension may vary depending on system) wherever library files go. If you generated a Makefile with "configure", it will do what it thinks is the right thing if you say make install-lib
OPTIONAL STUFF
==============

Progress monitor:

If you like, you can #define PROGRESS_REPORT (in jconfig.h) to enable display
of percent-done progress reports. The routine provided in cdjpeg.c merely
prints percentages to stderr, but you can customize it to do something
fancier.

Utah RLE file format support:

We distribute the software with support for RLE image files (Utah Raster
Toolkit format) disabled, because the RLE support won't compile without the
Utah library. If you have URT version 3.1 or later, you can enable RLE
support as follows:
1. #define RLE_SUPPORTED in jconfig.h.
2. Add a -I option to CFLAGS in the Makefile for the directory
   containing the URT .h files (typically the "include"
   subdirectory of the URT distribution).
3. Add -L... -lrle to LDLIBS in the Makefile, where ... specifies
   the directory containing the URT "librle.a" file (typically the
   "lib" subdirectory of the URT distribution).

Support for 9-bit to 12-bit deep pixel data:

The IJG code currently allows 8, 9, 10, 11, or 12 bits sample data precision.
(For color, this means 8 to 12 bits per channel, of course.) If you need to
work with deeper than 8-bit data, you can compile the IJG code for 9-bit to
12-bit operation.
To do so:
1. In jmorecfg.h, define BITS_IN_JSAMPLE as 9, 10, 11, or 12 rather than 8.
2. In jconfig.h, undefine BMP_SUPPORTED, RLE_SUPPORTED, and TARGA_SUPPORTED,
   because the code for those formats doesn't handle deeper than 8-bit data
   and won't even compile. (The PPM code does work, as explained below.
   The GIF code works too; it scales 8-bit GIF data to and from 12-bit
   depth automatically.)
3. Compile. Don't expect "make test" to pass, since the supplied test
   files are for 8-bit data.

Currently, 9-bit to 12-bit support does not work on 16-bit-int machines.

Run-time selection and conversion of data precision are currently not
supported and may be added later.
Exception: The transcoding part (jpegtran) supports all settings in a
single instance, since it operates on the level of DCT coefficients and
The PPM reader (rdppm.c) can read deeper than 8-bit data from either
text-format or binary-format PPM and PGM files. Binary-format PPM/PGM files
which have a maxval greater than 255 are assumed to use 2 bytes per sample,
MSB first (big-endian order). As of early 1995, 2-byte binary format is not
officially supported by the PBMPLUS library, but it is expected that a
future release of PBMPLUS will support it. Note that the PPM reader will
read files of any maxval regardless of the BITS_IN_JSAMPLE setting; incoming
data is automatically rescaled to maxval=MAXJSAMPLE as appropriate for the
cjpeg bit depth.

The PPM writer (wrppm.c) will normally write 2-byte binary PPM or PGM
format, maxval=MAXJSAMPLE, when compiled with BITS_IN_JSAMPLE>8. Since this
format is not yet widely supported, you can disable it by compiling wrppm.c
with PPM_NORAWWORD defined; then the data is scaled down to 8 bits to make a
standard 1-byte/sample PPM or PGM file. (Yes, this means still another copy
of djpeg to keep around. But hopefully you won't need it for very long.
Poskanzer's supposed to get that new PBMPLUS release out Real Soon Now.)

Of course, if you are working with 9-bit to 12-bit data, you probably have
it stored in some other, nonstandard format. In that case you'll probably
want to write your own I/O modules to read and write your format.

Note:
The standard Huffman tables are only valid for 8-bit data precision. If
you selected more than 8-bit data precision, cjpeg uses arithmetic coding
by default. The Huffman encoder normally uses entropy optimization to
compute usable tables for higher precision. Otherwise, you'll have to
supply different default Huffman tables.

Removing code:

If you need to make a smaller version of the JPEG software, some optional
functions can be removed at compile time. See the xxx_SUPPORTED #defines in
jconfig.h and jmorecfg.h. If at all possible, we recommend that you leave in
decoder support for all valid JPEG files, to ensure that you can read anyone's
output. Taking out support for image file formats that you don't use is the
most painless way to make the programs smaller. Another possibility is to
remove some of the DCT methods: in particular, the "IFAST" method may not be
enough faster than the others to be worth keeping on your machine. (If you
do remove ISLOW or IFAST, be sure to redefine JDCT_DEFAULT or JDCT_FASTEST
to a supported method, by adding a #define in jconfig.h.)

OPTIMIZATION
==============
Unless you own a Cray, you'll probably be interested in making the JPEG software go as fast as possible. This section covers some machine-dependent optimizations you may want to try. We suggest that before trying any of this, you first get the basic installation to pass the self-test step. Repeat the self-test after any optimization to make sure that you haven't broken anything.

The integer DCT routines perform a lot of multiplications. These multiplications must yield 32-bit results, but none of their input values are more than 16 bits wide. On many machines, notably the 680x0 and 80x86 CPUs, a 16x16=>32 bit multiply instruction is faster than a full 32x32=>32 bit multiply. Unfortunately there is no portable way to specify such a multiplication in C, but some compilers can generate one when you use the right combination of casts. See the MULTIPLYxxx macro definitions in jdct.h. If your compiler makes "int" be 32 bits and "short" be 16 bits, defining SHORTxSHORT_32 is fairly likely to work. When experimenting with alternate definitions, be sure to test not only whether the code still works (use the self-test), but also whether it is actually faster --- on some compilers, alternate definitions may compute the right answer, yet be slower than the default. Timing cjpeg on a large PGM (grayscale) input file is the best way to check this, as the DCT will be the largest fraction of the runtime in that mode. (Note: some of the distributed compiler-specific jconfig files already contain #define switches to select appropriate MULTIPLYxxx definitions.)

If your machine has sufficiently fast floating point hardware, you may find that the float DCT method is faster than the integer DCT methods, even after tweaking the integer multiply macros. In that case you may want to make the float DCT be the default method. (The only objection to this is that float DCT results may vary slightly across machines.) To do that, add "#define JDCT_DEFAULT JDCT_FLOAT" to jconfig.h. Even if you don't change the default, you should redefine JDCT_FASTEST, which is the method selected by djpeg's -fast switch. Don't forget to update the documentation files (usage.txt and/or cjpeg.1, djpeg.1) to agree with what you've done.

If access to "short" arrays is slow on your machine, it may be a win to define type JCOEF as int rather than short. This will cost a good deal of memory though, particularly in some multi-pass modes, so don't do it unless you have memory to burn and short is REALLY slow.

If your compiler can compile function calls in-line, make sure the INLINE macro in jmorecfg.h is defined as the keyword that marks a function inline-able. Some compilers have a switch that tells the compiler to inline any function it thinks is profitable (e.g., -finline-functions for gcc). Enabling such a switch is likely to make the compiled code bigger but faster.

In general, it's worth trying the maximum optimization level of your compiler, and experimenting with any optional optimizations such as loop unrolling.
Unfortunately, far too many compilers have optimizer bugs ... be prepared to back off if the code fails self-test.) If you do any experimentation along these lines, please report the optimal settings to jpeg-info@jpegclub.org so we can mention them in future releases. Be sure to specify your machine and compiler version.

HINTS FOR SPECIFIC SYSTEMS
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We welcome reports on changes needed for systems not mentioned here. Submit 'em to jpeg-info@jpegclub.org. Also, if configure or ckconfig.c is wrong about how to configure the JPEG software for your system, please let us know.

Acorn RISC OS:

(Thanks to Simon Middleton for these hints on compiling with Desktop C.) After renaming the files according to Acorn conventions, take a copy of makefile.ansi, change all occurrences of 'libjpeg.a' to 'libjpeg.o' and change these definitions as indicated:

CFLAGS= -throwback -IC: -Wn
LDLIBS=C:o.Stubs
SYSDEPMEM=jmemansi.o
LN=Link
AR=LibFile -c -o

Also add a new line '.c.o:; $(cc) $< $(cflags) -c -o $@'. Remove the lines '$(RM) libjpeg.o' and '$(AR2) libjpeg.o' and the 'jconfig.h' dependency section.

Copy jconfig.txt to jconfig.h. Edit jconfig.h to define TWO_FILE_COMMANDLINE and CHAR_IS_UNSIGNED.

Run the makefile using !AMU not !Make. If you want to use the 'clean' and 'test' makefile entries then you will have to fiddle with the syntax a bit and rename the test files.

Amiga:

SAS C 6.50 reportedly is too buggy to compile the IJG code properly. A patch to update to 6.51 is available from SAS or AmiNet FTP sites.

The supplied config files are set up to use jmemname.c as the memory manager, with temporary files being created on the device named by "JPEGTMP:".
Atari ST/STE/TT:

Copy the project files makcjpeg.st, makdjpeq.st, maktjpeq.st, and makljpeg.st to cjjpeg.prj, djjpeg.prj, jpegtran.prj, and libjpeg.prj respectively. The project files should work as-is with Pure C. For Turbo C, change library filenames "pc..." to "tc..." in each project file. Note that libjpeg.prj selects jmemansi.c as the recommended memory manager. You'll probably want to adjust the DEFAULT_MAX_MEM setting --- you want it to be a couple hundred K less than your normal free memory. Put "#define DEFAULT_MAX_MEM nnnn" into jconfig.h to do this.

To use the 68881/68882 coprocessor for the floating point DCT, add the compiler option "-8" to the project files and replace pcfltlib.lib with pc881lib.lib in cjjpeg.prj and djjpeg.prj. Or if you don't have a coprocessor, you may prefer to remove the float DCT code by undefining DCT_FLOAT_SUPPORTED in jmorecfg.h (since without a coprocessor, the float code will be too slow to be useful). In that case, you can delete pcfltlib.lib from the project files.

Note that you must make libjpeg.lib before making cjjpeg.ttp, djjpeg.ttp, or jpegtran.ttp. You'll have to perform the self-test by hand.

We haven't bothered to include project files for rdjpgcom and wrjpgcom. Those source files should just be compiled by themselves; they don't depend on the JPEG library. You can use the default.prj project file of the Pure C distribution to make the programs.

There is a bug in some older versions of the Turbo C library which causes the space used by temporary files created with "tmpfile()" not to be freed after an abnormal program exit. If you check your disk afterwards, you will find cluster chains that are allocated but not used by a file. This should not happen in cjjpeg/djjpeg/jpegtran, since we enable a signal catcher to explicitly close temp files before exiting. But if you use the JPEG library with your own code, be sure to supply a signal catcher, or else use a different system-dependent memory manager.

Cray:

Should you be so fortunate as to be running JPEG on a Cray YMP, there is a compiler bug in old versions of Cray's Standard C (prior to 3.1). If you still have an old compiler, you'll need to insert a line reading

"#pragma novector" just before the loop

for (i = 1; i <= (int) htbl->bits[l]; i++)
    huffsize[p++]= (char) l;

in fix_huff_tbl (in V5beta1, line 204 of jchuff.c and line 176 of jdhuff.c).
[This bug may or may not still occur with the current IJG code, but it's probably a dead issue anyway...]

HP-UX:

If you have HP-UX 7.05 or later with the "software development" C compiler, you should run the compiler in ANSI mode. If using the configure script, say

`./configure CC='cc -Aa'
(or -Ae if you prefer). If configuring by hand, use makefile.ansi and add "-Aa" to the CFLAGS line in the makefile.

If you have a pre-7.05 system, or if you are using the non-ANSI C compiler delivered with a minimum HP-UX system, you must use makefile.unix (and do NOT add -Aa); or just run configure without the CC option.

On HP 9000 series 800 machines, the HP C compiler is buggy in revisions prior to A.08.07. If you get complaints about "not a typedef name", you'll have to use makefile.unix, or run configure without the CC option.

Macintosh, generic comments:

The supplied user-interface files (cjpeg.c, djpeg.c, etc) are set up to provide a Unix-style command line interface. You can use this interface on the Mac by means of the ccommand() library routine provided by Metrowerks CodeWarrior or Think C. This is only appropriate for testing the library, however; to make a user-friendly equivalent of cjpeg/djpeg you'd really want to develop a Mac-style user interface. There isn't a complete example available at the moment, but there are some helpful starting points:

1. Sam Bushell's free "To JPEG" applet provides drag-and-drop conversion to JPEG under System 7 and later. This only illustrates how to use the compression half of the library, but it does a very nice job of that part. The CodeWarrior source code is available from http://www.pobox.com/~jsam.
2. Jim Brunner prepared a Mac-style user interface for both compression and decompression. Unfortunately, it hasn't been updated since IJG v4, and the library's API has changed considerably since then. Still it may be of some help, particularly as a guide to compiling the IJG code under Think C. Jim's code is available from the Info-Mac archives, at sumex-aim.stanford.edu or mirrors thereof; see file /info-mac/dev/src/jpeg-convert-c.hqx.

`jmemmac.c` is the recommended memory manager back end for Macintosh. It uses NewPtr/DisposePtr instead of malloc/free, and has a Mac-specific implementation of jpeg_mem_available(). It also creates temporary files that follow Mac conventions. (That part of the code relies on System-7-or-later OS functions. See the comments in jmemmac.c if you need to run it on System 6.) NOTE that USE_MAC_MEMMGR must be defined in jconfig.h to use jmemmac.c.
You can also use jmemnobs.c, if you don't care about handling images larger than available memory. If you use any memory manager back end other than jmemmac.c, we recommend replacing "malloc" and "free" by "NewPtr" and "DisposePtr", because Mac C libraries often have peculiar implementations of malloc/free. (For instance, free() may not return the freed space to the Mac Memory Manager. This is undesirable for the IJG code because jmemmgr.c already clumps space requests.)

Macintosh, Metrowerks CodeWarrior:

The Unix-command-line-style interface can be used by defining USE_CCOMMAND. You'll also need to define TWO_FILE_COMMANDLINE to avoid stdin/stdout. This means that when using the cjpeg/djpeg programs, you'll have to type the input and output file names in the "Arguments" text-edit box, rather than using the file radio buttons. (Perhaps USE_FDOPEN or USE_SETMODE would eliminate the problem, but I haven't heard from anyone who's tried it.)

On 680x0 Macs, Metrowerks defines type "double" as a 10-byte IEEE extended float. jmemmgr.c won't like this: it wants sizeof(ALIGN_TYPE) to be a power of 2. Add "#define ALIGN_TYPE long" to jconfig.h to eliminate the complaint.

The supplied configuration file jconfig.mac can be used for your jconfig.h; it includes all the recommended symbol definitions. If you have AppleScript installed, you can run the supplied script makeproj.mac to create CodeWarrior project files for the library and the testbed applications, then build the library and applications. (Thanks to Dan Sears and Don Agro for this nifty hack, which saves us from trying to maintain CodeWarrior project files as part of the IJG distribution...)

Macintosh, Think C:

The documentation in Jim Brunner's "JPEG Convert" source code (see above) includes detailed build instructions for Think C; it's probably somewhat out of date for the current release, but may be helpful.

If you want to build the minimal command line version, proceed as follows. You'll have to prepare project files for the programs; we don't include any in the distribution since they are not text files. Use the file lists in any of the supplied makefiles as a guide. Also add the ANSI and Unix C libraries in a separate segment. You may need to divide the JPEG files into more than one segment; we recommend dividing compression and decompression modules. Define USE_CCOMMAND in jconfig.h so that the ccommand() routine is called. You must also define TWO_FILE_COMMANDLINE because stdin/stdout don't handle binary data correctly.
On 680x0 Macs, Think C defines type "double" as a 12-byte IEEE extended float. jmemmgr.c won't like this: it wants sizeof(ALIGN_TYPE) to be a power of 2. Add "#define ALIGN_TYPE long" to jconfig.h to eliminate the complaint.

jconfig.mac should work as a jconfig.h configuration file for Think C, but the makeproj.mac AppleScript script is specific to CodeWarrior. Sorry.

MIPS R3000:

MIPS's cc version 1.31 has a rather nasty optimization bug. Don't use -O if you have that compiler version. (Use "cc -V" to check the version.) Note that the R3000 chip is found in workstations from DEC and others.

MS-DOS, generic comments for 16-bit compilers:

The IJG code is designed to work well in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model, and you should avoid "huge" model if at all possible. Be sure that NEED_FAR_POINTERS is defined in jconfig.h if you use a small-data memory model; be sure it is NOT defined if you use a large-data model. (The supplied makefiles and jconfig files for Borland and Microsoft C compile in medium model and define NEED_FAR_POINTERS.)

The DOS-specific memory manager, jmemdos.c, should be used if possible. It needs some assembly-code routines which are in jmemdosa.asm; make sure your makefile assembles that file and includes it in the library. If you don't have a suitable assembler, you can get pre-assembled object files for jmemdosa by FTP from ftp.uu.net:/graphics/jpeg/jdosaobj.zip. (DOS-oriented distributions of the IJG source code often include these object files.)

When using jmemdos.c, jconfig.h must define USE_MSDOS_MEMMGR and must set MAX_ALLOC_CHUNK to less than 64K (65520L is a typical value). If your C library's far-heap malloc() can't allocate blocks that large, reduce MAX_ALLOC_CHUNK to whatever it can handle.

If you can't use jmemdos.c for some reason --- for example, because you don't have an assembler to assemble jmemdosa.asm --- you'll have to fall back to jmemansi.c or jmemname.c. You'll probably still need to set MAX_ALLOC_CHUNK in jconfig.h, because most DOS C libraries won't malloc() more than 64K at a time. IMPORTANT: if you use jmemansi.c or jmemname.c, you will have to compile in a large-data memory model in order to get the right stdio library. Too bad.
wrjpgcom needs to be compiled in large model, because it mallocs a 64KB
work area to hold the comment text. If your C library's malloc can't
handle that, reduce MAX_COM_LENGTH as necessary in wrjpgcom.c.

Most MS-DOS compilers treat stdin/stdout as text files, so you must use
two-file command line style. But if your compiler has either fdopen() or
setmode(), you can use one-file style if you like. To do this, define
USE_SETMODE or USE_FDOPEN so that stdin/stdout will be set to binary mode.
(USE_SETMODE seems to work with more DOS compilers than USE_FDOPEN.) You
should test that I/O through stdin/stdout produces the same results as I/O
to explicitly named files... the "make test" procedures in the supplied
makefiles do NOT use stdin/stdout.

MS-DOS, generic comments for 32-bit compilers:

None of the above comments about memory models apply if you are using a
32-bit flat-memory-space environment, such as DJGPP or Watcom C. (And you
should use one if you have it, as performance will be much better than
8086-compatible code!) For flat-memory-space compilers, do NOT define
NEED_FAR_POINTERS, and do NOT use jmemdos.c. Use jmemnobs.c if the
environment supplies adequate virtual memory, otherwise use jmemansi.c or
jmemname.c.

You'll still need to be careful about binary I/O through stdin/stdout.
See the last paragraph of the previous section.

MS-DOS, Borland C:

Be sure to convert all the source files to DOS text format (CR/LF newlines).
Although Borland C will often work OK with unmodified Unix (LF newlines)
source files, sometimes it will give bogus compile errors.
"Illegal character '#" is the most common such error. (This is true with
Borland C 3.1, but perhaps is fixed in newer releases.)

If you want one-file command line style, just undefine TWO_FILE_COMMANDLINE.
jconfig.bcc already includes #define USE_SETMODE to make this work.
(fdopen does not work correctly.)

MS-DOS, Microsoft C:

makefile.mc6 works with Microsoft C, DOS Visual C++, etc. It should only
be used if you want to build a 16-bit (small or medium memory model) program.

If you want one-file command line style, just undefine TWO_FILE_COMMANDLINE.
jconfig.mc6 already includes #define USE_SETMODE to make this work. (fdopen does not work correctly.)

Note that this makefile assumes that the working copy of itself is called "makefile". If you want to call it something else, say "makefile.mak", be sure to adjust the dependency line that reads "$(RFILE) : makefile". Otherwise the make will fail because it doesn't know how to create "makefile". Worse, some releases of Microsoft's make utilities give an incorrect error message in this situation.

Old versions of MS C fail with an "out of macro expansion space" error because they can't cope with the macro TRACEMS8 (defined in jerror.h). If this happens to you, the easiest solution is to change TRACEMS8 to expand to nothing. You'll lose the ability to dump out JPEG coefficient tables with djpeg -debug -debug, but at least you can compile.

Original MS C 6.0 is very buggy; it compiles incorrect code unless you turn off optimization entirely (remove -O from CFLAGS). 6.00A is better, but it still generates bad code if you enable loop optimizations (-Ol or -Ox).

MS C 8.0 crashes when compiling jquant1.c with optimization switch /Oo ... which is on by default. To work around this bug, compile that one file with /Oo-.

Microsoft Windows (all versions), generic comments:

Some Windows system include files define typedef boolean as "unsigned char". The IJG code also defines typedef boolean, but we make it an "enum" by default. This doesn't affect the IJG programs because we don't import those Windows include files. But if you use the JPEG library in your own program, and some of your program's files import one definition of boolean while some import the other, you can get all sorts of mysterious problems. A good preventive step is to make the IJG library use "unsigned char" for boolean. To do that, add something like this to your jconfig.h file:

```c
/* Define "boolean" as unsigned char, not enum, per Windows custom */
#ififndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifndef FALSE /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif
#ifndef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
```
(This is already in jconfig.vc, by the way.)
windef.h contains the declarations
#define far
#define FAR far
Since jmorecfg.h tries to define FAR as empty, you may get a compiler
warning if you include both jpeglib.h and windef.h (which windows.h
includes). To suppress the warning, you can put "#ifndef FAR"/"#endif"
around the line "#define FAR" in jmorecfg.h.
(Something like this is already in jmorecfg.h, by the way.)

When using the library in a Windows application, you will almost certainly
want to modify or replace the error handler module jerror.c, since our
default error handler does a couple of inappropriate things:
1. it tries to write error and warning messages on stderr;
2. in event of a fatal error, it exits by calling exit().

A simple stopgap solution for problem 1 is to replace the line
fprintf(stderr, "%s
", buffer);
(in output_message in jerror.c) with
MessageBox(GetActiveWindow(),buffer,"JPEG Error",MB_OK|MB_ICONERROR);
It's highly recommended that you at least do that much, since otherwise
error messages will disappear into nowhere. (Beginning with IJG v6b, this
code is already present in jerror.c; just define USE_WINDOWS_MESSAGEBOX in
jconfig.h to enable it.)

The proper solution for problem 2 is to return control to your calling
application after a library error. This can be done with the setjmp/longjmp
technique discussed in libjpeg.txt and illustrated in example.c. (NOTE:
some older Windows C compilers provide versions of setjmp/longjmp that
don't actually work under Windows. You may need to use the Windows system
functions Catch and Throw instead.)

The recommended memory manager under Windows is jmemnobs.c; in other words,
let Windows do any virtual memory management needed. You should NOT use
jmemdos.c nor jmemdosa.asm under Windows.

For Windows 3.1, we recommend compiling in medium or large memory model;
for newer Windows versions, use a 32-bit flat memory model. (See the MS-DOS
sections above for more info about memory models.) In the 16-bit memory
models only, you'll need to put
#define MAX_ALLOC_CHUNK 65520L/* Maximum request to malloc() */
into jconfig.h to limit allocation chunks to 64Kb. (Without that, you'd
have to use huge memory model, which slows things down unnecessarily.)
jmemnobs.c works without modification in large or flat memory models, but to
use medium model, you need to modify its jpeg_get_large and jpeg_free_large
routines to allocate far memory. In any case, you might like to replace
its calls to malloc and free with direct calls on Windows memory allocation
functions.
You may also want to modify jdatasrc.c and jdatadst.c to use Windows file operations rather than fread/fwrite. This is only necessary if your C compiler doesn't provide a competent implementation of C stdio functions.

You might want to tweak the RGB_xxx macros in jmorecfg.h so that the library will accept or deliver color pixels in BGR sample order, not RGB; BGR order is usually more convenient under Windows. Note that this change will break the sample applications cjpeg/djpeg, but the library itself works fine.

Many people want to convert the IJG library into a DLL. This is reasonably straightforward, but watch out for the following:

1. Don't try to compile as a DLL in small or medium memory model; use large model, or even better, 32-bit flat model. Many places in the IJG code assume the address of a local variable is an ordinary (not FAR) pointer; that isn't true in a medium-model DLL.

2. Microsoft C cannot pass file pointers between applications and DLLs. (See Microsoft Knowledge Base, PSS ID Number Q50336.) So jdatasrc.c and jdatadst.c don't work if you open a file in your application and then pass the pointer to the DLL. One workaround is to make jdatasrc.c/jdatadst.c part of your main application rather than part of the DLL.

3. You'll probably need to modify the macros GLOBAL() and EXTERN() to attach suitable linkage keywords to the exported routine names. Similarly, you'll want to modify METHODDEF() and JMETHOD() to ensure function pointers are declared in a way that lets application routines be called back through the function pointers. These macros are in jmorecfg.h. Typical definitions for a 16-bit DLL are:

```
#define GLOBAL(type) type __far __pascal _loadds _export
#define EXTERN(type) extern type __far __pascal _loadds
#define METHODDEF(type) static type __far __pascal
#define JMETHOD(type,methodname,arglist)  
   type (_far _pascal *methodname) arglist
```

For a 32-bit DLL you may want something like

```
#define GLOBAL(type)__declspec(dllexport) type
#define EXTERN(type).extern __declspec(dllexport) type
```

Although not all the GLOBAL routines are actually intended to be called by the application, the performance cost of making them all DLL entry points is negligible.

The unmodified IJG library presents a very C-specific application interface, so the resulting DLL is only usable from C or C++ applications. There has been some talk of writing wrapper code that would present a simpler interface usable from other languages, such as Visual Basic. This is on our to-do list but hasn't been very high priority --- any volunteers out there?
Microsoft Windows, Borland C:

The provided jconfig.bcc should work OK in a 32-bit Windows environment, but you'll need to tweak it in a 16-bit environment (you'd need to define NEED_FAR_POINTERS and MAX_ALLOC_CHUNK). Beware that makefile.bcc will need alteration if you want to use it for Windows --- in particular, you should use jmemnobs.c not jmemdos.c under Windows.

Borland C++ 4.5 fails with an internal compiler error when trying to compile jdmerge.c in 32-bit mode. If enough people complain, perhaps Borland will fix it. In the meantime, the simplest known workaround is to add a redundant definition of the variable range_limit in h2v1_merged_upsample(), at the head of the block that handles odd image width (about line 268 in v6 jdmerge.c):
/* If image width is odd, do the last output column separately */
if (cinfo->output_width & 1) {
  register JSAMPLE * range_limit = cinfo->sample_range_limit; /* ADD THIS */
  cb = GETJSAMPLE(*inptr1);
}

Pretty bizarre, especially since the very similar routine h2v2_merged_upsample doesn't trigger the bug.
Recent reports suggest that this bug does not occur with "bcc32a" (the Pentium-optimized version of the compiler).

Another report from a user of Borland C 4.5 was that incorrect code (leading to a color shift in processed images) was produced if any of the following optimization switch combinations were used:
-Ot -Og
-Ot -Op
-Ot -Om
So try backing off on optimization if you see such a problem. (Are there several different releases all numbered "4.5"?)

Microsoft Windows, Microsoft Visual C++:

jconfig.vc should work OK with any Microsoft compiler for a 32-bit memory model. makefile.vc is intended for command-line use. (If you are using the Developer Studio environment, you may prefer the DevStudio project files; see below.)

IJG JPEG 7 adds extern "C" to jpeglib.h. This avoids the need to put extern "C" { ... } around #include "jpeglib.h" in your C++ application. You can also force VC++ to treat the library as C++ code by renaming all the *.c files to *.cpp (and adjusting the makefile to match).
In this case you also need to define the symbol DONT_USE_EXTERN_C in the configuration to prevent jpeglib.h from using extern "C".

---

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 20173
Microsoft Windows, Microsoft Visual C++ 6 Developer Studio:

We include makefiles that should work as project files in Developer Studio 6.0 or later. There is a library makefile that builds the IJG library as a static Win32 library, and application makefiles that build the sample applications as Win32 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:
1. Open the command prompt, change to the source directory and execute the command line
   NMAKE /f makefile.vs setup-vc6
   If you get an error message saying that the "NMAKE" command could not be found, execute the command
   "%%ProgramFiles%%\Microsoft Visual Studio\VC98\Bin\VCVARS32" to set the environment for using Microsoft Visual C++ tools, and repeat the NMAKE call.
   This will move jconfig.vc to jconfig.h and makefiles to project files.
   (Note that the renaming is critical!)
   Alternatively you can use
   NMAKE /f makefile.vs setupcopy-vc6
   This will create renamed copies of the files, which allows to repeat the setup later.
2. Open the workspace file jpeg.dsw, build the library project.
   (If you are using Developer Studio more recent than 6.0, you'll probably get a message saying that the project files are being updated.)
3. Open the workspace file apps.dsw, build the application projects.
4. To perform the self-test, execute the command line
   NMAKE /f makefile.vs test-build
5. Move the application .exe files from the Release folder to an appropriate location on your path.

Microsoft Windows, Visual Studio 2019 (v16):

We include makefiles that should work as project files in Visual Studio 2019 (v16) or later. There is a library makefile that builds the IJG library as a static Win32/x64 library, and application makefiles that build the sample applications as Win32/x64 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:
1. Open the Developer Command Prompt for VS 2019, change to the source directory and execute the command line
   NMAKE /f makefile.vs setup-v16
   This will move jconfig.vc to jconfig.h and makefiles to project files.
(Note that the renaming is critical!)
Alternatively you can use
NMAKE /f makefile.vs setupcopy-v16
This will create renamed copies of the files, which allows to repeat
the setup later.
2. Open the solution file jpeg.sln, build the library project.
   a) If you are using Visual Studio more recent than
      2019 (v16), you'll probably get a message saying
      that the project files are being updated.
   b) If necessary, open the project properties and
      adapt the Windows Target Platform Version in
      the Configuration Properties, General section;
      we support the latest version at the time of release.
   c) If you want to build x64 code, change the platform setting from
      Win32 to x64. You can build Win32 and x64 versions side by side.
3. Open the solution file apps.sln, build the application projects.
4. To perform the self-test, execute the command line
   NMAKE /f makefile.vs test-32
   for the Win32 build, or on a 64-bit system
   NMAKE /f makefile.vs test-64
   for the x64 build.
5. Move the application .exe files from the Release folder to an
   appropriate location on your path.

OS/2, Borland C++:

Watch out for optimization bugs in older Borland compilers; you may need
to back off the optimization switch settings. See the comments in
makefile.bcc.

SGI:

On some SGI systems, you may need to set "AR2= ar -ts" in the Makefile.
If you are using configure, you can do this by saying
./configure RANLIB='ar -ts'
This change is not needed on all SGIs. Use it only if the make fails at the
stage of linking the completed programs.

On the MIPS R4000 architecture (Indy, etc.), the compiler option "-mips2"
reportedly speeds up the float DCT method substantially, enough to make it
faster than the default int method (but still slower than the fast int
method). If you use -mips2, you may want to alter the default DCT method to
be float. To do this, put "#define JDCT_DEFAULT JDCT_FLOAT" in jconfig.h.

VMS:
On an Alpha/VMS system with MMS, be sure to use the "/Marco=Alpha=1" qualifier with MMS when building the JPEG package.

VAX/VMS v5.5-1 may have problems with the test step of the build procedure reporting differences when it compares the original and test images. If the error points to the last block of the files, it is most likely bogus and may be safely ignored. It seems to be because the files are Stream_LF and Backup/Compare has difficulty with the (presumably) null padded files. This problem was not observed on VAX/VMS v6.1 or AXP/VMS v6.1.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/install.txt

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

/*
 * jconfig.txt
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * Modified 2009-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file documents the configuration options that are required to
 * customize the JPEG software for a particular system.
 *
 * The actual configuration options for a particular installation are stored
 * in jconfig.h. On many machines, jconfig.h can be generated automatically
 * or copied from one of the "canned" jconfig files that we supply. But if
 * you need to generate a jconfig.h file by hand, this file tells you how.
 *
 * DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.
 * EDIT A COPY NAMED JCONFIG.H.
 */

/*
 * These symbols indicate the properties of your machine or compiler.
 * #define the symbol if yes, #undef it if no.
 */

/* Does your compiler support function prototypes?
 * (If not, you also need to use ansi2knr, see install.txt)
 */
#define HAVE_PROTOTYPES

/* Does your compiler support the declaration "unsigned char"?
 * How about "unsigned short"?
 */
/*
#define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT

/* Define "void" as "char" if your compiler doesn't know about type void.
 * NOTE: be sure to define void such that "void *" represents the most general
 * pointer type, e.g., that returned by malloc().
 */
/* #define void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
 */
/* #define const */

/* Define this if an ordinary "char" type is unsigned.
 * If you're not sure, leaving it undefined will work at some cost in speed.
 * If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal.
 */
#undef CHAR_IS_UNSIGNED

/* Define this if your system has an ANSI-conforming <stddef.h> file.
 */
/* #define HAVE_STDDEF_H */

/* Define this if your system has an ANSI-conforming <stdlib.h> file.
 */
/* #define HAVE_STDLIB_H */

/* Define this if your system does not have an ANSI/SysV <string.h>,
 * but does have a BSD-style <strings.h>.
 */
#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the
 * ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
 * <sys/types.h> instead.
 */
#undef NEED_SYS_TYPES_H

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
 * unless you are using a large-data memory model or 80386 flat-memory mode.
 * On less brain-damaged CPUs this symbol must not be defined.
 * (Defining this symbol causes large data structures to be referenced through
 * "far" pointers and to be allocated with a special version of malloc.)
 */
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
* than the first 15 characters.
*/
#undef NEED_SHORTEXTERNAL_NAMES

/* Although a real ANSI C compiler can deal perfectly well with pointers to
* unspecified structures (see "incomplete types" in the spec), a few pre-ANSI
* and pseudo-ANSI compilers get confused. To keep one of these bozos happy,
* define INCOMPLETE_TYPES_BROKEN. This is not recommended unless you
* actually get "missing structure definition" warnings or errors while
* compiling the JPEG code.
*/
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not enum, on Windows systems.
*/
#ifdef _WIN32
#ifdef __RPCNDR_H__/ don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifdef FALSE/* in case these macros already exist */
#define FALSE0/* values of boolean */
#endif
#ifdef TRUE
#define TRUE1
#endif
#define HAVE_BOOLEAN/* prevent jmorecfg.h from redefining it */
#endif

/*
* The following options affect code selection within the JPEG library,
* but they don't need to be visible to applications using the library.
* To minimize application namespace pollution, the symbols won't be
* defined unless JPEG_INTERNALS has been defined.
*/
#ifdef JPEG_INTERNALS

/* Define this if your compiler implements ">>" on signed values as a logical
* (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift,
* which is the normal and rational definition.
*/
#undef RIGHT_SHIFT_IS_UNSIGNED

#endif /* JPEG_INTERNALS */
/*
 * The remaining options do not affect the JPEG library proper,
 * but only the sample applications cjpeg/djpeg (see cjjpeg.c, djpeg.c).
 * Other applications can ignore these.
 */

#ifdef JPEG_CJPEG_DJPEG

/* These defines indicate which image (non-JPEG) file formats are allowed. */
#define BMP_SUPPORTED		/* BMP image file format */
#define GIF_SUPPORTED		/* GIF image file format */
#define PPM_SUPPORTED		/* PBMPLUS PPM/PGM image file format */
#undef RLE_SUPPORTED		/* Utah RLE image file format */
#define TARGA_SUPPORTED		/* Targa image file format */

/* Define this if you want to name both input and output files on the command
* line, rather than using stdout and optionally stdin. You MUST do this if
* your system can't cope with binary I/O to stdin/stdout. See comments at
* head of cjjpeg.c or djpeg.c.
*/
#undef TWO_FILE_COMMANDLINE

/* Define this if your system needs explicit cleanup of temporary files.
* This is crucial under MS-DOS, where the temporary "files" may be areas
* of extended memory; on most other systems it's not as important.
*/
#undef NEED_SIGNAL_CATCHER

/* By default, we open image files with fopen(...."rb") or fopen(...."wb").
* This is necessary on systems that distinguish text files from binary files,
* and is harmless on most systems that don't. If you have one of the rare
* systems that complains about the "b" spec, define this symbol.
*/
#undef DONT_USE_B_MODE

/* Define this if you want percent-done progress reports from cjpeg/djpeg.
*/
#undef PROGRESS_REPORT

#endif /* JPEG_CJPEG_DJPEG */

Found in path(s):
/* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jconfig.txt
No license file was found, but licenses were detected in source scan.
*/
* jdmaster.c

* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains master control logic for the JPEG decompressor.
* These routines are concerned with selecting the modules to be executed
* and with determining the number of passes and the work to be done in each
* pass.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmaster.c
No license file was found, but licenses were detected in source scan.

/*
* jdatadst.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains compression data destination routines for the case of
* emitting JPEG data to memory or to a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different destination manager.
* IMPORTANT: we assume that fwrite() will correctly transcribe an array of
* JOCTETs into 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdatadst.c
No license file was found, but licenses were detected in source scan.

/*
* jctrans.c
*
* Copyright (C) 1995-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains library routines for transcoding compression,
* that is, writing raw DCT coefficient arrays to an output JPEG file.
* The routines in jcapimin.c will also be needed by a transcoder.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jctrans.c
No license file was found, but licenses were detected in source scan.

/ *
* jdmainct.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2016 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains the main buffer controller for decompression.
* The main buffer lies between the JPEG decompressor proper and the
* post-processor; it holds downsampled data in the JPEG colorspace.
* Note that this code is bypassed in raw-data mode, since the application
* supplies the equivalent of the main buffer in that case.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmainct.c
No license file was found, but licenses were detected in source scan.

; For conditions of distribution and use, see the accompanying README file.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemdosa.asm
No license file was found, but licenses were detected in source scan.

/ *
* jpegint.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file provides common declarations for the various JPEG modules.
* These declarations are considered internal to the JPEG library; most
* applications using the library shouldn't need to include this file.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jpegint.h
No license file was found, but licenses were detected in source scan.

/*
 * jmemsys.h
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This include file defines the interface between the system-independent
 * and system-dependent portions of the JPEG memory manager. No other
 * modules need include it. (The system-independent portion is jmemmgr.c;
 * there are several different versions of the system-dependent portion.)
 *
 * This file works as-is for the system-dependent memory managers supplied
 * in the IJG distribution. You may need to modify it if you write a
 * custom memory manager. If system-dependent changes are needed in
 * this file, the best method is to #ifdef them based on a configuration
 * symbol supplied in jconfig.h, as we have done with USE_MSDOS_MEMMGR
 * and USE_MAC_MEMMGR.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemsys.h

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

/*
 * jcomapi.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface routines that are used for both
 * compression and decompression.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcomapi.c

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

/*
 * wrtarga.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.

* This file contains routines to write output images in Targa format.

* These routines may need modification for non-Unix environments or specialized applications. As they stand, they assume output to an ordinary stdio stream.

* Based on code contributed by Lee Daniel Crocker.

*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrtarga.c
No license file was found, but licenses were detected in source scan.

/**
 * jdapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * Modified 2009-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the decompression half of the JPEG library. These are the "minimum" API routines that may be needed in either the normal full-decompression case or the transcoding-only case.
 *
 * Most of the routines intended to be called directly by an application are in this file or in jdapistd.c. But also see jcomapi.c for routines shared by compression and decompression, and jdtrans.c for the transcoding case.
 *
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdapimin.c
No license file was found, but licenses were detected in source scan.

/**
 * jcmaster.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains master control logic for the JPEG compressor.
 * These routines are concerned with parameter validation, initial setup,
* and inter-pass control (determining the number of passes and the work
* to be done in each pass).
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcmaster.c
No license file was found, but licenses were detected in source scan.

/*
* jdcolor.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains output colorspace conversion routines.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdcolor.c
No license file was found, but licenses were detected in source scan.

/*
* jmorecfg.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 1997-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains additional configuration options that customize the
* JPEG software for special applications or support machine-dependent
* optimizations. Most users will not need to touch this file.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmorecfg.h
No license file was found, but licenses were detected in source scan.

/*
* jpeglib.h
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file defines the application interface for the JPEG library.
  * Most applications using the library need only include this file,
  * and perhaps jerror.h if they want to know the exact error codes.
  */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jpeglib.h

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

/*
 * jutils.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains tables and miscellaneous utility routines needed
 * for both compression and decompression.
 * Note we prefix all global names with "j" to minimize conflicts with
 * a surrounding application.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jutils.c

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

/*
 * wrrle.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in RLE format.
 * The Utah Raster Toolkit library is required (version 3.1 or later).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdout stream.
 *
 * Based on code contributed by Mike Lijewski,
 * with updates from Robert Hutchinson.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrrle.c
/*
 * rdswitch.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to process some of cjpeg's more complicated
 * command-line switches. Switches processed here are:
 * -qtables file Read quantization tables from text file
 * -scans file Read scan script from text file
 * -quality N[,N,...] Set quality ratings
 * -qslots N[,N,...] Set component quantization table selectors
 * -sample HxV[,HxV,...] Set component sampling factors
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdswitch.c

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

/*
 * jfdctflt.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a floating-point implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * This implementation should be more accurate than either of the integer
 * DCT implementations. However, it may not give the same results on all
 * machines because of differences in roundoff behavior. Speed will depend
 * on the hardware's floating point capacity.
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
While an 8-point DCT cannot be done in less than 11 multiplies, it is possible to arrange the computation so that many of the multiplies are folded into the multiplications or divisions by the JPEG quantization table entries. The AA&N method leaves only 5 multiplies and 29 adds to be done in the DCT itself.

The primary disadvantage of this method is that with a fixed-point implementation, accuracy is lost due to imprecise representation of the scaled quantization values. However, that problem does not arise if we use floating point arithmetic.

*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jfdctflt.c
No license file was found, but licenses were detected in source scan.

/ *
* jdapistd.c
* 
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains application interface code for the decompression half
* of the JPEG library. These are the "standard" API routines that are
* used in the normal full-decompression case. They are not used by a
* transcoding-only application. Note that if an application links in
* jpeg_start_decompress, it will end up linking in the entire decompressor.
* We thus must separate this file from jdapimin.c to avoid linking the
* whole decompression library into a transcoder.
* */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdapistd.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2013, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

This file provides an overview of the architecture of the IJG JPEG software; that is, the functions of the various modules in the system and the interfaces between modules. For more precise details about any data structure or calling convention, see the include files and comments in the source code.
We assume that the reader is already somewhat familiar with the JPEG standard. The README file includes references for learning about JPEG. The file libjpeg.txt describes the library from the viewpoint of an application programmer using the library; it's best to read that file before this one. Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific terminology follows the JPEG standard:

- A "component" means a color channel, e.g., Red or Luminance.
- A "sample" is a single component value (i.e., one number in the image data).
- A "coefficient" is a frequency coefficient (a DCT transform output number).
- A "block" is an array of samples or coefficients.

An "MCU" (minimum coded unit) is an interleaved set of blocks of size determined by the sampling factors, or a single block in a noninterleaved scan.

We do not use the terms "pixel" and "sample" interchangeably. When we say pixel, we mean an element of the full-size image, while a sample is an element of the downsampled image. Thus the number of samples may vary across components while the number of pixels does not. (This terminology is not used rigorously throughout the code, but it is used in places where confusion would otherwise result.)

*** System features ***

The IJG distribution contains two parts:

* A subroutine library for JPEG compression and decompression.
* cjpeg/djpeg, two sample applications that use the library to transform JFIF JPEG files to and from several other image formats.

Cjpeg/djpeg are of no great intellectual complexity; they merely add a simple command-line user interface and I/O routines for several uncompressed image formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended sequential, and progressive DCT processes. The library does not support the hierarchical or lossless processes defined in the standard.

Within these limits, any set of compression parameters allowed by the JPEG spec should be readable for decompression. (We can be more restrictive about what formats we can generate.) Although the system design allows for all parameter values, some uncommon settings are not yet implemented and may never be; nonintegral sampling ratios are the prime example. Furthermore, we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a run-time option, because most machines can store 8-bit pixels much more compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by
surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

*** Portability issues ***

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.

2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.

3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.
*** System overview ***

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this data is in the colorspace to be used for compression, and it is downsampled to the sampling factors to be used. The preprocessing and postprocessing steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampled data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:
* Color space conversion (e.g., RGB to YCbCr).
* Edge expansion and downsampling. Optionally, this step can do simple smoothing --- this is often helpful for low-quality source data.

JPEG proper:
* MCU assembly, DCT, quantization.
* Entropy coding (sequential or progressive, Huffman or arithmetic).

In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to fwrite(), but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:
* Entropy decoding (sequential or progressive, Huffman or arithmetic).
* Dequantization, inverse DCT, MCU disassembly.

Postprocessing:
* Upsampling. Optionally, this step may be able to do more general rescaling of the image.
* Color space conversion (e.g., YCbCr to RGB). This step may also provide gamma adjustment [ currently it does not ].
* Optional color quantization (e.g., reduction to 256 colors).
* Optional color precision reduction (e.g., 24-bit to 15-bit color).
[This feature is not currently implemented.]

We also need overall control, marker parsing, and a data source module.
The support code (memory management & error handling) can be shared with the compression half of the library.
There may be several implementations of each of these elements, particularly in the decompressor, where a wide range of speed/quality tradeoffs is very useful. It must be understood that some of the best speedups involve merging adjacent steps in the pipeline. For example, upsampling, color space conversion, and color quantization might all be done at once when using a low-quality ordered-dither technique. The system architecture is designed to allow such merging where appropriate.

Note: it is convenient to regard edge expansion (padding to block boundaries) as a preprocessing/postprocessing function, even though the JPEG spec includes it in compression/decompression. We do this because downsampling/upsampling can be simplified a little if they work on padded data: it's not necessary to have special cases at the right and bottom edges. Therefore the interface buffer is always an integral number of blocks wide and high, and we expect compression preprocessing to pad the source data properly. Padding will occur only to the next block (block_size-sample) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally. (This is advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification independent of whether the file is actually interleaved or not.) Applications that wish to deal directly with the downsampled data must provide similar buffering and padding for odd-sized images.

*** Poor man's object-oriented programming ***

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by indirecing through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of
making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate a larger struct that contains the common struct as its first member, plus additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields. (For a simple example, see jdatast.c, which implements the external interface specified by struct jpeg_destination_mgr, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related methods, or the total shared interface behavior of a group of modules.

*** Overall control structure ***

We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard to understand. To improve the situation, the control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:
1A. Startup initialization at the beginning of image processing.
   The individual processing modules to be used in this run are selected
   and given initialization calls.

1B. Per-pass control. This determines how many passes will be performed
   and calls each active processing module to configure itself
   appropriately at the beginning of each pass. End-of-pass processing,
   where necessary, is also invoked from the master control module.

Method selection is partially distributed, in that a particular processing
module may contain several possible implementations of a particular method,
which it will select among when given its initialization call. The master
control code need only be concerned with decisions that affect more than
one module.

2. Data buffering control. A separate control module exists for each
   inter-processing-step data buffer. This module is responsible for
   invoking the processing steps that write or read that data buffer.

Each buffer controller sees the world as follows:

input data => processing step A => buffer => processing step B => output data
              |              |  
------------------ controller ------------------

The controller knows the dataflow requirements of steps A and B: how much data
they want to accept in one chunk and how much they output in one chunk. Its
function is to manage its buffer and call A and B at the proper times.

A data buffer control module may itself be viewed as a processing step by a
higher-level control module; thus the control modules form a binary tree with
elementary processing steps at the leaves of the tree.

The control modules are objects. A considerable amount of flexibility can
be had by replacing implementations of a control module. For example:
* Merging of adjacent steps in the pipeline is done by replacing a control
  module and its pair of processing-step modules with a single processing-
  step module. (Hence the possible merges are determined by the tree of
  control modules.)
* In some processing modes, a given interstep buffer need only be a "strip"
  buffer large enough to accommodate the desired data chunk sizes. In other
  modes, a full-image buffer is needed and several passes are required.
  The control module determines which kind of buffer is used and manipulates
  virtual array buffers as needed. One or both processing steps may be
  unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers
interchangeable and provide just one set of implementations for all. In practice, each one contains considerable special-case processing for its particular job. The buffer controller concept should be regarded as an overall system structuring principle, not as a complete description of the task performed by any one controller.

*** Compression object structure ***

Here is a sketch of the logical structure of the JPEG compression library:

```
|--- Main controller --|--
  |                     |-- Forward DCT, quantize
  |-- Preprocessing controller --|-- Coefficient controller --|-- Entropy encoding
  |--- Downsampling
  |--- Colorspace conversion
```

This sketch also describes the flow of control (subroutine calls) during typical image data processing. Each of the components shown in the diagram is an "object" which may have several different implementations available. One or more source code files contain the actual implementation(s) of each object.

The objects shown above are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the preprocessed input data. This controller invokes preprocessing to fill the subsampled-data buffer, and JPEG compression to empty it. There is usually no need for a full-image buffer here; a strip buffer is adequate.

* Preprocessing controller: buffer controller for the downsampling input data buffer, which lies between colorspace conversion and downsampling. Note that a unified conversion/downsampling module would probably replace this controller entirely.

* Colorspace conversion: converts application image data into the desired JPEG color space; also changes the data from pixel-interleaved layout to separate component planes. Processes one pixel row at a time.

* Downsampling: performs reduction of chroma components as required. Optionally may perform pixel-level smoothing as well. Processes a "row group" at a time, where a row group is defined as Vmax pixel rows of each component before downsampling, and Vk sample rows afterwards (remember Vk differs across components). Some downsampling or smoothing algorithms may require context rows above and below the current row group; the preprocessing controller is responsible for supplying these rows via proper buffering. The downsampler is responsible for edge expansion at the right
edge (i.e., extending each sample row to a multiple of block_size samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of block_size rows).

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the JPEG file is noninterleaved.

* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients. Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)

* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the coded data to the data destination module. Works on one MCU per call. For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.

In addition to the above objects, the compression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.

* Marker writing: generates JPEG markers (except for RSTn, which is emitted by the entropy encoder when needed).

* Data destination manager: writes the output JPEG datastream to its final destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.

* Memory manager: allocates and releases memory, controls virtual arrays (with backing store management, where required).

* Error handler: performs formatting and output of error and trace messages; determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.

* Progress monitor: supports output of "percent-done" progress reports.
This object represents an optional callback to the surrounding application: if wanted, it must be supplied by the application.

The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects are internal to the library.

The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

*** Decompression object structure ***

Here is a sketch of the logical structure of the JPEG decompression library:

```
|-- Entropy decoding
   |-- Coefficient controller --|
   |                           |-- Dequantize, Inverse DCT
|-- Main controller --|
   |-- Upsampling
   |-- Postprocessing controller --|-- Colorspace conversion
   |                             |-- Color quantization
   |                             |-- Color precision reduction
```

As before, this diagram also represents typical control flow. The objects shown are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.
* Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.

* Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that need fewer coefficients and emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.

* Postprocessing controller: buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.

* Upsampling: restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have been emitted by the DCT module, this module must adjust so that properly sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively a buffer controller for the upsampling->color conversion buffer. However, in all but the highest-quality operating modes, upsampling and color conversion are likely to be merged into a single step.

* Colorspace conversion: convert from JPEG color space to output color space, and change data layout from separate component planes to pixel-interleaved. Works on one pixel row at a time.

* Color quantization: reduce the data to colormapped form, using either an externally specified colormap or an internally generated one. This module is not used for full-color output. Works on one pixel row at a time; may require two passes to generate a color map. Note that the output will always be a single component representing colormap indexes. In the current design, the output values are JSAMPLEs, so an 8-bit compilation cannot quantize to more than 256 colors. This is unlikely to be a problem in practice.

* Color reduction: this module handles color precision reduction, e.g., generating 15-bit color (5 bits/primary) from JPEG’s 24-bit output. Not quite clear yet how this should be handled... should we merge it with colorspace conversion???

Note that some high-speed operating modes might condense the entire postprocessing sequence to a single module (upsample, color convert, and quantize in one step).
In addition to the above objects, the decompression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules. This is subdivided into input and output control: jdinput.c controls only input-side processing, while jdmaster.c handles overall initialization and output-side control.

* Marker reading: decodes JPEG markers (except for RSTn).

* Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a stdio stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.

* Memory manager: same as for compression library.

* Error handler: same as for compression library.

* Progress monitor: same as for compression library.

As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

*** Decompression input and output separation ***

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller's DCT coefficient buffer. Note that this processing is relatively cheap and fast.

2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls jpeg_consume_input(); otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See libjpeg.txt for more detail.
A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. jpeg_consume_input() is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the cinfo data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes in buffered-image mode. So the work estimate is inherently bogus anyway.

No comparable division is currently made in the compression library, because there isn't any real need for it.

*** Data formats ***

Arrays of pixel sample values use the following data structure:

```c
typedef something JSAMPLE;  // a pixel component value, 0..MAXJSAMPLE
typedef JSAMPLE *JSAMPROW;  // ptr to a row of samples
typedef JSAMPROW *JSAMPARRAY;  // ptr to a list of rows
typedef JSAMPARRAY *JSAMPIMAGE;  // ptr to a list of color-component arrays
```

The basic element type JSAMPLE will typically be one of unsigned char, (signed) char, or short. Short will be used if samples wider than 8 bits are to be supported (this is a compile-time option). Otherwise, unsigned char is used if possible. If the compiler only supports signed chars, then it is necessary to mask off the value when reading. Thus, all reads of JSAMPLE values must be coded as "GETJSAMPLE(value)", where the macro will be defined as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values can be assumed to be >= 0. This helps simplify correct rounding during downsampling, etc. The JPEG standard's specification that sample values run from -128..127 is accommodated by subtracting 128 from the sample value in the DCT step. Similarly, during decompression the output of the IDCT step will be immediately shifted back to
We use a pointer per row, rather than a two-dimensional JSAMPLE array. This choice costs only a small amount of memory and has several benefits:

* Code using the data structure doesn't need to know the allocated width of the rows. This simplifies edge expansion/compression, since we can work in an array that's wider than the logical picture width.
* Indexing doesn't require multiplication; this is a performance win on many machines.
* Arrays with more than 64K total elements can be supported even on machines where malloc() cannot allocate chunks larger than 64K.
* The rows forming a component array may be allocated at different times without extra copying. This trick allows some speedups in smoothing steps that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the traditional layout in which the components of a pixel are stored together. This simplifies coding of modules that work on each component independently, because they don't need to know how many components there are. Furthermore, we can read or write each component to a temporary file independently, which is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as

GETJSAMPLE(image[colorcomponent][row][col])

where col is measured from the image left edge, but row is measured from the first sample row currently in memory. Either of the first two indexings can be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which the components of a pixel are stored together, the data passed to or from the surrounding application uses the traditional convention: a single pixel is represented by N consecutive JSAMPLE values, and an image row is an array of (# of color components)*(image width) JSAMPLEs. One or more rows of data can be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is converted to component-wise storage inside the JPEG library. (Applications that want to skip JPEG preprocessing or postprocessing will have to contend with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

typedef short JCOEF; a 16-bit signed integer
typedef JCOEF JBLOCK[DCTSIZE2]; an 8x8 block of coefficients
typedef JBLOCK *JBLOCKROW; ptr to one horizontal row of 8x8 blocks
typedef JBLOCKROW *JBLOCKARRAY; ptr to a list of such rows
typedef JBLOCKARRAY *JBLOCKIMAGE; ptr to a list of color component arrays

The underlying type is at least a 16-bit signed integer; while "short" is big
eough on all machines of interest, on some machines it is preferable to use
"int" for speed reasons, despite the storage cost. Coefficients are grouped
into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than
"8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged
order, and may be true values or divided by the quantization coefficients,
depending on where the block is in the processing pipeline. In the current
library, coefficient blocks are kept in natural order everywhere; the entropy
codecs zigzag or dezigzag the data as it is written or read. The blocks
contain quantized coefficients everywhere outside the DCT/IDCT subsystems.
(This latter decision may need to be revisited to support variable
quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 coefficient blocks,
corresponding to block_size rows of samples. Otherwise the structure
is much the same as for samples, and for the same reasons.

On machines where malloc() can't handle a request bigger than 64Kb, this data
structure limits us to rows of less than 512 JBLOCKs, or a picture width of
4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW)
must be declared as "far" pointers, but the upper levels can be "near"
implying that the pointer lists are allocated in the DS segment).
We use a #define symbol FAR, which expands to the "far" keyword when
compiling on 80x86 machines and to nothing elsewhere.

*** Suspendable processing ***

In some applications it is desirable to use the JPEG library as an
incremental, memory-to-memory filter. In this situation the data source or
destination may be a limited-size buffer, and we can't rely on being able to
empty or refill the buffer at arbitrary times. Instead the application would
like to have control return from the library at buffer overflow/underrun, and
then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we
recommend that the application "bite the bullet" and develop real multitasking
capability.) The libjpeg.txt file goes into more detail about the usage and
limitations of this capability; here we address the implications for library
structure.
The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU: a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does *not* cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An
empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling jpeg_finish_compress() will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

*** Memory manager services ***

The JPEG library's memory manager controls allocation and deallocation of memory, and it manages large "virtual" data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool can be freed at once. This approach helps prevent storage-leak bugs, and it speeds up operations whenever malloc/free are slow (as they often are). The pools can be regarded as lifetime identifiers for objects. Two pools/lifetimes are defined:

* JPOOL_PERMANENT lasts until master record is destroyed
* JPOOL_IMAGE lasts until done with image (JPEG datastream)

Permanent lifetime is used for parameters and tables that should be carried across from one datastream to another; this includes all application-visible parameters. Image lifetime is used for everything else. (A third lifetime, JPOOL_PASS = one processing pass, was originally planned. However it was dropped as not being worthwhile. The actual usage patterns are such that the peak memory usage would be about the same anyway; and having per-pass storage substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:
1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on image size. Semantically they behave the same as small objects, but we distinguish them for two reasons:
   * On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.
   * Pool allocation heuristics may differ for large and small objects. Note that individual "large" objects cannot exceed the size allowed by type size_t, which may be 64K or less on some machines.
3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs (typically large enough for the entire image being processed). The memory manager provides stripwise access to these arrays. On machines without virtual memory, the rest of the array may be swapped out to a
(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large objects for the data proper and small objects for the row pointers. For convenience and speed, the memory manager provides single routines to create these structures. Similarly, virtual arrays include a small control block and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is not very useful since a virtual array's raison d'être is to store data for multiple passes through the image.) We also expect that only "small" objects will be given permanent lifespan, though this restriction is not required by the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by making the in-memory buffers for virtual arrays be as large as possible. (For small images, the buffers might fit entirely in memory, so blind swapping would be very wasteful.) The memory manager will adjust the height of the buffers to fit within a prespecified maximum memory usage. In order to do this in a reasonably optimal fashion, the manager needs to allocate all of the virtual arrays at once. Therefore, there isn't a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply allocates the control block, and a "realize" routine (called just once) that determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don't bother to factor in the space needed for small objects, on the grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:

1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their jinit_xxx routines.
2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.
3. realize_virt_arrays will be called at the completion of initial setup.

The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.

Small objects of any lifespan may be allocated at any time. We expect that the total space used for small objects will be small enough to be negligible in the realize_virt_arrays computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing realize_virt_arrays to decide that it can allocate all the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set,
never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in jdcoefct.c for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

*** Memory manager internal structure ***

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (jmemmgr.c) and a "back end" that contains only the code likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides the following routines for use by the front end (none of these routines are known to the rest of the JPEG code):

jpeg_mem_init, jpeg_mem_term: system-dependent initialization/shutdown

jpeg_get_small, jpeg_free_small: interface to malloc and free library routines (or their equivalents)

jpeg_get_large, jpeg_free_large: interface to FAR malloc/free in MSDOS machines; else usually the same as jpeg_get_small/jpeg_free_small

jpeg_mem_available: estimate available memory

jpeg_open_backing_store: create a backing-store object

read_backing_store, manipulate a backing-store object

write_backing_store,

close_backing_store

On some systems there will be more than one type of backing-store object (specifically, in MS-DOS a backing store file might be an area of extended memory as well as a disk file). jpeg_open_backing_store is responsible for choosing how to implement a given object. The read/write/close routines are method pointers in the structure that describes a given object; this
lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly released upon abnormal program termination. For example, MS-DOS won't free extended memory by itself. To support this, we will expect the main program or surrounding application to arrange to call self_destruct (typically via jpeg_destroy) upon abnormal termination. This may require a SIGINT signal handler or equivalent. We don't want to have the back end module install its own signal handler, because that would pre-empt the surrounding application's ability to control signal handling.

The IJG distribution includes several memory manager back end implementations. Usually the same back end should be suitable for all applications on a given system, but it is possible for an application to supply its own back end at need.

*** Implications of DNL marker ***

Some JPEG files may use a DNL marker to postpone definition of the image height (this would be useful for a fax-like scanner's output, for instance). In these files the SOF marker claims the image height is 0, and you only find out the true image height at the end of the first scan.

We could read these files as follows:
1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image descriptor.
This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files. (One could improve efficiency by demanding a user-supplied upper bound for the height, less than 65536; in most cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan. This would solve the space problems if the overestimate wasn't too great. However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:
1. Testing for a DNL marker must occur in the inner loop of the decompressor's
Huffman decoder; this implies a speed penalty whether the feature is used or not.

2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.

We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a separate program that reads ahead to the DNL, then goes back and fixes the SOF marker. This is a much simpler solution and is probably far more efficient. Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we'd simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/structure.txt
No license file was found, but licenses were detected in source scan.

/*
* jaricom.c
*
* Developed 1997-2011 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains probability estimation tables for common use in
* arithmetic entropy encoding and decoding routines.
*
* This data represents Table D.3 in the JPEG spec (D.2 in the draft),
* ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81, and Table 24
*/

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

/*
* jcapimin.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2003-2010 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface code for the compression half
* of the JPEG library. These are the "minimum" API routines that may be
* needed in either the normal full-compression case or the transcoding-only
* case.
*
* Most of the routines intended to be called directly by an application
* are in this file or in jcapistd.c. But also see jeparam.c for
* parameter-setup helper routines, jomapi.c for routines shared by
* compression and decompression, and jctrans.c for the transcoding case.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcapimin.c
No license file was found, but licenses were detected in source scan.

/*
 * jquant2.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2011 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains 2-pass color quantization (color mapping) routines.
 * These routines provide selection of a custom color map for an image,
 * followed by mapping of the image to that color map, with optional
 * Floyd-Steinberg dithering.
 * It is also possible to use just the second pass to map to an arbitrary
 * externally-given color map.
 *
 * Note: ordered dithering is not supported, since there isn't any fast
 * way to compute intercolor distances; it's unclear that ordered dither's
 * fundamental assumptions even hold with an irregularly spaced color map.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jquant2.c
No license file was found, but licenses were detected in source scan.

/*
 * jidctflt.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.

* This file contains a floating-point implementation of the inverse DCT (Discrete Cosine Transform). In the IJG code, this routine must also perform dequantization of the input coefficients.

* This implementation should be more accurate than either of the integer IDCT implementations. However, it may not give the same results on all machines because of differences in roundoff behavior. Speed will depend on the hardware's floating point capacity.

* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT on each row (or vice versa, but it's more convenient to emit a row at a time). Direct algorithms are also available, but they are much more complex and seem not to be any faster when reduced to code.

* This implementation is based on Arai, Agui, and Nakajima's algorithm for scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in Japanese, but the algorithm is described in the Pennebaker & Mitchell JPEG textbook (see REFERENCES section in file README). The following code is based directly on figure 4-8 in P&M.

* While an 8-point DCT cannot be done in less than 11 multiplies, it is possible to arrange the computation so that many of the multiplies are simple scalings of the final outputs. These multiplies can then be folded into the multiplications or divisions by the JPEG quantization table entries. The AA&N method leaves only 5 multiplies and 29 adds to be done in the DCT itself.

* The primary disadvantage of this method is that with a fixed-point implementation, accuracy is lost due to imprecise representation of the scaled quantization values. However, that problem does not arise if we use floating point arithmetic.

*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jidctflt.c

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/*
 * jdsample.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
* This file contains upsampling routines.
*
* Upsampling input data is counted in "row groups". A row group
* is defined to be (v_samp_factor * DCT_v_scaled_size / min_DCT_v_scaled_size)
* sample rows of each component. Upsampling will normally produce
* max_v_samp_factor pixel rows from each row group (but this could vary
* if the upsampler is applying a scale factor of its own).
*
* An excellent reference for image resampling is
*/

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* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdsample.c
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/*
* jcsample.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains downsampling routines.
*
* Downsampling input data is counted in "row groups". A row group
* is defined to be max_v_samp_factor pixel rows of each component,
* from which the downsampler produces v_samp_factor sample rows.
* A single row group is processed in each call to the downsampler module.
*
* The downsampler is responsible for edge-expansion of its output data
* to fill an integral number of DCT blocks horizontally. The source buffer
* may be modified if it is helpful for this purpose (the source buffer is
* allocated wide enough to correspond to the desired output width).
* The caller (the prep controller) is responsible for vertical padding.
*
* The downsampler may request "context rows" by setting need_context_rows
* during startup. In this case, the input arrays will contain at least
* one row group's worth of pixels above and below the passed-in data;
* the caller will create dummy rows at image top and bottom by replicating
* the first or last real pixel row.
*
* An excellent reference for image resampling is
* 
* The downsampling algorithm used here is a simple average of the source
* pixels covered by the output pixel. The hi-falutin sampling literature
* refers to this as a "box filter". In general the characteristics of a box
* filter are not very good, but for the specific cases we normally use (1:1
* and 2:1 ratios) the box is equivalent to a "triangle filter" which is not
* nearly so bad. If you intend to use other sampling ratios, you'd be well
* advised to improve this code.
*
* A simple input-smoothing capability is provided. This is mainly intended
* for cleaning up color-dithered GIF input files (if you find it inadequate,
* we suggest using an external filtering program such as pnmconvol). When
* enabled, each input pixel P is replaced by a weighted sum of itself and its
* eight neighbors. P's weight is 1-8*SF and each neighbor's weight is SF,
* where SF = (smoothing_factor / 1024).
* Currently, smoothing is only supported for 2h2v sampling factors.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcsample.c
No license file was found, but licenses were detected in source scan.

/*
 * jcmarker.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write JPEG datastream markers.
 */

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

/*
 * jdatasrc.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains decompression data source routines for the case of
 * reading JPEG data from memory or from a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different source manager.
 * IMPORTANT: we assume that fread() will correctly transcribe an array of
 * JOCTETs from 8-bit-wide elements on external storage. If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
 */
Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdatasrc.c
No license file was found, but licenses were detected in source scan.

/*
 * jdhuff.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains Huffman entropy decoding routines.
 * Both sequential and progressive modes are supported in this single module.
 *
 * Much of the complexity here has to do with supporting input suspension.
 * If the data source module demands suspension, we want to be able to back
 * up to the start of the current MCU. To do this, we copy state variables
 * into local working storage, and update them back to the permanent
 * storage only upon successful completion of an MCU.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdhuff.c
No license file was found, but licenses were detected in source scan.

/*
 * rdppm.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in PPM/PGM format.
 * The extended 2-byte-per-sample raw PPM/PGM formats are supported.
 * The PBMPLUS library is NOT required to compile this software
 * (but it is highly useful as a set of PPM image manipulation programs).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
 * user interface has already read some data (e.g., to determine that
 * the file is indeed PPM format).
 */
/* Portions of this code are based on the PBMPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdppm.c
No license file was found, but licenses were detected in source scan.

/*
 * jigcolor.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains input colorspace conversion routines.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jigcolor.c
No license file was found, but licenses were detected in source scan.

/*
 * jinclude.h
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * Modified 2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file exists to provide a single place to fix any problems with
 * including the wrong system include files. (Common problems are taken
 * care of by the standard jconfig symbols, but on really weird systems
 * you may have to edit this file.)
 *
 * NOTE: this file is NOT intended to be included by applications using the
 * JPEG library. Most applications need only include jpeglib.h.
 */

Found in path(s):
/*
* rdgif.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains routines to read input images in GIF format.
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed GIF format).
*/

/*
This code is loosely based on giftoppm from the PBMPLUS distribution
of Feb. 1991. That file contains the following copyright notice:
+-------------------------------------------------------------------+
| Copyright 1990, David Koblas.                                       |
| Permission to use, copy, modify, and distribute this software      |
| and its documentation for any purpose and without fee is hereby    |
| granted, provided that the above copyright notice appear in all    |
| copies and that both that copyright notice and this permission     |
| notice appear in supporting documentation. This software is        |
| provided "as is" without express or implied warranty.              |
+-------------------------------------------------------------------+
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdgif.c
No license file was found, but licenses were detected in source scan.

/*
* jdct.h
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This include file contains common declarations for the forward and
* inverse DCT modules. These declarations are private to the DCT managers
* (jcdctmgr.c, jddctmgr.c) and the individual DCT algorithms.
* The individual DCT algorithms are kept in separate files to ease
* machine-dependent tuning (e.g., assembly coding).
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdct.h
No license file was found, but licenses were detected in source scan.

/*
 * ckconfig.c
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/ckconfig.c
No license file was found, but licenses were detected in source scan.

/*
 * rdjpgcom.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2009 by Bill Allombert, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a very simple stand-alone application that displays
 * the text in COM (comment) markers in a JFIF file.
 * This may be useful as an example of the minimum logic needed to parse
 * JPEG markers.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdjpgcom.c
No license file was found, but licenses were detected in source scan.

/*
 * jidctfst.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a fast, not so accurate integer implementation of the
* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
* must also perform dequantization of the input coefficients.
*
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jidctfst.c
No license file was found, but licenses were detected in source scan.

/*
* jcapistd.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface code for the compression half
* of the JPEG library. These are the "standard" API routines that are
* used in the normal full-compression case. They are not used by a
* transcoding-only application. Note that if an application links in
* jpeg_start_compress, it will end up linking in the entire compressor.
* We thus must separate this file from jcapimin.c to avoid linking the
* whole compression library into a transcoder.
*/

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

/*
 * jfdctint.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a slow-but-accurate integer implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column.  Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on an algorithm described in
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
 * The primary algorithm described there uses 11 multiplies and 29 adds.
 * We use their alternate method with 12 multiplies and 32 adds.
 * The advantage of this method is that no data path contains more than one
 * multiplication; this allows a very simple and accurate implementation in
 * scaled fixed-point arithmetic, with a minimal number of shifts.
 *
 * We also provide FDCT routines with various input sample block sizes for
 * direct resolution reduction or enlargement and for direct resolving the
 * common 2x1 and 1x2 subsampling cases without additional resampling: NxN
 * (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 output DCT block.
 *
 * For N<8 we fill the remaining block coefficients with zero.
 * For N>8 we apply a partial N-point FDCT on the input samples, computing
 * just the lower 8 frequency coefficients and discarding the rest.
 *
 * We must scale the output coefficients of the N-point FDCT appropriately
 * to the standard 8-point FDCT level by 8/N per 1-D pass.  This scaling
 * is folded into the constant multipliers (pass 2) and/or final/initial
 * shifting.
 *
 * CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
 * since there would be too many additional constants to pre-calculate.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcapistd.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemdos.c
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file provides an MS-DOS-compatible implementation of the system-
 * dependent portion of the JPEG memory manager. Temporary data can be
 * stored in extended or expanded memory as well as in regular DOS files.
 *
 * If you use this file, you must be sure that NEED_FAR_POINTERS is defined
 * if you compile in a small-data memory model; it should NOT be defined if
 * you use a large-data memory model. This file is not recommended if you
 * are using a flat-memory-space 386 environment such as DJGCC or Watcom C.
 * Also, this code will NOT work if struct fields are aligned on greater than
 * 2-byte boundaries.
 *
 * Based on code contributed by Ge' Weijers.
 */

Found in path(s):
 * /opt/cola/permits/1103550007_1605777850.47/jpegsrc-v9d-tar-gz/jpeg-9d/jmemdos.c

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

/*
 * jidctint.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modification developed 2002-2018 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a slow-but-accurate integer implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
 * on each row (or vice versa, but it's more convenient to emit a row at
 * a time). Direct algorithms are also available, but they are much more
 * complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on an algorithm described in
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
* The primary algorithm described there uses 11 multiplies and 29 adds.
* We use their alternate method with 12 multiplies and 32 adds.
* The advantage of this method is that no data path contains more than one
  * multiplication; this allows a very simple and accurate implementation in
  * scaled fixed-point arithmetic, with a minimal number of shifts.
* We also provide IDCT routines with various output sample block sizes for
  * direct resolution reduction or enlargement and for direct resolving the
  * common 2x1 and 1x2 subsampling cases without additional resampling: NxN
  * (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 input DCT block.
* For N<8 we simply take the corresponding low-frequency coefficients of
  * the 8x8 input DCT block and apply an NxN point IDCT on the sub-block
  * to yield the downscaled outputs.
* This can be seen as direct low-pass downsampling from the DCT domain
  * point of view rather than the usual spatial domain point of view,
  * yielding significant computational savings and results at least
  * as good as common bilinear (averaging) spatial downsampling.
* For N>8 we apply a partial NxN IDCT on the 8 input coefficients as
  * lower frequencies and higher frequencies assumed to be zero.
* It turns out that the computational effort is similar to the 8x8 IDCT
  * regarding the output size.
* Furthermore, the scaling and descaling is the same for all IDCT sizes.
* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
  * since there would be too many additional constants to pre-calculate.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jidctint.c

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

/*
 * rdbmp.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in Microsoft "BMP"
 * format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).
 * Currently, only 8-, 24-, and 32-bit images are supported, not 1-bit or
 * 4-bit (feeding such low-depth images into JPEG would be silly anyway).
 * Also, we don't support RLE-compressed files.
 *
 * These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed BMP format).
*
* This code contributed by James Arthur Boucher.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdbmp.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemmgr.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the JPEG system-independent memory management
 * routines. This code is usable across a wide variety of machines; most
 * of the system dependencies have been isolated in a separate file.
 * The major functions provided here are:
 *  * pool-based allocation and freeing of memory;
 *  * policy decisions about how to divide available memory among the
 *    virtual arrays;
 *  * control logic for swapping virtual arrays between main memory and
 *    backing storage.
 * The separate system-dependent file provides the actual backing-storage
 * access code, and it contains the policy decision about how much total
 * main memory to use.
 * This file is system-dependent in the sense that some of its functions
 * are unnecessary in some systems. For example, if there is enough virtual
 * memory so that backing storage will never be used, much of the virtual
 * array control logic could be removed. (Of course, if you have that much
 * memory then you shouldn't care about a little bit of unused code...)
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemmgr.c
No license file was found, but licenses were detected in source scan.

/*/ 
 * djpeg.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a command-line user interface for the JPEG decompressor.
* It should work on any system with Unix- or MS-DOS-style command lines.
*
* Two different command line styles are permitted, depending on the
* compile-time switch TWO_FILE_COMMANDLINE:
* djpeg [options] inputfile outputfile
* djpeg [options] [inputfile]
* In the second style, output is always to standard output, which you'd
* normally redirect to a file or pipe to some other program. Input is
* either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
* don't support pipes. Also, you MUST use the first style if your system
* doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax
* djpeg [options] -outfile outputfile inputfile
* works regardless of which command line style is used.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/djpeg.c
No license file was found, but licenses were detected in source scan.

/*
* cdjpeg.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains common support routines used by the IJG application
* programs (cjpeg, djpeg, jpegtran).
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/cdjpeg.c
No license file was found, but licenses were detected in source scan.

/*
* jcprepc.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the compression preprocessing controller.
* This controller manages the color conversion, downsampling,
* and edge expansion steps.
*
* Most of the complexity here is associated with buffering input rows
* as required by the downsampler. See the comments at the head of
* jcsample.c for the downsampler's needs.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcprepct.c
No license file was found, but licenses were detected in source scan.

/*
* rdrle.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains routines to read input images in Utah RLE format.
* The Utah Raster Toolkit library is required (version 3.1 or later).
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed RLE format).
*
* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdrle.c
No license file was found, but licenses were detected in source scan.

/*
* jdarith.c
*
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains portable arithmetic entropy decoding routines for JPEG
* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdarith.c
No license file was found, but licenses were detected in source scan.

/ *
* jversion.h
* *
* Copyright (C) 1991-2020, Thomas G. Lane, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains software version identification.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jversion.h
No license file was found, but licenses were detected in source scan.

/ *
* jcmainct.c
* *
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the main buffer controller for compression.
* The main buffer lies between the pre-processor and the JPEG
* compressor proper; it holds downsampled data in the JPEG colorspace.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcmainct.c
No license file was found, but licenses were detected in source scan.

/ *
* jdmerge.c
* *
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
This file contains code for merged upsampling/color conversion.

This file combines functions from jdsample.c and jdcolor.c; read those files first to understand what's going on.

When the chroma components are to be upsampled by simple replication (ie, box filtering), we can save some work in color conversion by calculating all the output pixels corresponding to a pair of chroma samples at one time. In the conversion equations

\[\begin{align*}
R &= Y + K1 \times Cr \\
G &= Y + K2 \times Cb + K3 \times Cr \\
B &= Y + K4 \times Cb
\end{align*}\]

only the Y term varies among the group of pixels corresponding to a pair of chroma samples, so the rest of the terms can be calculated just once. At typical sampling ratios, this eliminates half or three-quarters of the multiplications needed for color conversion.

This file currently provides implementations for the following cases:

- YCC => RGB color conversion only (YCbCr or BG_YCC).
- Sampling ratios of 2h1v or 2h2v.
- No scaling needed at upsample time.
- Corner-aligned (non-CCIR601) sampling alignment.
- Other special cases could be added, but in most applications these are the only common cases. (For uncommon cases we fall back on the more general code in jdsample.c and jdcolor.c.)

This file currently provides implementations for the following cases:

- YCC => RGB color conversion only (YCbCr or BG_YCC).
- Sampling ratios of 2h1v or 2h2v.
- No scaling needed at upsample time.
- Corner-aligned (non-CCIR601) sampling alignment.
- Other special cases could be added, but in most applications these are the only common cases. (For uncommon cases we fall back on the more general code in jdsample.c and jdcolor.c.)
* of each desired color. Such a file can be extracted from an
* ordinary image PPM file with ppmtomap(1).
 *
* Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not
* currently implemented.
*/
/* Portions of this code are based on the PBPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdcolmap.c
No license file was found, but licenses were detected in source scan.

/ *
* transupp.c
*
* Copyright (C) 1997-2019, Thomas G. Lane, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains image transformation routines and other utility code
* used by the jpegtran sample application. These are NOT part of the core
* JPEG library. But we keep these routines separate from jpegtran.c to
* ease the task of maintaining jpegtran-like programs that have other user
* interfaces.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/transupp.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: FILE LIST

Copyright (C) 1994-2019, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

Here is a road map to the files in the IJG JPEG distribution. The
distribution includes the JPEG library proper, plus two application programs ("cjpeg" and "djpeg") which use the library to convert JPEG files to and from some other popular image formats. A third application "jpegtran" uses the library to do lossless conversion between different variants of JPEG. There are also two stand-alone applications, "rdjpgcom" and "wrjpgcom".

THE JPEG LIBRARY
==============

Include files:

jpeglib.h JPEG library's exported data and function declarations.
jconfig.h Configuration declarations. Note: this file is not present in the distribution; it is generated during installation.
jmorecfg.h Additional configuration declarations; need not be changed for a standard installation.
jerror.h Declares JPEG library's error and trace message codes.
jinclude.h Central include file used by all IJG .c files to reference system include files.
jpegint.h JPEG library's internal data structures.
jdct.h Private declarations for forward & reverse DCT subsystems.
jnemsys.h Private declarations for memory management subsystem.
jversion.h Version information.

Applications using the library should include jpeglib.h (which in turn includes jconfig.h and jmorecfg.h). Optionally, jerror.h may be included if the application needs to reference individual JPEG error codes. The other include files are intended for internal use and would not normally be included by an application program. (cjpeg/djpeg/etc do use jinclude.h, since its function is to improve portability of the whole IJG distribution. Most other applications will directly include the system include files they want, and hence won't need jinclude.h.)

C source code files:

These files contain most of the functions intended to be called directly by an application program:

jcapimin.c Application program interface: core routines for compression.
jcapistd.c Application program interface: standard compression.
jdapimin.c Application program interface: core routines for decompression.
jdapistd.c Application program interface: standard decompression.
jcomapi.c Application program interface routines common to compression and decompression.
jcparam.c Compression parameter setting helper routines.
jctrans.c: API and library routines for transcoding compression.
jdtrans.c: API and library routines for transcoding decompression.

Compression side of the library:

jcinit.c: Initialization: determines which other modules to use.
jcmaster.c: Master control: setup and inter-pass sequencing logic.
jcmainct.c: Main buffer controller (preprocessor => JPEG compressor).
jpcrepct.c: Preprocessor buffer controller.
jccoefct.c: Buffer controller for DCT coefficient buffer.
jcolor.c: Color space conversion.
jscsample.c: Downsampling.
jdctmgr.c: DCT manager (DCT implementation selection & control).
jfdctint.c: Forward DCT using slow-but-accurate integer method.
jfdctfst.c: Forward DCT using faster, less accurate integer method.
jfdctflt.c: Forward DCT using floating-point arithmetic.
jchuff.c: Huffman entropy coding.
jcarith.c: Arithmetic entropy coding.
jmarker.c: JPEG marker writing.
jdatadst.c: Data destination managers for memory and stdio output.

Decompression side of the library:

jdmaster.c: Master control: determines which other modules to use.
jdinput.c: Input controller: controls input processing modules.
jdmaintc.c: Main buffer controller (JPEG decompressor => postprocessor).
jdccoefct.c: Buffer controller for DCT coefficient buffer.
jdpostct.c: Postprocessor buffer controller.
jdmarker.c: JPEG marker reading.
jdhuff.c: Huffman entropy decoding.
jdarith.c: Arithmetic entropy decoding.
jdctmgr.c: IDCT manager (IDCT implementation selection & control).
jidctint.c: Inverse DCT using slow-but-accurate integer method.
jidctfst.c: Inverse DCT using faster, less accurate integer method.
jidctflt.c: Inverse DCT using floating-point arithmetic.
jdsample.c: Upsampling.
jcolor.c: Color space conversion.
jdmerge.c: Merged upsampling/color conversion (faster, lower quality).
jquant1.c: One-pass color quantization using a fixed-spacing colormap.
jquant2.c: Two-pass color quantization using a custom-generated colormap.
Also handles one-pass quantization to an externally given map.
jdatasrc.c: Data source managers for memory and stdio input.

Support files for both compression and decompression:

jaricom.c: Tables for common use in arithmetic entropy encoding and decoding routines.
jerror.c: Standard error handling routines (application replaceable).
jmemmgr.c: System-independent (more or less) memory management code.
jutils.c: Miscellaneous utility routines.

jmemmgr.c relies on a system-dependent memory management module. The IJG distribution includes the following implementations of the system-dependent module:

jmemnobs.c: "No backing store": assumes adequate virtual memory exists.
jmemansi.c: Makes temporary files with ANSI-standard routine tmpfile().
jmemname.c: Makes temporary files with program-generated file names.
jmemdos.c: Custom implementation for MS-DOS (16-bit environment only): can use extended and expanded memory as well as temp files.
jmemmac.c: Custom implementation for Apple Macintosh.

Exactly one of the system-dependent modules should be configured into an installed JPEG library (see install.txt for hints about which one to use). On unusual systems you may find it worthwhile to make a special system-dependent memory manager.

Non-C source code files:

jmemdosa.asm: 80x86 assembly code support for jmemdos.c; used only in MS-DOS-specific configurations of the JPEG library.

CJPEGL/JPEDARK/JPEGTRAN
====================

Include files:

cdjpeg.h: Declarations shared by cjpeg/djpeg/jpegtran modules.
cderror.h: Additional error and trace message codes for cjpeg et al.
transupp.h: Declarations for jpegtran support routines in transupp.c.

C source code files:

cjpeg.c: Main program for cjpeg.
djpeg.c: Main program for djpeg.
jpegtran.c: Main program for jpegtran.
cdjpeg.c: Utility routines used by all three programs.
rdcolormap.c: Code to read a colormap file for djpeg's "-map" switch.
rdsswitch.c: Code to process some of cjpeg's more complex switches. Also used by jpegtran.
transupp.c: Support code for jpegtran: lossless image manipulations.

Image file reader modules for cjpeg:
Image file writer modules for djpeg:

wrbmp.c	BMP file output.
wrgif.c	GIF file output.
wrppm.c	PPM/PGM file output.
wrrle.c	Utah RLE file output.
wrtarga.c	Targa file output.

RDJPJCOM/WRJPJCOM
==================

C source code files:

rdjpjcom.c	Stand-alone rdjpjcom application.
wrjpjcom.c	Stand-alone wrjpjcom application.

These programs do not depend on the IJG library. They do use
jconfig.h and jinclude.h, only to improve portability.

ADDITIONAL FILES
==================

Documentation (see README for a guide to the documentation files):

READMEMaster documentation file.
*.txtOther documentation files.
*.1Documentation in Unix man page format.
change.logVersion-to-version change highlights.
example.cSample code for calling JPEG library.

Configuration/installation files and programs (see install.txt for more info):

configureUnix shell script to perform automatic configuration.
configure.acSource file for use with Autoconf to generate configure.
lmain.shSupport scripts for configure (from GNU libtool).
config.guess
cfg.config.sub
decomp
missing
ar-lib
compile
install-shInstall shell script for those Unix systems lacking one.
Makefile.inMakefile input for configure.
Makefile.amSource file for use with Automake to generate Makefile.in.
ckconfig.cProgram to generate jconfig.h on non-Unix systems.
jconfig.txtTemplate for making jconfig.h by hand.
mak.*Sample makefiles for particular systems.
jconfig.*Sample jconfig.h for particular systems.
libjpeg.mapScript to generate shared library with versioned symbols.
libjpeg.pc.inlibjpeg.pc pkg-config file input for configure.
aclocal.m4M4 macro definitions for use with Autoconf.

Test files (see install.txt for test procedure):

test.*Source and comparison files for confidence test.
These are binary image files, NOT text files.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/jpegsrc-v9d-tar-gz/jpeg-9d/filelist.txt
No license file was found, but licenses were detected in source scan.

/ *
 * jccoefct.c
 * *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the coefficient buffer controller for compression.
 * This controller is the top level of the JPEG compressor proper.
 * The coefficient buffer lies between forward-DCT and entropy encoding steps.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/jpegsrc-v9d-tar-gz/jpeg-9d/jccoefct.c
No license file was found, but licenses were detected in source scan.

/ *
 * jmennobs.c
 * *
 * Copyright (C) 1992-1996, Thomas G. Lane.
 * Modified 2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file provides a really simple implementation of the system-
 * dependent portion of the JPEG memory manager. This implementation
* assumes that no backing-store files are needed: all required space
* can be obtained from malloc().
* This is very portable in the sense that it'll compile on almost anything,
* but you'd better have lots of main memory (or virtual memory) if you want
* to process big images.
* Note that the max_memory_to_use option is respected by this implementation.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemnobs.c
No license file was found, but licenses were detected in source scan.

/ *
* jdtrans.c
* Copyright (C) 1995-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains library routines for transcoding decompression,
* that is, reading raw DCT coefficient arrays from an input JPEG file.
* The routines in jdapimin.c will also be needed by a transcoder.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdtrans.c
No license file was found, but licenses were detected in source scan.

/ *
* jdcoefct.c
* 
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2002-2011 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains the coefficient buffer controller for decompression.
* This controller is the top level of the JPEG decompressor proper.
* The coefficient buffer lies between entropy decoding and inverse-DCT steps.
* 
* In buffered-image mode, this controller is the interface between
* input-oriented processing and output-oriented processing.
* Also, the input side (only) is used when reading a file for transcoding.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdcoefct.c
No license file was found, but licenses were detected in source scan.

/*
 * jcparam.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains optional default-setting code for the JPEG compressor.
 * Applications do not have to use this file, but those that don't use it
 * must know a lot more about the innards of the JPEG code.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcparam.c

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

/*
 * wrgif.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in GIF format.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 */

/*
 * This code is loosely based on ppmgif from the PBPLUS distribution
 * of Feb. 1991. That file contains the following copyright notice:
 * Based on GIFENCODE by David Rowley <mgardi@watdscu.watwaterloo.edu>.
 * Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.
 * Copyright (C) 1989 by Jef Poskanzer.
 * Permission to use, copy, modify, and distribute this software and its
 * documentation for any purpose and without fee is hereby granted, provided
 * that the above copyright notice appear in all copies and that both that
 * copyright notice and this permission notice appear in supporting
 * documentation. This software is provided "as is" without express or
 * implied warranty.
 */

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

/*
 * jdinput.c
 * 
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2002-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file contains input control logic for the JPEG decompressor.
 * These routines are concerned with controlling the decompressor's input
 * processing (marker reading and coefficient decoding). The actual input
 * reading is done in jdmarker.c, jdhuff.c, and jdarith.c.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdinput.c

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

/*
 * rdtarga.c
 * 
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file contains routines to read input images in Targa format.
 * 
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
 * user interface has already read some data (e.g., to determine that
 * the file is indeed Targa format).
 * 
 * Based on code contributed by Lee Daniel Crocker.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdtarga.c

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

/*
 * jcdctmgr.c
 * 

* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the forward-DCT management logic.
* This code selects a particular DCT implementation to be used,
* and it performs related housekeeping chores including coefficient
* quantization.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcdctmgr.c
No license file was found, but licenses were detected in source scan.

/*
* jmemansi.c
*
* Copyright (C) 1992-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides a simple generic implementation of the system-
* dependent portion of the JPEG memory manager. This implementation
* assumes that you have the ANSI-standard library routine tmpfile().
* Also, the problem of determining the amount of memory available
* is shoved onto the user.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemansi.c
No license file was found, but licenses were detected in source scan.

/*
* jerror.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains simple error-reporting and trace-message routines.
* These are suitable for Unix-like systems and others where writing to
* stderr is the right thing to do. Many applications will want to replace
* some or all of these routines.
*
* If you define USE_WINDOWS_MESSAGEBOX in jconfig.h or in the makefile,
* you get a Windows-specific hack to display error messages in a dialog box.
* It ain't much, but it beats dropping error messages into the bit bucket,
* which is what happens to output to stderr under most Windows C compilers.
* These routines are used by both the compression and decompression code.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jerror.c
No license file was found, but licenses were detected in source scan.

/ *
* cdjpeg.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains common declarations for the sample applications
cjpeg and djpeg. It is NOT used by the core JPEG library.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/cdjpeg.h
No license file was found, but licenses were detected in source scan.

/ *
* jdpostct.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains the decompression postprocessing controller.
* This controller manages the upsampling, color conversion, and color
* quantization/reduction steps; specifically, it controls the buffering
* between upsample/color conversion and color quantization/reduction.
* If no color quantization/reduction is required, then this module has no
* work to do, and it just hands off to the upsample/color conversion code.
* An integrated upsample/convert/quantize process would replace this module
* entirely.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdpostct.c
No license file was found, but licenses were detected in source scan.
/*
 * jdmarker.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to decode JPEG datastream markers.
 * Most of the complexity arises from our desire to support input
 * suspension: if not all of the data for a marker is available,
 * we must exit back to the application. On resumption, we reprocess
 * the marker.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmarker.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemmac.c
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * jmemmac.c provides an Apple Macintosh implementation of the system-
 * dependent portion of the JPEG memory manager.
 *
 * If you use jmemmac.c, then you must define USE_MAC_MEMMGR in the
 * JPEG_INTERNALS part of jconfig.h.
 *
 * jmemmac.c uses the Macintosh toolbox routines NewPtr and DisposePtr
 * instead of malloc and free. It accurately determines the amount of
 * memory available by using CompactMem. Notice that if left to its
 * own devices, this code can chew up all available space in the
 * application's zone, with the exception of the rather small "slop"
 * factor computed in jpeg_mem_available(). The application can ensure
 * that more space is left over by reducing max_memory_to_use.
 *
 * Large images are swapped to disk using temporary files and System 7.0+'s
 * temporary folder functionality.
 *
 * Note that jmemmac.c depends on two features of MacOS that were first
 * introduced in System 7: FindFolder and the FSSpec-based calls.
 * If your application uses jmemmac.c and is run under System 6 or earlier,
 * and the jpeg library decides it needs a temporary file, it will abort,
 * printing error messages about requiring System 7. (If no temporary files
* are created, it will run fine.)
* 
* If you want to use jmemmac.c in an application that might be used with
* System 6 or earlier, then you should remove dependencies on FindFolder
* and the FSSpec calls. You will need to replace FindFolder with some
* other mechanism for finding a place to put temporary files, and you
* should replace the FSSpec calls with their HFS equivalents:
* 
*     FSpDelete   ->  HDelete
*     FSpGetFInfo ->  HGetFInfo
*     FSpCreate   ->  HCreate
*     FSpOpenDF   ->  HOpen    *** Note: not HOpenDF ***
*     FSMakeFSSpec ->  (fill in spec by hand.)
* 
*     (Use HOpen instead of HOpenDF. HOpen is just a glue-interface to PBHOpen,
*     which is on all HFS macs. HOpenDF is a System 7 addition which avoids the
*     ages-old problem of names starting with a period.)
* 
*     Contributed by Sam Bushell (jsam@iagu.on.net) and
*     Dan Gildor (gyld@in-touch.com).
* /

Found in path(s):
    /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemmac.c
No license file was found, but licenses were detected in source scan.

The Independent JPEG Group's JPEG software
==============================================

README for release 9d of 12-Jan-2020
======================================

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

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

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee
(previously known as JPEG, together with ITU-T SG16).

DOCUMENTATION ROADMAP
=========================
This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:
install.txt How to configure and install the IJG software.
usage.txt Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.txt).
wizard.txt Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

Programmer and internal documentation:
libjpeg.txt How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.txt Overview of the JPEG library's internal structure.
filelist.txt Road map of IJG files.
coderules.txt Coding style rules --- please read if you contribute code.

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

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

OVERVIEW
========

This package contains C software to implement JPEG image encoding, decoding, and transcoding. JPEG (pronounced “jay-peg”) is a standardized compression method for full-color and grayscale images.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.
We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application.

We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

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

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

LEGAL ISSUES
============

In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-2020, Thomas G. Lane, Guido Vollbeding.
Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:
(1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.
(2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".
(3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

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

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

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

REFERENCES
==========

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

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

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


Although this is by far the most detailed and comprehensive exposition of JPEG publicly available, we point out that it is still missing an explanation of the most essential properties and algorithms of the underlying DCT technology.

If you think that you know about DCT-based JPEG after reading this book, then you are in delusion. The real fundamentals and corresponding potential of DCT-based JPEG are not publicly known so far, and that is the reason for all the mistaken developments taking place in the image coding domain.


The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the “JFIF” conventions, version 2. JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011): Information technology - Digital compression and coding of continuous-tone still images: JPEG File Interchange Format (JFIF). It is available as a free download in PDF file format from http://www.itu.int/rec/T-REC-T.871. A PDF file of the older JFIF document is available at http://www.w3.org/Graphics/JPEG/jfif3.pdf.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from http://www.iijg.org/files/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note.

ARCHIVE LOCATIONS
==================

The "official" archive site for this software is www.iijg.org. The most recent released version can always be found there in directory "files". This particular version will be archived as http://www.iijg.org/files/jpegsrc.v9d.tar.gz, and in Windows-compatible "zip" archive format as http://www.iijg.org/files/jpegsr9d.zip.


If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

ACKNOWLEDGMENTS
=================

Thank to Juergen Bruder for providing me with a copy of the common DCT algorithm article, only to find out that I had come to the same result in a more direct and comprehensible way with a more generative approach.
Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

Thank to Thomas Richter and Daniel Lee for inviting me to the ISO/IEC JTC1/SC29/WG1 (previously known as JPEG, together with ITU-T SG16) meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini for inviting me to fruitful consultations in Boston, MA and Milan, Italy.

Thank to Hendrik Elstner, Roland Fassauer, Simone Zuck, Guenther Maier-Gerber, Walter Stoeber, Fred Schmitz, and Norbert Braunagel for corresponding business development.

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Thank to Andrew Finkenstadt for hosting the ijg.org site.

Thank to Thomas G. Lane for the original design and development of this singular software package.

Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss, Yvonne Roebert, Andrej Werner, and Ulf-Dietrich Braumann for support and public relations.

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

The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16) currently promotes different formats containing the name "JPEG" which is misleading because these formats are incompatible with original DCT-based JPEG and are based on faulty technologies. IJG therefore does not and will not support such momentary mistakes (see REFERENCES).

There exist also distributions under the name "OpenJPEG" promoting such kind of formats which is misleading because they don't support original JPEG images.

We have no sympathy for the promotion of inferior formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files.
Don't use an incompatible file format!
(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their public reports which is not true because they don't respond to actual requirements for the maintenance of the original JPEG specification. Furthermore, the ISO committee pretends to "ensure interoperability" with their standards which is not true because their "standards" support only application-specific and proprietary use cases and contain mathematically incorrect code.

There are currently different distributions in circulation containing the name "libjpeg" which is misleading because they don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions. One of those fakes is released by members of the ISO committee and just uses the name of libjpeg for misdirection of people, similar to the abuse of the name JPEG as described above, while having nothing in common with actual IJG libjpeg distributions and containing mathematically incorrect code. The other one claims to be a "derivative" or "fork" of the original libjpeg, but violates the license conditions as described under LEGAL ISSUES above and violates basic C programming properties.
We have no sympathy for the release of misleading, incorrect and illegal distributions derived from obsolete code bases.
Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and legal right to foreclose on certain standardization bodies and other institutions or corporations that knowingly perform substantial and systematic deceptive acts and practices, fraud, theft, and damaging of the value of the people of this planet without their knowing, willing and intentional consent.
The titles, ownership, and rights of these institutions and all their assets are now duly secured and held in trust for the free people of this planet. People of the planet, on every country, may have a financial interest in the assets of these former principals, agents, and beneficiaries of the foreclosed institutions and corporations.
IJG asserts what is: that each man, woman, and child has unalienable value and rights granted and deposited in them by the Creator and not any one of the people is subordinate to any artificial principality, corporate fiction or the special interest of another without their appropriate knowing, willing and intentional consent made by contract or accommodation agreement. IJG expresses that which already was.
The people have already determined and demanded that public administration entities, national governments, and their supporting judicial systems must be fully transparent, accountable, and liable.
IJG has secured the value for all concerned free people of the planet.
A partial list of foreclosed institutions and corporations ("Hall of Shame") is currently prepared and will be published later.

**TO DO**

=====

Version 9 is the second release of a new generation JPEG standard to overcome the limitations of the original JPEG specification, and is the first true source reference JPEG codec. More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/README
No license file was found, but licenses were detected in source scan.

/*
 * cjpeg.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for the JPEG compressor.
 * It should work on any system with Unix- or MS-DOS-style command lines.
 *
 * Two different command line styles are permitted, depending on the
 * compile-time switch TWO_FILE_COMMANDLINE:
 * cjpeg [options] inputfile outputfile
 * cjpeg [options] [inputfile]
 * In the second style, output is always to standard output, which you'd
 * normally redirect to a file or pipe to some other program. Input is
 * either from a named file or from standard input (typically redirected).
 * The second style is convenient on Unix but is unhelpful on systems that
 * don't support pipes. Also, you MUST use the first style if your system
 * doesn't do binary I/O to stdin/stdout.
 * To simplify script writing, the "-outfile" switch is provided. The syntax
 * cjpeg [options] -outfile outputfile inputfile
 * works regardless of which command line style is used.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/cjpeg.c
No license file was found, but licenses were detected in source scan.
/*
 * transupp.h
 *
 * Copyright (C) 1997-2019, Thomas G. Lane, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains declarations for image transformation routines and
 * other utility code used by the jpegtran sample application. These are
 * NOT part of the core JPEG library. But we keep these routines separate
 * from jpegtran.c to ease the task of maintaining jpegtran-like programs
 * that have other user interfaces.
 *
 * NOTE: all the routines declared here have very specific requirements
 * about when they are to be executed during the reading and writing of the
 * source and destination files. See the comments in transupp.c, or see
 * jpegtran.c for an example of correct usage.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/transupp.h
No license file was found, but licenses were detected in source scan.

/*
 * cerror.h
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file defines the error and message codes for the cjpeg/djpeg
 * applications. These strings are not needed as part of the JPEG library
 * proper.
 * Edit this file to add new codes, or to translate the message strings to
 * some other language.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/cerror.h
No license file was found, but licenses were detected in source scan.

/*
 * jquant1.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2011 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 */
* For conditions of distribution and use, see the accompanying README file.

* This file contains 1-pass color quantization (color mapping) routines.
* These routines provide mapping to a fixed color map using equally spaced
* color values. Optional Floyd-Steinberg or ordered dithering is available.

*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jquant1.c

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

/*
* wrbmp.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains routines to write output images in Microsoft "BMP"
* format (MS Windows 3.x and OS/2 1.x flavors).
* Either 8-bit colormapped or 24-bit full-color format can be written.
* No compression is supported.
* 
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
* 
* This code contributed by James Arthur Boucher.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrbmp.c

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

/*
* jddctmgr.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains the inverse-DCT management logic.
* This code selects a particular IDCT implementation to be used,
* and it performs related housekeeping chores. No code in this file
* is executed per IDCT step, only during output pass setup.
*
* Note that the IDCT routines are responsible for performing coefficient
* dequantization as well as the IDCT proper. This module sets up the
* dequantization multiplier table needed by the IDCT routine.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jddctmgr.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemname.c
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file provides a generic implementation of the system-dependent
 * portion of the JPEG memory manager. This implementation assumes that
 * you must explicitly construct a name for each temp file.
 * Also, the problem of determining the amount of memory available
 * is shoved onto the user.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemname.c
No license file was found, but licenses were detected in source scan.

/*
 * jpegtran.c
 *
 * Copyright (C) 1995-2019, Thomas G. Lane, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for JPEG transcoding.
 * It is very similar to cjpeg.c, and partly to djpeg.c, but provides
 * lossless transcoding between different JPEG file formats. It also
 * provides some lossless and sort-of-lossless transformations of JPEG data.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jpegtran.c
No license file was found, but licenses were detected in source scan.

/*
 * wrppm.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
USING THE IJG JPEG LIBRARY

Copyright (C) 1994-2019, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application program. Read it if you want to write a program that uses the library.

The file example.c provides heavily commented skeleton code for calling the JPEG library. Also see jpeglib.h (the include file to be used by application programs) for full details about data structures and function parameter lists. The library source code, of course, is the ultimate reference.

Note that there have been *major* changes from the application interface presented by IJG version 4 and earlier versions. The old design had several inherent limitations, and it had accumulated a lot of cruft as we added features while trying to minimize application-interface changes. We have sacrificed backward compatibility in the version 5 rewrite, but we think the improvements justify this.

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You should read at least the overview and basic usage sections before trying to program with the library. The sections on advanced features can be read if and when you need them.

OVERVIEW
========

Functions provided by the library
----------------------------------

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression
library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions *not* provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:

* Hierarchical storage
* Lossless JPEG
* DNL marker
* Nonintegral subsampling ratios

We support 8-bit to 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use different precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

Outline of typical usage
------------------------

The rough outline of a JPEG compression operation is:

Allocate and initialize a JPEG compression object
Specify the destination for the compressed data (eg, a file)
Set parameters for compression, including image size & colorspace
jpeg_start_compress(...);
while (scan lines remain to be written)
jpeg_write_scanlines(...);
jpeg_finish_compress(...);
Release the JPEG compression object

A JPEG compression object holds parameters and working state for the JPEG library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the
same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to jpeg_write_scanlines() from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility. The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

Allocate and initialize a JPEG decompression object
Specify the source of the compressed data (eg, a file)
Call jpeg_read_header() to obtain image info
Set parameters for decompression
jpeg_start_decompress(...);
while (scan lines remain to be read)
jpeg_read_scanlines(...);
jpeg_finish_decompress(...);
Release the JPEG decompression object

This is comparable to the compression outline except that reading the datastream header is a separate step. This is helpful because information about the image's size, colorspace, etc is available when the application selects decompression parameters. For example, the application can choose an output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source manager, which typically will read the data from a file; but other behaviors can be obtained with a custom source manager. Decompressed data is delivered into in-memory buffers passed to jpeg_read_scanlines().

It is possible to abort an incomplete compression or decompression operation by calling jpeg_abort(); or, if you do not need to retain the JPEG object, simply release it by calling jpeg_destroy().

JPEG compression and decompression objects are two separate struct types. However, they share some common fields, and certain routines such as jpeg_destroy() can work on either type of object.

The JPEG library has no static variables: all state is in the compression or decompression object. Therefore it is possible to process multiple compression and decompression operations concurrently, using multiple JPEG objects.

Both compression and decompression can be done in an incremental memory-to-
memory fashion, if suitable source/destination managers are used. See the section on "I/O suspension" for more details.

BASIC LIBRARY USAGE
===================

Data formats
------------

Before diving into procedural details, it is helpful to understand the image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each pixel having the same number of "component" or "sample" values (color channels). You must specify how many components there are and the colorspace interpretation of the components. Most applications will use RGB data (three components per pixel) or grayscale data (one component per pixel).

PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE. A remarkable number of people manage to miss this, only to find that their programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color or full grayscale (or sometimes another colorspace such as CMYK). You can feed in a colormapped image by expanding it to full-color format. However JPEG often doesn't work very well with source data that has been colormapped, because of dithering noise. This is discussed in more detail in the JPEG FAQ and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to right. The component values for each pixel are adjacent in the row; for example, R,G,B,R,G,B,... for 24-bit RGB color. Each scanline is an array of data type JSAMPLE --- which is typically "unsigned char", unless you've changed jmorecfg.h. (You can also change the RGB pixel layout, say to B,G,R order, by modifying jmorecfg.h. But see the restrictions listed in that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of scanlines; so the scanlines need not be physically adjacent in memory. Even if you process just one scanline at a time, you must make a one-element pointer array to conform to this structure. Pointers to JSAMPLE rows are of type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call. It is not possible to process part of a row at a time. Scanlines are always processed top-to-bottom. You can process an entire image in one call if you have it all in memory, but usually it's simplest to process one scanline at a time.
For best results, source data values should have the precision specified by
BITS_IN_JSAMPLE (normally 8 bits). For instance, if you choose to compress
data that’s only 6 bits/channel, you should left-justify each value in a
byte before passing it to the compressor. If you need to compress data
that has more than 8 bits/channel, compile with BITS_IN_JSAMPLE = 9 to 12.
(See “Library compile-time options”, later.)

The data format returned by the decompressor is the same in all details,
except that colormapped output is supported. (Again, a JPEG file is never
colormapped. But you can ask the decompressor to perform on-the-fly color
quantization to deliver colormapped output.) If you request colormapped
output then the returned data array contains a single JSAMPLE per pixel;
its value is an index into a color map. The color map is represented as
a 2-D JSAMPARRAY in which each row holds the values of one color component,
that is, colormap[i][j] is the value of the i'th color component for pixel
value (map index) j. Note that since the colormap indexes are stored in
JSAMPLEs, the maximum number of colors is limited by the size of JSAMPLE
(ie, at most 256 colors for an 8-bit JPEG library).

Compression details
---------------------

Here we revisit the JPEG compression outline given in the overview.

1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct jpeg_compress_struct". (It also has
a bunch of subsidiary structures which are allocated via malloc(), but the
application doesn't control those directly.) This struct can be just a local
variable in the calling routine, if a single routine is going to execute the
whole JPEG compression sequence. Otherwise it can be static or allocated
from malloc().

You will also need a structure representing a JPEG error handler. The part
of this that the library cares about is a "struct jpeg_error_mgr". If you
are providing your own error handler, you'll typically want to embed the
jpeg_error_mgr struct in a larger structure; this is discussed later under
"Error handling". For now we'll assume you are just using the default error
handler. The default error handler will print JPEG error/warning messages
on stderr, and it will call exit() if a fatal error occurs.

You must initialize the error handler structure, store a pointer to it into
the JPEG object's "err" field, and then call jpeg_create_compress() to
initialize the rest of the JPEG object.
Typical code for this step, if you are using the default error handler, is

```c
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

`jpeg_create_compress` allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

2. Specify the destination for the compressed data (e.g., a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```c
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

**WARNING:** it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See `cjpeg.c` and `djpeg.c` for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling `jpeg_start_compress()` and `jpeg_finish_compress()`.

3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following
fields in the JPEG object (cinfo structure):

image_width	Width of image, in pixels
image_height	Height of image, in pixels
input_components	Number of color channels (samples per pixel)
in_color_space	Color space of source image

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and input_components is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The in_color_space field must be assigned one of the J_COLOR_SPACE enum constants, typically JCS_RGB or JCS_GRAYSCALE.

JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling jpeg_set_defaults(); then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set in_color_space correctly before calling jpeg_set_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call jpeg_start_compress(). There's no harm in calling jpeg_set_defaults() more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

```c
    cinfo.image_width = Width; /* image width and height, in pixels */
    cinfo.image_height = Height;
    cinfo.input_components = 3; /* # of color components per pixel */
    cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

    jpeg_set_defaults(&cinfo);
    /* Make optional parameter settings here */
```

4. jpeg_start_compress(...);

After you have established the data destination and set all the necessary source image info and other parameters, call jpeg_start_compress() to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.

Typical code:

```c
    jpeg_start_compress(&cinfo, TRUE);
```
The “TRUE” parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called jpeg_start_compress(), you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. while (scan lines remain to be written)
   jpeg_write_scanlines(...);

Now write all the required image data by calling jpeg_write_scanlines() one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass just one or a few scanlines at a time. The expected format for the passed data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec contains some weasel wording about how top and bottom are application-defined terms (a curious interpretation of the English language...) but if you want your files to be compatible with everyone else's, you WILL use top-to-bottom order. If the source data must be read in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application cjpeg.

The library maintains a count of the number of scanlines written so far in the next_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.next_scanline < cinfo.image_height)".

Code for this step depends heavily on the way that you store the source data. example.c shows the following code for the case of a full-size 2-D source array containing 3-byte RGB pixels:

JSAMPROW row_pointer[1];/* pointer to a single row */
int row_stride;/* physical row width in buffer */

row_stride = image_width * 3;/* JSAMPLEs per row in image_buffer */

while (cinfo.next_scanline < cinfo.image_height) {
   row_pointer[0] = & image_buffer[cinfo.next_scanline * row_stride];
   jpeg_write_scanlines(&cinfo, row_pointer, 1);
}

jpeg_write_scanlines() returns the number of scanlines actually written.
This will normally be equal to the number passed in, so you can usually ignore the return value. It is different in just two cases:
* If you try to write more scanlines than the declared image height, the additional scanlines are ignored.
* If you use a suspending data destination manager, output buffer overrun will cause the compressor to return before accepting all the passed lines.

This feature is discussed under "I/O suspension", below. The normal stdio destination manager will NOT cause this to happen.

In any case, the return value is the same as the change in the value of next_scanline.

6. jpeg_finish_compress(...);

After all the image data has been written, call jpeg_finish_compress() to complete the compression cycle. This step is ESSENTIAL to ensure that the last bufferload of data is written to the data destination. jpeg_finish_compress() also releases working memory associated with the JPEG object.

Typical code:

jpeg_finish_compress(&cinfo);

If using the stdio destination manager, don't forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, jpeg_finish_compress() will perform the additional passes using data buffered by the first pass. In this case jpeg_finish_compress() may take quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call jpeg_finish_compress() before writing the necessary total number of scanlines. If you wish to abort compression, call jpeg_abort() as discussed below.

After completing a compression cycle, you may dispose of the JPEG object as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the destination manager, the new datastream will be written to the same target. If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you should call jpeg_set_defaults() to adjust for the new colorspace; and then you'll need to repeat all of step 3.
7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling jpeg_destroy_compress(). This will free all subsidiary memory (regardless of the previous state of the object). Or you can call jpeg_destroy(), which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, jpeg_destroy() should be passed a j_common_ptr.)

If you allocated the jpeg_compress_struct structure from malloc(), freeing it is your responsibility --- jpeg_destroy() won't. Ditto for the error handler structure.

Typical code:

jpeg_destroy_compress(&cinfo);

8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:

* If you don't need the JPEG object any more, just call jpeg_destroy_compress() or jpeg_destroy() to release memory. This is legitimate at any point after calling jpeg_create_compress() --- in fact, it's safe even if jpeg_create_compress() fails.

* If you want to re-use the JPEG object, call jpeg_abort_compress(), or call jpeg_abort() which works on both compression and decompression objects. This will return the object to an idle state, releasing any working memory. jpeg_abort() is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your responsibility; neither of these routines will call term_destination(). (See "Compressed data handling", below, for more about that.)

jpeg_destroy() and jpeg_abort() are the only safe calls to make on a JPEG object that has reported an error by calling error_exit (see "Error handling" for more info). The internal state of such an object is likely to be out of whack. Either of these two routines will return the object to a known state.

Decompression details
-----------------------
Here we revisit the JPEG decompression outline given in the overview.

1. Allocate and initialize a JPEG decompression object.

   This is just like initialization for compression, as discussed above, except that the object is a "struct jpeg_decompress_struct" and you call jpeg_create_decompress(). Error handling is exactly the same.

   Typical code:

   ```
   struct jpeg_decompress_struct cinfo;
   struct jpeg_error_mgr jerr;
   ...
   cinfo.err = jpeg_std_error(&jerr);
   jpeg_create_decompress(&cinfo);
   ```

   (Both here and in the IJG code, we usually use variable name "cinfo" for both compression and decompression objects.)

2. Specify the source of the compressed data (eg, a file).

   As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

   If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

   ```
   FILE * infile;
   ...
   if ((infile = fopen(filename, "rb")) == NULL) {
       fprintf(stderr, "can't open %s\n", filename);
       exit(1);
   }
   jpeg_stdio_src(&cinfo, infile);
   ```

   where the last line invokes the standard source module.

   WARNING: it is critical that the binary compressed data be read unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

   You may not change the data source between calling jpeg_read_header() and
jpeg_finish_decompress(). If you wish to read a series of JPEG images from a single source file, you should repeat the jpeg_read_header() to jpeg_finish_decompress() sequence without reinitializing either the JPEG object or the data source module; this prevents buffered input data from being discarded.

3. Call jpeg_read_header() to obtain image info.

Typical code for this step is just

```
jpeg_read_header(&cinfo, TRUE);
```

This will read the source datastream header markers, up to the beginning of the compressed data proper. On return, the image dimensions and other info have been stored in the JPEG object. The application may wish to consult this information before selecting decompression parameters.

More complex code is necessary if

* A suspending data source is used --- in that case jpeg_read_header() may return before it has read all the header data. See "I/O suspension", below. The normal stdio source manager will NOT cause this to happen.
* Abbreviated JPEG files are to be processed --- see the section on abbreviated datastreams. Standard applications that deal only in interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the image dimensions and other header info for a JPEG file. In that case, call jpeg_destroy() when you are done with the JPEG object, or call jpeg_abort() to return it to an idle state before selecting a new data source and reading another header.

4. Set parameters for decompression.

jpeg_read_header() sets appropriate default decompression parameters based on the properties of the image (in particular, its colorspace). However, you may well want to alter these defaults before beginning the decompression. For example, the default is to produce full color output from a color file. If you want colormapped output you must ask for it. Other options allow the returned image to be scaled and allow various speed/quality tradeoffs to be selected. "Decompression parameter selection", below, gives details.

If the defaults are appropriate, nothing need be done at this step.

Note that all default values are set by each call to jpeg_read_header(). If you reuse a decompression object, you cannot expect your parameter settings to be preserved across cycles, as you can for compression.
You must set desired parameter values each time.

5. jpeg_start_decompress(...);

Once the parameter values are satisfactory, call jpeg_start_decompress() to begin decompression. This will initialize internal state, allocate working memory, and prepare for returning data.

Typical code is just

jpeg_start_decompress(&cinfo);

If you have requested a multi-pass operating mode, such as 2-pass color quantization, jpeg_start_decompress() will do everything needed before data output can begin. In this case jpeg_start_decompress() may take quite a while to complete. With a single-scan (non progressive) JPEG file and default decompression parameters, this will not happen; jpeg_start_decompress() will return quickly.

After this call, the final output image dimensions, including any requested scaling, are available in the JPEG object; so is the selected colormap, if colormapped output has been requested. Useful fields include

output_width	image width and height, as scaled
output_height
out_color_components	# of color components in out_color_space
output_components	# of color components returned per pixel
colormap	the selected colormap, if any
actual_number_of_colors	number of entries in colormap

output_components is 1 (a colormap index) when quantizing colors; otherwise it equals out_color_components. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need output_width * output_components JSAMPLEs per scanline in your output buffer, and a total of output_height scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as djpeg does), then the manager's protocol requires that you request large buffers *before* calling jpeg_start_decompress(). This is a little tricky since the output_XXX fields are not normally valid then. You can make them valid by calling jpeg_calc_output_dimensions() after setting the relevant parameters (scaling, output color space, and quantization flag).

6. while (scan lines remain to be read)
jpeg_read_scanlines(...);

Now you can read the decompressed image data by calling jpeg_read_scanlines() one or more times. At each call, you pass in the maximum number of scanlines to be read (ie, the height of your working buffer); jpeg_read_scanlines() will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application djpeg.

The library maintains a count of the number of scanlines returned so far in the output_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.output_scanline < cinfo.output_height)". (Note that the test should NOT be against image_height, unless you never use scaling. The image_height field is the height of the original unscaled image.) The return value always equals the change in the value of output_scanline.

If you don't use a suspending data source, it is safe to assume that jpeg_read_scanlines() reads at least one scanline per call, until the bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that jpeg_read_scanlines() fills it. (The current implementation returns only a few scanlines per call, no matter how large a buffer you pass.) So you must always provide a loop that calls jpeg_read_scanlines() repeatedly until the whole image has been read.

7. jpeg_finish_decompress(...);

After all the image data has been read, call jpeg_finish_decompress() to complete the decompression cycle. This causes working memory associated with the JPEG object to be released.

Typical code:

jpeg_finish_decompress(&cinfo);

If using the stdio source manager, don't forget to close the source stdio stream if necessary.

It is an error to call jpeg_finish_decompress() before reading the correct
total number of scanlines. If you wish to abort decompression, call jpeg_abort() as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as discussed next, or you may use it to decompress another image. In that case return to step 2 or 3 as appropriate. If you do not change the source manager, the next image will be read from the same source.

8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling jpeg_destroy_decompress() or jpeg_destroy(). The previous discussion of destroying compression objects applies here too.

Typical code:

jpeg_destroy_decompress(&cinfo);


You can abort a decompression cycle by calling jpeg_destroy_decompress() or jpeg_destroy() if you don't need the JPEG object any more, or jpeg_abort_decompress() or jpeg_abort() if you want to reuse the object. The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

Applications using the JPEG library should include the header file jpeglib.h to obtain declarations of data types and routines. Before including jpeglib.h, include system headers that define at least the typedefs FILE and size_t. On ANSI-conforming systems, including <stdio.h> is sufficient; on older Unix systems, you may need <sys/types.h> to define size_t.

If the application needs to refer to individual JPEG library error codes, also include jerror.h to define those symbols.

jpeglib.h indirectly includes the files jconfig.h and jmorecfg.h. If you are installing the JPEG header files in a system directory, you will want to install all four files: jpeglib.h, jerror.h, jconfig.h, jmorecfg.h.

The most convenient way to include the JPEG code into your executable program is to prepare a library file ("libjpeg.a", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be
included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build libjpeg.a automatically (see install.txt).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is *not* guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the jmemdos.c memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See cjpeg.c or djpeg.c for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually require the stdio library: only the default source/destination managers and error handler need it. You can use the library in a stdio-less environment if you replace those modules and use jmennobs.c (or another memory manager of your own devising). More info about the minimum system library requirements may be found in jinclude.h.

ADVANCED FEATURES

Compression parameter selection

This section describes all the optional parameters you can set for JPEG compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call jpeg_set_defaults() first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend you use a helper routine where one is provided, in preference to twiddling cinfo fields directly.

The helper routines are:
jpeg_set_defaults (j_compress_ptr cinfo)
This routine sets all JPEG parameters to reasonable defaults, using
only the input image's color space (field in_color_space, which must
already be set in cinfo). Many applications will only need to use
this routine and perhaps jpeg_set_quality().

jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)
Sets the JPEG file's colorspace (field jpeg_color_space) as specified,
and sets other color-space-dependent parameters appropriately. See
"Special color spaces", below, before using this. A large number of
parameters, including all per-component parameters, are set by this
routine; if you want to twiddle individual parameters you should call
jpeg_set_colorspace() before rather than after.

jpeg_default_colorspace (j_compress_ptr cinfo)
Selects an appropriate JPEG colorspace based on cinfo->in_color_space,
and calls jpeg_set_colorspace(). This is actually a subroutine of
jpeg_set_defaults(). It's broken out in case you want to change
just the colorspace-dependent JPEG parameters.

jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)
Constructs JPEG quantization tables appropriate for the indicated
quality setting. The quality value is expressed on the 0..100 scale
recommended by IJG (cjpeg's "-quality" switch uses this routine).
Note that the exact mapping from quality values to tables may change
in future IJG releases as more is learned about DCT quantization.
If the force_baseline parameter is TRUE, then the quantization table
entries are constrained to the range 1..255 for full JPEG baseline
compatibility. In the current implementation, this only makes a
difference for quality settings below 25, and it effectively prevents
very small/low quality files from being generated. The IJG decoder
is capable of reading the non-baseline files generated at low quality
settings when force_baseline is FALSE, but other decoders may not be.

jpeg_set_linear_quality (j_compress_ptr cinfo, int scale_factor,
boolean force_baseline)
Same as jpeg_set_quality() except that the generated tables are the
sample tables given in the JPEC spec section K.1, multiplied by the
specified scale factor (which is expressed as a percentage; thus
scale_factor = 100 reproduces the spec's tables). Note that larger
scale factors give lower quality. This entry point is useful for
conforming to the Adobe PostScript DCT conventions, but we do not
recommend linear scaling as a user-visible quality scale otherwise.
force_baseline again constrains the computed table entries to 1..255.

int jpeg_quality_scaling (int quality)
Converts a value on the IJG-recommended quality scale to a linear
scaling percentage. Note that this routine may change or go away
in future releases --- IJG may choose to adopt a scaling method that
can't be expressed as a simple scalar multiplier, in which case the
premise of this routine collapses. Caveat user.

jpeg_default_qtables (j_compress_ptr cinfo, boolean force_baseline)
Set default quantization tables with linear q_scale_factor[] values
(see below).

jpeg_add_quant_table (j_compress_ptr cinfo, int which_tbl,
    const unsigned int *basic_table,
    int scale_factor, boolean force_baseline)
Allows an arbitrary quantization table to be created. which_tbl
indicates which table slot to fill. basic_table points to an array
of 64 unsigned ints given in normal array order. These values are
multiplied by scale_factor/100 and then clamped to the range 1..65535
(or to 1..255 if force_baseline is TRUE).
CAUTION: prior to library version 6a, jpeg_add_quant_table expected
the basic table to be given in JPEG zigzag order. If you need to
write code that works with either older or newer versions of this
routine, you must check the library version number. Something like
"#if JPEG_LIB_VERSION >= 61" is the right test.

jpeg_simple_progression (j_compress_ptr cinfo)
Generates a default scan script for writing a progressive-JPEG file.
This is the recommended method of creating a progressive file,
unless you want to make a custom scan sequence. You must ensure that
the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

boolean arith_code
If TRUE, use arithmetic coding.
If FALSE, use Huffman coding.

int block_size
Set DCT block size. All N from 1 to 16 are possible.
Default is 8 (baseline format).
Larger values produce higher compression,
smaller values produce higher quality.
An exact DCT stage is possible with 1 or 2.
With the default quality of 75 and default Luminance qtable
the DCT+Quantization stage is lossless for value 1.
Note that values other than 8 require a SmartScale capable decoder,
introduced with IJG JPEG 8. Setting the block_size parameter for
compression works with version 8c and later.
J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are:
JDCT_ISLOW: slow but accurate integer algorithm
JDCT_IFAST: faster, less accurate integer method
JDCT_FLOAT: floating-point method
JDCT_DEFAULT: default method (normally JDCT_ISLOW)
JDCT_FASTEST: fastest method (normally JDCT_IFAST)
The FLOAT method is very slightly more accurate than the ISLOW method,
but may give different results on different machines due to varying
roundoff behavior. The integer methods should give the same results
on all machines. On machines with sufficiently fast FP hardware, the
floating-point method may also be the fastest. The IFAST method is
considerably less accurate than the other two; its use is not
recommended if high quality is a concern. JDCT_DEFAULT and
JDCT_FASTEST are macros configurable by each installation.

unsigned int scale_num, scale_denom
Scale the image by the fraction scale_num/scale_denom. Default is
1/1, or no scaling. Currently, the supported scaling ratios are
M/N with all N from 1 to 16, where M is the destination DCT size,
which is 8 by default (see block_size parameter above).
(The library design allows for arbitrary scaling ratios but this
is not likely to be implemented any time soon.)

J_COLOR_SPACE jpeg_color_space
int num_components
The JPEG color space and corresponding number of components; see
"Special color spaces", below, for more info. We recommend using
jpeg_set_colorspace() if you want to change these.

J_COLOR_TRANSFORM color_transform
Internal color transform identifier, writes LSE marker if nonzero
(requires decoder with inverse color transform support, introduced
with IJG JPEG 9).
Two values are currently possible: JCT_NONE and JCT_SUBTRACT_GREEN.
Set this value for lossless RGB application *before* calling
jpeg_set_colorspace(), because entropy table assignment in
jpeg_set_colorspace() depends on color_transform.

boolean optimize_coding
TRUE causes the compressor to compute optimal Huffman coding tables
for the image. This requires an extra pass over the data and
therefore costs a good deal of space and time. The default is
FALSE, which tells the compressor to use the supplied or default
Huffman tables. In most cases optimal tables save only a few percent
of file size compared to the default tables. Note that when this is
TRUE, you need not supply Huffman tables at all, and any you do
supply will be overwritten.
unsigned int restart_interval
int restart_in_rows
To emit restart markers in the JPEG file, set one of these nonzero.
Set restart_interval to specify the exact interval in MCU blocks.
Set restart_in_rows to specify the interval in MCU rows. (If
restart_in_rows is not 0, then restart_interval is set after the
image width in MCUs is computed.) Defaults are zero (no restarts).
One restart marker per MCU row is often a good choice.
NOTE: the overhead of restart markers is higher in grayscale JPEG
files than in color files, and MUCH higher in progressive JPEGs.
If you use restarts, you may want to use larger intervals in those
cases.

const jpeg_scan_info * scan_info
int num_scans
By default, scan_info is NULL; this causes the compressor to write a
single-scan sequential JPEG file. If not NULL, scan_info points to
an array of scan definition records of length num_scans. The
compressor will then write a JPEG file having one scan for each scan
definition record. This is used to generate noninterleaved or
progressive JPEG files. The library checks that the scan array
defines a valid JPEG scan sequence. (jpeg_simple_progression creates
a suitable scan definition array for progressive JPEG.) This is
discussed further under "Progressive JPEG support".

boolean do_fancy_downsampling
If TRUE, use direct DCT scaling with DCT size > 8 for downsampling
of chroma components.
If FALSE, use only DCT size <= 8 and simple separate downsampling.
Default is TRUE.
For better image stability in multiple generation compression cycles
it is preferable that this value matches the corresponding
do_fancy_upsampling value in decompression.

int smoothing_factor
If non-zero, the input image is smoothed; the value should be 1 for
minimal smoothing to 100 for maximum smoothing. Consult jcsample.c
for details of the smoothing algorithm. The default is zero.

boolean write_JFIF_header
If TRUE, a JFIF APP0 marker is emitted. jpeg_set_defaults() and
jpeg_set_colorspsae() set this TRUE if a JFIF-legal JPEG color space
(ie, YCbCr or grayscale) is selected, otherwise FALSE.

UINT8 JFIF_major_version
UINT8 JFIF_minor_version
The version number to be written into the JFIF marker.
jpeg_set_defaults() initializes the version to 1.01 (major=minor=1). You should set it to 1.02 (major=1, minor=2) if you plan to write any JFIF 1.02 extension markers.

UINT8 density_unit
UINT16 X_density
UINT16 Y_density
The resolution information to be written into the JFIF marker; not used otherwise. density_unit may be 0 for unknown, 1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1 indicating square pixels of unknown size.

boolean write_Adobe_marker
If TRUE, an Adobe APP14 marker is emitted. jpeg_set_defaults() and jpeg_set_colorspace() set this TRUE if JPEG color space RGB, CMYK, or YCCK is selected, otherwise FALSE. It is generally a bad idea to set both write_JFIF_header and write_Adobe_marker. In fact, you probably shouldn't change the default settings at all --- the default behavior ensures that the JPEG file's color space can be recognized by the decoder.

JQUANT_TBL * quant_tbl_ptrs[NUM_QUANT_TBLS]
Pointers to coefficient quantization tables, one per table slot, or NULL if no table is defined for a slot. Usually these should be set via one of the above helper routines; jpeg_add_quant_table() is general enough to define any quantization table. The other routines will set up table slot 0 for luminance quality and table slot 1 for chrominance.

int q_scale_factor[NUM_QUANT_TBLS]
Linear quantization scaling factors (percentage, initialized 100) for use with jpeg_default_qtables(). See rdswitch.c and cjpeg.c for an example of usage.
Note that the q_scale_factor[] fields are the "linear" scales, so you have to convert from user-defined ratings via jpeg_quality_scaling(). Here is an example code which corresponds to cjpeg -quality 90,70:

jpeg_set_defaults(cinfo);

/* Set luminance quality 90. */
cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
/* Set chrominance quality 70. */
cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

jpeg_default_qtables(cinfo, force_baseline);

CAUTION: You must also set 1x1 subsampling for efficient separate color quality selection, since the default value used by library
is 2x2:

cinfo->comp_info[0].v_samp_factor = 1;
cinfo->comp_info[0].h_samp_factor = 1;

JHUFF_TBL * dc_huff_tbl_ptrs[NUM_HUFF_TBLS]
JHUFF_TBL * ac_huff_tbl_ptrs[NUM_HUFF_TBLS]
Pointers to Huffman coding tables, one per table slot, or NULL if no table is defined for a slot. Slots 0 and 1 are filled with the JPEG sample tables by jpeg_set_defaults(). If you need to allocate more table structures, jpeg_alloc_huff_table() may be used.
Note that optimal Huffman tables can be computed for an image by setting optimize_coding, as discussed above; there's seldom any need to mess with providing your own Huffman tables.

The actual dimensions of the JPEG image that will be written to the file are given by the following fields. These are computed from the input image dimensions and the compression parameters by jpeg_start_compress(). You can also call jpeg_calc_jpeg_dimensions() to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size.

JDIMENSION jpeg_width Actual dimensions of output image.
JDIMENSION jpeg_height

Per-component parameters are stored in the struct cinfo.comp_info[i] for component number i. Note that components here refer to components of the JPEG color space, *not* the source image color space. A suitably large comp_info[] array is allocated by jpeg_set_defaults(); if you choose not to use that routine, it's up to you to allocate the array.

int component_id
The one-byte identifier code to be recorded in the JPEG file for this component. For the standard color spaces, we recommend you leave the default values alone.

int h_samp_factor
int v_samp_factor
Horizontal and vertical sampling factors for the component; must be 1..4 according to the JPEG standard. Note that larger sampling factors indicate a higher-resolution component; many people find this behavior quite unintuitive. The default values are 2,2 for luminance components and 1,1 for chrominance components, except for grayscale where 1,1 is used.

int quant_tbl_no
Quantization table number for component. The default value is 0 for luminance components and 1 for chrominance components.

```c
int dc_tbl_no
int ac_tbl_no
```

DC and AC entropy coding table numbers. The default values are 0 for luminance components and 1 for chrominance components.

```c
int component_index
```

Must equal the component's index in comp_info[]. (Beginning in release v6, the compressor library will fill this in automatically; you don't have to.)

Decompression parameter selection
---------------------------------

Decompression parameter selection is somewhat simpler than compression parameter selection, since all of the JPEG internal parameters are recorded in the source file and need not be supplied by the application. (Unless you are working with abbreviated files, in which case see "Abbreviated datastreams", below.) Decompression parameters control the postprocessing done on the image to deliver it in a format suitable for the application's use. Many of the parameters control speed/quality tradeoffs, in which faster decompression may be obtained at the price of a poorer-quality image. The defaults select the highest quality (slowest) processing.

The following fields in the JPEG object are set by jpeg_read_header() and may be useful to the application in choosing decompression parameters:

```c
JDIMENSION image_width // Width and height of image
JDIMENSION image_height
int num_components // Number of color components
J_COLOR_SPACE jpeg_color_space // Colorspace of image
boolean saw_JFIF_marker // TRUE if a JFIF APP0 marker was seen
UINT8 JFIF_major_version // Version information from JFIF marker
UINT8 JFIF_minor_version
UINT8 density_unit // Resolution data from JFIF marker
UINT16 X_density
UINT16 Y_density
boolean saw_Adobe_marker // TRUE if an Adobe APP14 marker was seen
UINT8 Adobe_transform // Color transform code from Adobe marker
```

The JPEG color space, unfortunately, is something of a guess since the JPEG standard proper does not provide a way to record it. In practice most files adhere to the JFIF or Adobe conventions, and the decoder will recognize these correctly. See "Special color spaces", below, for more info.
The decompression parameters that determine the basic properties of the returned image are:

**J_COLOR_SPACE out_color_space**
Output color space. `jpeg_read_header()` sets an appropriate default based on `jpeg_color_space`; typically it will be RGB or grayscale. The application can change this field to request output in a different colorspace. For example, set it to `JCS_GRAYSCALE` to get grayscale output from a color file. (This is useful for previewing: grayscale output is faster than full color since the color components need not be processed.) Note that not all possible color space transforms are currently implemented; you may need to extend `jdcolor.c` if you want an unusual conversion.

**unsigned int scale_num, scale_denom**
Scale the image by the fraction `scale_num/scale_denom`. Currently, the supported scaling ratios are `M/N` with all `M` from 1 to 16, where `N` is the source DCT size, which is 8 for baseline JPEG. (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.) The values are initialized by `jpeg_read_header()` with the source DCT size. For baseline JPEG this is `8/8`. If you change only the `scale_num` value while leaving the other unchanged, then this specifies the DCT scaled size to be applied on the given input. For baseline JPEG this is equivalent to `M/8` scaling, since the source DCT size for baseline JPEG is 8. Smaller scaling ratios permit significantly faster decoding since fewer pixels need be processed and a simpler IDCT method can be used.

**boolean quantize_colors**
If set TRUE, colormapped output will be delivered. Default is FALSE, meaning that full-color output will be delivered.

The next three parameters are relevant only if `quantize_colors` is TRUE.

**int desired_number_of_colors**
Maximum number of colors to use in generating a library-supplied color map (the actual number of colors is returned in a different field). Default 256. Ignored when the application supplies its own color map.

**boolean two_pass_quantize**
If TRUE, an extra pass over the image is made to select a custom color map for the image. This usually looks a lot better than the one-size-fits-all colormap that is used otherwise. Default is TRUE. Ignored when the application supplies its own color map.

**J_DITHER_MODE dither_mode**
Selects color dithering method. Supported values are:
JDITHER_NONE  no dithering: fast, very low quality
JDITHER_ORDERED  ordered dither: moderate speed and quality
JDITHER_FS  Floyd-Steinberg dither: slow, high quality
Default is JDITHER_FS. (At present, ordered dither is implemented only in the single-pass, standard-colormap case. If you ask for ordered dither when two_pass_quantize is TRUE or when you supply an external color map, you'll get F-S dithering.)

When quantize_colors is TRUE, the target color map is described by the next two fields. colormap is set to NULL by jpeg_read_header(). The application can supply a color map by setting colormap non-NULL and setting actual_number_of_colors to the map size. Otherwise, jpeg_start_decompress() selects a suitable color map and sets these two fields itself.
[Implementation restriction: at present, an externally supplied colormap is only accepted for 3-component output color spaces.]

JSAMPARRAY colormap
The color map, represented as a 2-D pixel array of out_color_components rows and actual_number_of_colors columns. Ignored if not quantizing.
CAUTION: if the JPEG library creates its own colormap, the storage pointed to by this field is released by jpeg_finish_decompress(). Copy the colormap somewhere else first, if you want to save it.

int actual_number_of_colors
The number of colors in the color map.

Additional decompression parameters that the application may set include:

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are the same as described above for compression.

boolean do_fancy_upsampling
If TRUE, use direct DCT scaling with DCT size > 8 for upsampling of chroma components.
If FALSE, use only DCT size <= 8 and simple separate upsampling.
Default is TRUE.
For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding do_fancy_downsampling value in compression.

boolean do_block_smoothing
If TRUE, interblock smoothing is applied in early stages of decoding progressive JPEG files; if FALSE, not. Default is TRUE. Early progression stages look "fuzzy" with smoothing, "blocky" without.
In any case, block smoothing ceases to be applied after the first few AC coefficients are known to full accuracy, so it is relevant only
when using buffered-image mode for progressive images.

boolean enable_1pass_quant
boolean enable_external_quant
boolean enable_2pass_quant
These are significant only in buffered-image mode, which is described in its own section below.

The output image dimensions are given by the following fields. These are computed from the source image dimensions and the decompression parameters by jpeg_start_decompress(). You can also call jpeg_calc_output_dimensions() to obtain the values that will result from the current parameter settings.
This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size. It's also important if you are using the JPEG library's memory manager to allocate output buffer space, because you are supposed to request such buffers *before* jpeg_start_decompress().

JDIMENSION output_width
Actual dimensions of output image.
JDIMENSION output_height
int out_color_components
Number of color components in out_color_space.
int output_components
Number of color components returned.
int rec_outbuf_height
Recommended height of scanline buffer.

When quantizing colors, output_components is 1, indicating a single color map index per pixel. Otherwise it equals out_color_components. The output arrays are required to be output_width * output_components JSAMPLEs wide.

rec_outbuf_height is the recommended minimum height (in scanlines) of the buffer passed to jpeg_read_scanlines(). If the buffer is smaller, the library will still work, but time will be wasted due to unnecessary data copying. In high-quality modes, rec_outbuf_height is always 1, but some faster, lower-quality modes set it to larger values (typically 2 to 4).
If you are going to ask for a high-speed processing mode, you may as well go to the trouble of honoring rec_outbuf_height so as to avoid data copying. (An output buffer larger than rec_outbuf_height lines is OK, but won't provide any material speed improvement over that height.)

Special color spaces
---------------------

The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The existing JPEG file interchange format standards specify YCbCr or GRAYSCALE data (JFIF version 1), GRAYSCALE, RGB, YCbCr, CMYK, or YCCK (Adobe), or BG_RGB or BG_YCC (big gamut color spaces, JFIF version 2). For special applications
such as multispectral images, other color spaces can be used, but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB <=> YCbCr and CMYK <=> YCCK). It can also deal with data of an unknown color space, passing it through without conversion. If you deal extensively with an unusual color space, you can easily extend the library to understand additional color spaces and perform appropriate conversions.

For compression, the source data's color space is specified by field in_color_space. This is transformed to the JPEG file's color space given by jpeg_color_space. jpeg_set_defaults() chooses a reasonable JPEG color space depending on in_color_space, but you can override this by calling jpeg_set_colorspace(). Of course you must select a supported transformation. jccolor.c currently supports the following transformations:
- RGB => YCbCr
- RGB => GRAYSCALE
- RGB => BG_YCC
- YCbCr => GRAYSCALE
- YCbCr => BG_YCC
- CMYK => YCCK

plus the null transforms: GRAYSCALE => GRAYSCALE, RGB => RGB, BG_RGB => BG_RGB, YCbCr => YCbCr, BG_YCC => BG_YCC, CMYK => CMYK, YCCK => YCCK, and UNKNOWN => UNKNOWN.

The file interchange format standards (JFIF and Adobe) specify APPn markers that indicate the color space of the JPEG file. It is important to ensure that these are written correctly, or omitted if the JPEG file's color space is not one of the ones supported by the interchange standards. jpeg_set_colorspace() will set the compression parameters to include or omit the APPn markers properly, so long as it is told the truth about the JPEG color space. For example, if you are writing some random 3-component color space without conversion, don't try to fake out the library by setting in_color_space and jpeg_color_space to JCS_YCbCr; use JCS_UNKNOWN. You may want to write an APPn marker of your own devising to identify the colorspace --- see "Special markers", below.

When told that the color space is UNKNOWN, the library will default to using luminance-quality compression parameters for all color components. You may well want to change these parameters. See the source code for jpeg_set_colorspace(), in jcparam.c, for details.

For decompression, the JPEG file's color space is given in jpeg_color_space, and this is transformed to the output color space out_color_space. jpeg_read_header's setting of jpeg_color_space can be relied on if the file conforms to JFIF or Adobe conventions, but otherwise it is no better than a guess. If you know the JPEG file's color space for certain, you can override jpeg_read_header's guess by setting jpeg_color_space. jpeg_read_header also
selects a default output color space based on (its guess of) jpeg_color_space; set out_color_space to override this. Again, you must select a supported transformation. jdcolor.c currently supports:

YCbCr => RGB
YCbCr => GRAYSCALE
BG_YCC => RGB
BG_YCC => GRAYSCALE
RGB => GRAYSCALE
GRAYSCALE => RGB
YCCK => CMYK

as well as the null transforms. (Since GRAYSCALE => RGB is provided, an application can force grayscale JPEGs to look like color JPEGs if it only wants to handle one case.)

The two-pass color quantizer, jquant2.c, is specialized to handle RGB data (it weights distances appropriately for RGB colors). You’ll need to modify the code if you want to use it for non-RGB output color spaces. Note that jquant2.c is used to map to an application-supplied colormap as well as for the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG files: 0 represents 100% ink coverage, rather than 0% ink as you’d expect. This is arguably a bug in Photoshop, but if you need to work with Photoshop CMYK files, you will have to deal with it in your application. We cannot “fix” this in the library by inverting the data during the CMYK <=> YCCK transform, because that would break other applications, notably Ghostscript. Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK data in the same inverted-YCCK representation used in bare JPEG files, but the surrounding PostScript code performs an inversion using the PS image operator. I am told that Photoshop 3.0 will write uninvorted YCCK in EPS/JPEG files, and will omit the PS-level inversion. (But the data polarity used in bare JPEG files will not change in 3.0.) In either case, the JPEG library must not invert the data itself, or else Ghostscript would read these EPS files incorrectly.

Error handling
-------------

When the default error handler is used, any error detected inside the JPEG routines will cause a message to be printed on stderr, followed by exit(). You can supply your own error handling routines to override this behavior and to control the treatment of nonfatal warnings and trace/debug messages. The file example.c illustrates the most common case, which is to have the application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through the error handling routines. Three classes of messages are recognized:
* Fatal errors: the library cannot continue.
* Warnings: the library can continue, but the data is corrupt, and a damaged output image is likely to result.
* Trace/informational messages. These come with a trace level indicating the importance of the message; you can control the verbosity of the program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module (jerror.c) with your own code. However, you can avoid code duplication by only replacing some of the routines depending on the behavior you need. This is accomplished by calling jpeg_std_error() as usual, but then overriding some of the method pointers in the jpeg_error_mgr struct, as illustrated by example.c.

All of the error handling routines will receive a pointer to the JPEG object (a j_common_ptr which points to either a jpeg_compress_struct or a jpeg_decompress_struct; if you need to tell which, test the is_decompressor field). This struct includes a pointer to the error manager struct in its "err" field. Frequently, custom error handler routines will need to access additional data which is not known to the JPEG library or the standard error handler. The most convenient way to do this is to embed either the JPEG object or the jpeg_error_mgr struct in a larger structure that contains additional fields; then casting the passed pointer provides access to the additional fields. Again, see example.c for one way to do it. (Beginning with IJG version 6b, there is also a void pointer "client_data" in each JPEG object, which the application can also use to find related data. The library does not touch client_data at all.)

The individual methods that you might wish to override are:

error_exit (j_common_ptr cinfo)
Receives control for a fatal error. Information sufficient to generate the error message has been stored in cinfo->err; call output_message to display it. Control must NOT return to the caller; generally this routine will exit() or longjmp() somewhere. Typically you would override this routine to get rid of the exit() default behavior. Note that if you continue processing, you should clean up the JPEG object with jpeg_abort() or jpeg_destroy().

output_message (j_common_ptr cinfo)
Actual output of any JPEG message. Override this to send messages somewhere other than stderr. Note that this method does not know how to generate a message, only where to send it.

format_message (j_common_ptr cinfo, char * buffer)
Constructs a readable error message string based on the error info stored in cinfo->err. This method is called by output_message. Few applications should need to override this method. One possible
reason for doing so is to implement dynamic switching of error message language.

emit_message (j_common_ptr cinfo, int msg_level)
Decide whether or not to emit a warning or trace message; if so, calls output_message. The main reason for overriding this method would be to abort on warnings. msg_level is -1 for warnings, 0 and up for trace messages.

Only error_exit() and emit_message() are called from the rest of the JPEG library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to by the field err->jpeg_message_table. The messages are numbered from 0 to err->last_jpeg_message, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See jerror.h for the default texts. CAUTION: this table will almost certainly change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are handled by the same mechanism. The error handler supports a second "add-on" message table for this purpose. To define an addon table, set the pointer err->addon_message_table and the message numbers err->first_addon_message and err->last_addon_message. If you number the addon messages beginning at 1000 or so, you won't have to worry about conflicts with the library's built-in messages. See the sample applications cjpeg/djpeg for an example of using addon messages (the addon messages are defined in cderror.h).

Actual invocation of the error handler is done via macros defined in jerror.h:
ERREXITn(...) for fatal errors
WARNMSn(...) for corrupt-data warnings
TRACEMSn(...) for trace and informational messages.
These macros store the message code and any additional parameters into the error handler struct, then invoke the error_exit() or emit_message() method. The variants of each macro are for varying numbers of additional parameters. The additional parameters are inserted into the generated message using standard printf() format codes.

See jerror.h and jerror.c for further details.

Compressed data handling (source and destination managers)
----------------------------------------------------------

The JPEG compression library sends its compressed data to a "destination manager" module. The default destination manager just writes the data to a memory buffer or to a stdio stream, but you can provide your own manager to
do something else. Similarly, the decompression library calls a "source manager" to obtain the compressed data; you can provide your own source manager if you want the data to come from somewhere other than a memory buffer or a stdio stream.

In both cases, compressed data is processed a bufferload at a time: the destination or source manager provides a work buffer, and the library invokes the manager only when the buffer is filled or emptied. (You could define a one-character buffer to force the manager to be invoked for each byte, but that would be rather inefficient.) The buffer's size and location are controlled by the manager, not by the library. For example, the memory source manager just makes the buffer pointer and length point to the original data in memory. In this case the buffer-reload procedure will be invoked only if the decompressor ran off the end of the datastream, which would indicate an erroneous datastream.

The work buffer is defined as an array of datatype JOCTET, which is generally "char" or "unsigned char". On a machine where char is not exactly 8 bits wide, you must define JOCTET as a wider data type and then modify the data source and destination modules to transcribe the work arrays into 8-bit units on external storage.

A data destination manager struct contains a pointer and count defining the next byte to write in the work buffer and the remaining free space:

   JOCTET * next_output_byte; /* => next byte to write in buffer */
   size_t free_in_buffer;     /* # of byte spaces remaining in buffer */

The library increments the pointer and decrements the count until the buffer is filled. The manager's empty_output_buffer method must reset the pointer and count. The manager is expected to remember the buffer's starting address and total size in private fields not visible to the library.

A data destination manager provides three methods:

   init_destination (j_compress_ptr cinfo)
   Initialize destination. This is called by jpeg_start_compress() before any data is actually written. It must initialize next_output_byte and free_in_buffer. free_in_buffer must be initialized to a positive value.

   empty_output_buffer (j_compress_ptr cinfo)
   This is called whenever the buffer has filled (free_in_buffer reaches zero). In typical applications, it should write out the *entire* buffer (use the saved start address and buffer length; ignore the current state of next_output_byte and free_in_buffer). Then reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been dumped.
free_in_buffer must be set to a positive value when TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this operating mode is discussed in the next section).

term_destination (j_compress_ptr cinfo)
Terminate destination --- called by jpeg_finish_compress() after all data has been written. In most applications, this must flush any data remaining in the buffer. Use either next_output_byte or free_in_buffer to determine how much data is in the buffer.

term_destination() is NOT called by jpeg_abort() or jpeg_destroy(). If you want the destination manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg_destination_mgr struct, fill in its method pointers, and insert a pointer to the struct into the "dest" field of the JPEG compression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the jpeg_stdio_dest() or jpeg_mem_dest() routines of the supplied destination managers.

Decompression source managers follow a parallel design, but with some additional frammishes. The source manager struct contains a pointer and count defining the next byte to read from the work buffer and the number of bytes remaining:

const JOCTET * next_input_byte; /* => next byte to read from buffer */
size_t bytes_in_buffer;         /* # of bytes remaining in buffer */

The library increments the pointer and decrements the count until the buffer is emptied. The manager's fill_input_buffer method must reset the pointer and count. In most applications, the manager must remember the buffer's starting address and total size in private fields not visible to the library.

A data source manager provides five methods:

init_source (j_decompress_ptr cinfo)
Initialize source. This is called by jpeg_read_header() before any data is actually read. Unlike init_destination(), it may leave bytes_in_buffer set to 0 (in which case a fill_input_buffer() call will occur immediately).

fill_input_buffer (j_decompress_ptr cinfo)
This is called whenever bytes_in_buffer has reached zero and more data is wanted. In typical applications, it should read fresh data into the buffer (ignoring the current state of next_input_byte and bytes_in_buffer), reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been reloaded.
It is not necessary to fill the buffer entirely, only to obtain at least one more byte. `bytes_in_buffer` MUST be set to a positive value if `TRUE` is returned. A `FALSE` return should only be used when I/O suspension is desired (this mode is discussed in the next section).

```c
skip_input_data (j_decompress_ptr cinfo, long num_bytes)
```
Skip `num_bytes` worth of data. The buffer pointer and count should be advanced over `num_bytes` input bytes, refilling the buffer as needed. This is used to skip over a potentially large amount of uninteresting data (such as an APPn marker). In some applications it may be possible to optimize away the reading of the skipped data, but it's not clear that being smart is worth much trouble; large skips are uncommon. `bytes_in_buffer` may be zero on return. A zero or negative skip count should be treated as a no-op.

```c
resync_to_restart (j_decompress_ptr cinfo, int desired)
```
This routine is called only when the decompressor has failed to find a restart (RSTn) marker where one is expected. Its mission is to find a suitable point for resuming decompression. For most applications, we recommend that you just use the default resync procedure, `jpeg_resync_to_restart()`. However, if you are able to back up in the input data stream, or if you have a-priori knowledge about the likely location of restart markers, you may be able to do better. Read the `read_restart_marker()` and `jpeg_resync_to_restart()` routines in `jdmarker.c` if you think you'd like to implement your own resync procedure.

```c
term_source (j_decompress_ptr cinfo)
```
Terminate source --- called by `jpeg_finish_decompress()` after all data has been read. Often a no-op.

For both `fill_input_buffer()` and `skip_input_data()`, there is no such thing as an `EOF` return. If the end of the file has been reached, the routine has a choice of exiting via `ERREXIT()` or inserting fake data into the buffer. In most cases, generating a warning message and inserting a fake EOI marker is the best course of action --- this will allow the decompressor to output however much of the image is there. In pathological cases, the decompressor may swallow the EOI and again demand data ... just keep feeding it fake EOIs. `jdatasrc.c` illustrates the recommended error recovery behavior.

`term_source()` is NOT called by `jpeg_abort()` or `jpeg_destroy()`. If you want the source manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a `jpeg_source_mgr` struct, fill in its method pointers, and insert a pointer to the struct into the "src" field of the JPEG decompression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the `jpeg_stdio_src()` or `jpeg_mem_src()` routines of the supplied source managers.
For more information, consult the memory and stdio source and destination managers in jdatasrc.c and jdatadst.c.

I/O suspension
--------------

Some applications need to use the JPEG library as an incremental memory-to-memory filter: when the compressed data buffer is filled or emptied, they want control to return to the outer loop, rather than expecting that the buffer can be emptied or reloaded within the data source/destination manager subroutine. The library supports this need by providing an "I/O suspension" mode, which we describe in this section.

The I/O suspension mode is not a panacea: nothing is guaranteed about the maximum amount of time spent in any one call to the library, so it will not eliminate response-time problems in single-threaded applications. If you need guaranteed response time, we suggest you "bite the bullet" and implement a real multi-tasking capability.

To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't already.) The basic idea is that the empty_output_buffer() or fill_input_buffer() routine is a no-op, merely returning FALSE to indicate that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is responsible for emptying or refilling the work buffer before calling the JPEG library again.

Compression suspension:

For compression suspension, use an empty_output_buffer() routine that returns FALSE; typically it will not do anything else. This will cause the compressor to return to the caller of jpeg_write_scanlines(), with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call jpeg_write_scanlines() again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although empty_output_buffer() is only called when the buffer is filled, you should NOT write out the entire buffer after a suspension. Write only the data up to the current position of next_output_byte/free_in_buffer. The data beyond that point will be regenerated after resumption.
Because of the backtracking behavior, a good-size output buffer is essential for efficiency; you don't want the compressor to suspend often. (In fact, an overly small buffer could lead to infinite looping, if a single MCU required more data than would fit in the buffer.) We recommend a buffer of at least several Kbytes. You may want to insert explicit code to ensure that you don't call jpeg_write_scanlines() unless there is a reasonable amount of space in the output buffer; in other words, flush the buffer before trying to compress more data.

The compressor does not allow suspension while it is trying to write JPEG markers at the beginning and end of the file. This means that:

* At the beginning of a compression operation, there must be enough free space in the output buffer to hold the header markers (typically 600 or so bytes). The recommended buffer size is bigger than this anyway, so this is not a problem as long as you start with an empty buffer. However, this restriction might catch you if you insert large special markers, such as a JFIF thumbnail image, without flushing the buffer afterwards.
* When you call jpeg_finish_compress(), there must be enough space in the output buffer to emit any buffered data and the final EOI marker. In the current implementation, half a dozen bytes should suffice for this, but for safety's sake we recommend ensuring that at least 100 bytes are free before calling jpeg_finish_compress().

A more significant restriction is that jpeg_finish_compress() cannot suspend. This means you cannot use suspension with multi-pass operating modes, namely Huffman code optimization and multiple-scan output. Those modes write the whole file during jpeg_finish_compress(), which will certainly result in buffer overrun. (Note that this restriction applies only to compression, not decompression. The decompressor supports input suspension in all of its operating modes.)

Decompression suspension:

For decompression suspension, use a fill_input_buffer() routine that simply returns FALSE (except perhaps during error recovery, as discussed below). This will cause the decompressor to return to its caller with an indication that suspension has occurred. This can happen at four places:

* jpeg_read_header(): will return JPEG_SUSPENDED.
* jpeg_start_decompress(): will return FALSE, rather than its usual TRUE.
* jpeg_read_scanlines(): will return the number of scanlines already completed (possibly 0).
* jpeg_finish_decompress(): will return FALSE, rather than its usual TRUE.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of jpeg_read_scanlines(), increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a
convenient restart point before suspending. When fill_input_buffer() is called, next_input_byte/bytes_in_buffer point to the current restart point, which is where the decompressor will backtrack to if FALSE is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The skip_input_data() source manager routine requires special care in a suspension scenario. This routine is NOT granted the ability to suspend the decompressor; it can decrement bytes_in_buffer to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then skip_input_data() must set bytes_in_buffer to zero and record the additional skip distance somewhere else. The decompressor will immediately call fill_input_buffer(), which should return FALSE, which will cause a suspension return. The surrounding application must then arrange to discard the recorded number of bytes before it resumes loading the input buffer. (Yes, this design is rather baroque, but it avoids complexity in the far more common case where a non-suspending source manager is used.)

If the input data has been exhausted, we recommend that you emit a warning and insert dummy EOI markers just as a non-suspending data source manager would do. This can be handled either in the surrounding application logic or within fill_input_buffer(); the latter is probably more efficient. If fill_input_buffer() knows that no more data is available, it can set the pointer/count to point to a dummy EOI marker and then return TRUE just as though it had read more data in a non-suspending situation.

The decompressor does not attempt to suspend within standard JPEG markers; instead it will backtrack to the start of the marker and reprocess the whole marker next time. Hence the input buffer must be large enough to hold the longest standard marker in the file. Standard JPEG markers should normally not exceed a few hundred bytes each (DHT tables are typically the longest). We recommend at least a 2K buffer for performance reasons, which is much larger than any correct marker is likely to be. For robustness against damaged marker length counts, you may wish to insert a test in your application for the case that the input buffer is completely full and yet the decoder has suspended without consuming any data --- otherwise, if this situation did occur, it would lead to an endless loop. (The library can't provide this test since it has no idea whether "the buffer is full", or even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn markers, but these are handled specially: they are either saved into allocated memory, or skipped over by calling skip_input_data(). In the former case,
suspension is handled correctly, and in the latter case, the problem of buffer overrun is placed on skip_input_data’s shoulders, as explained above. Note that if you provide your own marker handling routine for large markers, you should consider how to deal with buffer overflow.

Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked list of buffer areas, so as to avoid data copying. This can be handled by having empty_output_buffer() or fill_input_buffer() set the pointer and count to reference the next available buffer; FALSE is returned only if no more buffers are available. Although seemingly straightforward, there is a pitfall in this approach: the backtrack that occurs when FALSE is returned could back up into an earlier buffer. For example, when fill_input_buffer() is called, the current pointer & count indicate the backtrack restart point. Since fill_input_buffer() will set the pointer and count to refer to a new buffer, the restart position must be saved somewhere else. Suppose a second call to fill_input_buffer() occurs in the same library call, and no additional input data is available, so fill_input_buffer must return FALSE. If the JPEG library has not moved the pointer/count forward in the current buffer, then *the correct restart point is the saved position in the prior buffer*. Prior buffers may be discarded only after the library establishes a restart point within a later buffer. Similar remarks apply for output into a chain of buffers.

The library will never attempt to backtrack over a skip_input_data() call, so any skipped data can be permanently discarded. You still have to deal with the case of skipping not-yet-received data, however.

It’s much simpler to use only a single buffer; when fill_input_buffer() is called, move any unconsumed data (beyond the current pointer/count) down to the beginning of this buffer and then load new data into the remaining buffer space. This approach requires a little more data copying but is far easier to get right.

Progressive JPEG support

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Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.
The IJG encoder library generates progressive JPEG files when given a suitable "scan script" defining how to divide the data into scans. Creation of progressive JPEG files is otherwise transparent to the encoder. Progressive JPEG files can also be read transparently by the decoder library. If the decoding application simply uses the library as defined above, it will receive a final decoded image without any indication that the file was progressive. Of course, this approach does not allow incremental display. To perform incremental display, an application needs to use the decoder library's "buffered-image" mode, in which it receives a decoded image multiple times.

Each displayed scan requires about as much work to decode as a full JPEG image of the same size, so the decoder must be fairly fast in relation to the data transmission rate in order to make incremental display useful. However, it is possible to skip displaying the image and simply add the incoming bits to the decoder's coefficient buffer. This is fast because only Huffman decoding need be done, not IDCT, upsampling, colorspace conversion, etc. The IJG decoder library allows the application to switch dynamically between displaying the image and simply absorbing the incoming bits. A properly coded application can automatically adapt the number of display passes to suit the time available as the image is received. Also, a final higher-quality display cycle can be performed from the buffered data after the end of the file is reached.

Progressive compression:

To create a progressive JPEG file (or a multiple-scan sequential JPEG file), set the scan_info cinfo field to point to an array of scan descriptors, and perform compression as usual. Instead of constructing your own scan list, you can call the jpeg_simple_progression() helper routine to create a recommended progression sequence; this method should be used by all applications that don't want to get involved in the nitty-gritty of progressive scan sequence design. (If you want to provide user control of scan sequences, you may wish to borrow the scan script reading code found in rdswitch.c, so that you can read scan script files just like cjpeg's.) When scan_info is not NULL, the compression library will store DCT'd data into a buffer array as jpeg_write_scanlines() is called, and will emit all the requested scans during jpeg_finish_compress(). This implies that multiple-scan output cannot be created with a suspending data destination manager, since jpeg_finish_compress() does not support suspension. We should also note that the compressor currently forces Huffman optimization mode when creating a progressive JPEG file, because the default Huffman tables are unsuitable for progressive files.

Progressive decompression:

When buffered-image mode is not used, the decoder library will read all of
a multi-scan file during jpeg_start_decompress(), so that it can provide a final decoded image. (Here "multi-scan" means either progressive or multi-scan sequential.) This makes multi-scan files transparent to the decoding application. However, existing applications that used suspending input with version 5 of the IJG library will need to be modified to check for a suspension return from jpeg_start_decompress().

To perform incremental display, an application must use the library's buffered-image mode. This is described in the next section.

Buffered-image mode
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In buffered-image mode, the library stores the partially decoded image in a coefficient buffer, from which it can be read out as many times as desired. This mode is typically used for incremental display of progressive JPEG files, but it can be used with any JPEG file. Each scan of a progressive JPEG file adds more data (more detail) to the buffered image. The application can display in lockstep with the source file (one display pass per input scan), or it can allow input processing to outrun display processing. By making input and display processing run independently, it is possible for the application to adapt progressive display to a wide range of data transmission rates.

The basic control flow for buffered-image decoding is

jpeg_create_decompress()
set data source
jpeg_read_header()
set overall decompression parameters
cinfo.buffered_image = TRUE; /* select buffered-image mode */
jpeg_start_decompress();
for (each output pass) {
    adjust output decompression parameters if required
    jpeg_start_output(); /* start a new output pass */
    for (all scanlines in image) {
        jpeg_read_scanlines()
        display scanlines
    }
    jpeg_finish_output(); /* terminate output pass */
}
jpeg_finish_decompress()
jpeg_destroy_decompress()

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.
The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically

```c
while (! jpeg_input_complete(&cinfo))
```

and the start-output call should read

```c
jpeg_start_output(&cinfo, cinfo.input_scan_number);
```

The second parameter to `jpeg_start_output()` indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and `jpeg_finish_output()` advances to the next scan or end-of-image marker (hence `input_scan_number` will be incremented by the time control arrives back at `jpeg_start_output()`). With this technique, data is read from the input file only as needed, and input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the buffered image remains available; it can be read additional times by repeating the `jpeg_start_output()`/`jpeg_read_scanlines()`/`jpeg_finish_output()` sequence. For example, a useful technique is to use fast one-pass color quantization for display passes made while the image is arriving, followed by a final display pass using two-pass quantization for highest quality. This is done by changing the library parameters before the final output pass. Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such until after it is read, so a post-input display pass is the best approach if you want special processing in the final pass.

When done with the image, be sure to call `jpeg_finish_decompress()` to release the buffered image (or just use `jpeg_destroy_decompress()`).

If input data arrives faster than it can be displayed, the application can cause the library to decode input data in advance of what's needed to produce output. This is done by calling the routine `jpeg_consume_input()`. The return value is one of the following:

- **JPEG_REACHED_SOS**: reached an SOS marker (the start of a new scan)
- **JPEG_REACHED_EOI**: reached the EOI marker (end of image)
- **JPEG_ROW_COMPLETED**: completed reading one MCU row of compressed data
- **JPEG_SCAN_COMPLETED**: completed reading last MCU row of current scan
- **JPEG_SUSPENDED**: suspended before completing any of the above

*Note: JPEG_SUSPENDED can occur only if a suspending data source is used.* This routine can be called at any time after initializing the JPEG object. It reads some additional data and returns when one of the indicated significant events occurs. (If called after the EOI marker is reached, it will immediately return JPEG_REACHED_EOI without attempting to read more data.)
The library’s output processing will automatically call jpeg_consume_input() whenever the output processing overtakes the input; thus, simple lockstep display requires no direct calls to jpeg_consume_input(). But by adding calls to jpeg_consume_input(), you can absorb data in advance of what is being displayed. This has two benefits:

* You can limit buildup of unprocessed data in your input buffer.
* You can eliminate extra display passes by paying attention to the state of the library’s input processing.

The first of these benefits only requires interspersing calls to jpeg_consume_input() with your display operations and any other processing you may be doing. To avoid wasting cycles due to backtracking, it’s best to call jpeg_consume_input() only after a hundred or so new bytes have arrived. This is discussed further under “I/O suspension”, above. (Note: the JPEG library currently is not thread-safe. You must not call jpeg_consume_input() from one thread of control if a different library routine is working on the same JPEG object in another thread.)

When input arrives fast enough that more than one new scan is available before you start a new output pass, you may as well skip the output pass corresponding to the completed scan. This occurs for free if you pass cinfo.input_scan_number as the target scan number to jpeg_start_output(). The input_scan_number field is simply the index of the scan currently being consumed by the input processor. You can ensure that this is up-to-date by emptying the input buffer just before calling jpeg_start_output(): call jpeg_consume_input() repeatedly until it returns JPEG_SUSPENDED or JPEG_REACHED_EOI.

The target scan number passed to jpeg_start_output() is saved in the cinfo.output_scan_number field. The library’s output processing calls jpeg_consume_input() whenever the current input scan number and row within that scan is less than or equal to the current output scan number and row. Thus, input processing can “get ahead” of the output processing but is not allowed to “fall behind”. You can achieve several different effects by manipulating this interlock rule. For example, if you pass a target scan number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what jpeg_start_decompress() does when you don’t select buffered-image mode.)

When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image buffer, without waiting for input. (However, the library will not accept a target scan
When data is arriving faster than the output display processing can advance through the image, jpeg_consume_input() will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:

do {
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
} while (! final_pass);

rather than quitting as soon as jpeg_input_complete() returns TRUE. This arrangement makes it simple to use higher-quality decoding parameters for the final pass. But if you don't want to use special parameters for the final pass, the right loop logic is like this:

for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}

In this case you don't need to know in advance whether an output pass is to be the last one, so it's not necessary to have reached EOF before starting the final output pass; rather, what you want to test is whether the output pass was performed in sync with the final input scan. This form of the loop will avoid an extra output pass whenever the decoder is able (or nearly able)
to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass, then find that much or all of the file has arrived before you can complete the pass. (You can detect this by noting the JPEG_REACHED_EOI return code from jpeg_consume_input(), or equivalently by testing jpeg_input_complete().) In this situation you may wish to abort the current display pass and start a new one using the newly arrived information. To do so, just call jpeg_finish_output() and then start a new pass with jpeg_start_output().

A variant strategy is to abort and restart display if more than one complete scan arrives during an output pass; this can be detected by noting JPEG_REACHED_SOS returns and/or examining cinfo.input_scan_number. This idea should be employed with caution, however, since the display process might never get to the bottom of the image before being aborted, resulting in the lower part of the screen being several passes worse than the upper. In most cases it's probably best to abort an output pass only if the whole file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using the current input scan number for the output target scan number; if a higher-quality final pass is to be done, it should be started (aborting any incomplete output pass) as soon as the end of file is received. However, many other strategies are possible. For example, the application can examine the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call jpeg_consume_input() until it returns JPEG_REACHED_SOS or JPEG_REACHED_EOI. Or just use the next higher number as the target scan for jpeg_start_output(); but that method doesn't let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, jpeg_start_decompress() never performs input and thus never suspends. An application that uses input suspension with buffered-image mode must be prepared for suspension returns from these routines:

* jpeg_start_output() performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)
* jpeg_read_scanlines(), as always, returns the number of scanlines that it was able to produce before suspending.
* jpeg_finish_output() will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if jpeg_consume_input() has already reached the end of the file or a SOS marker beyond the target output scan.)
* jpeg_finish_decompress() will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling jpeg_input_complete()).
jpeg_start_output(), jpeg_finish_output(), and jpeg_finish_decompress() all return TRUE if they completed their tasks, FALSE if they had to suspend. In the event of a FALSE return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. ONLY THE FOLLOWING parameter changes are allowed after jpeg_start_decompress() is called:
* dct_method can be changed before each call to jpeg_start_output().
  For example, one could use a fast DCT method for early scans, changing to a higher quality method for the final scan.
* dither_mode can be changed before each call to jpeg_start_output();
  of course this has no impact if not using color quantization. Typically one would use ordered dither for initial passes, then switch to Floyd-Steinberg dither for the final pass. Caution: changing dither mode can cause more memory to be allocated by the library. Although the amount of memory involved is not large (a scanline or so), it may cause the initial max_memory_to_use specification to be exceeded, which in the worst case would result in an out-of-memory failure.
* do_block_smoothing can be changed before each call to jpeg_start_output().
  This setting is relevant only when decoding a progressive JPEG image.
  During the first DC-only scan, block smoothing provides a very "fuzzy" look instead of the very "blocky" look seen without it; which is better seems a matter of personal taste. But block smoothing is nearly always a win during later stages, especially when decoding a successive-approximation image: smoothing helps to hide the slight blockiness that otherwise shows up on smooth gradients until the lowest coefficient bits are sent.
* Color quantization mode can be changed under the rules described below.
  You *cannot* change between full-color and quantized output (because that would alter the required I/O buffer sizes), but you can change which quantization method is used.

When generating color-quantized output, changing quantization method is a very useful way of switching between high-speed and high-quality display.

The library allows you to change among its three quantization methods:
1. Single-pass quantization to a fixed color cube.
   Selected by cinfo.two_pass_quantize = FALSE and cinfo.colormap = NULL.
2. Single-pass quantization to an application-supplied colormap.
   Selected by setting cinfo.colormap to point to the colormap (the value of two_pass_quantize is ignored); also set cinfo.actual_number_of_colors.
3. Two-pass quantization to a colormap chosen specifically for the image.
   Selected by cinfo.two_pass_quantize = TRUE and cinfo.colormap = NULL.
   (This is the default setting selected by jpeg_read_header, but it is probably NOT what you want for the first pass of progressive display!)

These methods offer successively better quality and lesser speed. However,
only the first method is available for quantizing in non-RGB color spaces.

IMPORTANT: because the different quantizer methods have very different working-storage requirements, the library requires you to indicate which one(s) you intend to use before you call jpeg_start_decompress(). (If we did not require this, the max_memory_to_use setting would be a complete fiction.) You do this by setting one or more of these three cinfo fields to TRUE:

- enable_1pass_quant Fixed color cube colormap
- enable_external_quant Externally-supplied colormap
- enable_2pass_quant Two-pass custom colormap

All three are initialized FALSE by jpeg_read_header(). But jpeg_start_decompress() automatically sets TRUE the one selected by the current two_pass_quantize and colormap settings, so you only need to set the enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at jpeg_start_decompress() time, you can change to any enabled quantization method by setting two_pass_quantize and colormap properly just before calling jpeg_start_output(). The following special rules apply:

1. You must explicitly set cinfo.colormap to NULL when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass quantizer to be re-run to generate a new colormap.
2. To switch to an external colormap, or to change to a different external colormap than was used on the prior pass, you must call jpeg_new_colormap() after setting cinfo.colormap.

NOTE: if you want to use the same colormap as was used in the prior pass, you should not do either of these things. This will save some nontrivial switchover costs. (These requirements exist because cinfo.colormap will always be non-NULL after completing a prior output pass, since both the 1-pass and 2-pass quantizers set it to point to their output colormaps. Thus you have to do one of these two things to notify the library that something has changed. Yup, it's a bit klugy, but it's necessary to do it this way for backwards compatibility.)

Note that in buffered-image mode, the library generates any requested colormap during jpeg_start_output(), not during jpeg_start_decompress().

When using two-pass quantization, jpeg_start_output() makes a pass over the buffered image to determine the optimum color map; it therefore may take a significant amount of time, whereas ordinarily it does little work. The progress monitor hook is called during this pass, if defined. It is also important to realize that if the specified target scan number is greater than or equal to the current input scan number, jpeg_start_output() will attempt to consume input as it makes this pass. If you use a suspending data source, you need to check for a FALSE return from jpeg_start_output() under these conditions. The combination of 2-pass quantization and a not-yet-fully-read target scan is the only case in which jpeg_start_output() will consume input.
Application authors who support buffered-image mode may be tempted to use it for all JPEG images, even single-scan ones. This will work, but it is inefficient: there is no need to create an image-sized coefficient buffer for single-scan images. Requesting buffered-image mode for such an image wastes memory. Worse, it can cost time on large images, since the buffered data has to be swapped out or written to a temporary file. If you are concerned about maximum performance on baseline JPEG files, you should use buffered-image mode only when the incoming file actually has multiple scans. This can be tested by calling jpeg_has_multiple_scans(), which will return a correct result at any time after jpeg_read_header() completes.

It is also worth noting that when you use jpeg_consume_input() to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It’s best to use the memory manager jmemobs.c if you can (i.e., if you have enough real or virtual main memory). If not, at least make sure that max_memory_to_use is set as high as possible. If the JPEG memory manager has to use a temporary file, you will probably see a lot of disk traffic and poor performance. (This could be improved with additional work on the memory manager, but we haven’t gotten around to it yet.)

In some applications it may be convenient to use jpeg_consume_input() for all input processing, including reading the initial markers; that is, you may wish to call jpeg_consume_input() instead of jpeg_read_header() during startup. This works, but note that you must check for JPEG_REACHED_SOS and JPEG_REACHED_EOI return codes as the equivalent of jpeg_read_header's codes. Once the first SOS marker has been reached, you must call jpeg_start_decompress() before jpeg_consume_input() will consume more input; it'll just keep returning JPEG_REACHED_SOS until you do. If you read a tables-only file this way, jpeg_consume_input() will return JPEG_REACHED_EOI without ever returning JPEG_REACHED_SOS; be sure to check for this case. If this happens, the decompressor will not read any more input until you call jpeg_abort() to reset it. It is OK to call jpeg_consume_input() even when not using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return JPEG_SUSPENDED.

Abbreviated datastreams and multiple images
---------------------------------------------

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the "create" and "destroy" operations, but that isn't the real purpose of the feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.
A JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead. The JPEG standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:

* "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
* "Abbreviated image" datastreams contain an image, but are missing some or all of the tables needed to decode that image.
* "Abbreviated table specification" (henceforth "tables-only") datastreams contain only table specifications.

To decode an abbreviated image, it is necessary to load the missing table(s) into the decoder beforehand. This can be accomplished by reading a separate tables-only file. A variant scheme uses a series of images in which the first image is an interchange (complete) datastream, while subsequent ones are abbreviated and rely on the tables loaded by the first image. It is assumed that once the decoder has read a table, it will remember that table until a new definition for the same table number is encountered.

It is the application designer’s responsibility to figure out how to associate the correct tables with an abbreviated image. While abbreviated datastreams can be useful in a closed environment, their use is strongly discouraged in any situation where data exchange with other applications might be needed. Caveat designer.

The JPEG library provides support for reading and writing any combination of tables-only datastreams and abbreviated images. In both compression and decompression objects, a quantization or Huffman table will be retained for the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the compressor not to emit some or all of the tables it is using. Each quantization and Huffman table struct contains a boolean field "sent_table", which normally is initialized to FALSE. For each table used by the image, the header-writing process emits the table and sets sent_table = TRUE unless it is already TRUE. (In normal usage, this prevents outputting the same table definition multiple times, as would otherwise occur because the chroma components typically share tables.) Thus, setting this field to TRUE before calling jpeg_start_compress() will prevent the table from being written at all.

If you want to create a "pure" abbreviated image file containing no tables, just call "jpeg_suppress_tables(&cinfo, TRUE)” after constructing all the tables. If you want to emit some but not all tables, you’ll need to set the individual sent_table fields directly.
To create an abbreviated image, you must also call jpeg_start_compress() with a second parameter of FALSE, not TRUE. Otherwise jpeg_start_compress() will force all the sent_table fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

To create a tables-only file, perform the same parameter setup that you normally would, but instead of calling jpeg_start_compress() and so on, call jpeg_write_tables(&cinfo). This will write an abbreviated datastream containing only SOI, DQT and/or DHT markers, and EOI. All the quantization and Huffman tables that are currently defined in the compression object will be emitted unless their sent_tables flag is already TRUE, and then all the sent_tables flags will be set TRUE.

A sure-fire way to create matching tables-only and abbreviated image files is to proceed as follows:

create JPEG compression object
set JPEG parameters
set destination to tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
jpeg_start_compress(&cinfo, FALSE);
write data...
jpeg_finish_compress(&cinfo);

Since the JPEG parameters are not altered between writing the table file and the abbreviated image file, the same tables are sure to be used. Of course, you can repeat the jpeg_start_compress() ... jpeg_finish_compress() sequence many times to produce many abbreviated image files matching the table file.

You cannot suppress output of the computed Huffman tables when Huffman optimization is selected. (If you could, there'd be no way to decode the image...) Generally, you don't want to set optimize_coding = TRUE when you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are not stored in the application, but are defined in an interchange or tables-only file readable by the application. This can be done by setting up a JPEG decompression object to read the specification file, then copying the tables into your compression object. See jpeg_copy_critical_parameters() for an example of copying quantization tables.

To read abbreviated image files, you simply need to load the proper tables into the decompression object before trying to read the abbreviated image. If the proper tables are stored in the application program, you can just allocate the table structs and fill in their contents directly. For example, to load a fixed quantization table into table slot "n":

---

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if (cinfo.quant_tbl_ptrs[n] == NULL)
    cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
quant_ptr = cinfo.quant_tbl_ptrs[n]; /* quant_ptr is JQUANT_TBL */
for (i = 0; i < 64; i++) {
    /* Qtable[] is desired quantization table, in natural array order */
    quant_ptr->quantval[i] = Qtable[i];
}

Code to load a fixed Huffman table is typically (for AC table "n"):

if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
    cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
huff_ptr = cinfo.ac_huff_tbl_ptrs[n]; /* huff_ptr is JHUFF_TBL */
for (i = 1; i <= 16; i++) {
    /* counts[i] is number of Huffman codes of length i bits, i=1..16 */
    huff_ptr->bits[i] = counts[i];
}
for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
}

(Note that trying to set cinfo.quant_tbl_ptrs[n] to point directly at a constant JQUANT_TBL object is not safe. If the incoming file happened to contain a quantization table definition, your master table would get overwritten! Instead allocate a working table copy and copy the master table into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than hard-wiring them into your application. The jpeg_read_header() call is sufficient to read a tables-only file. You must pass a second parameter of FALSE to indicate that you do not require an image to be present. Thus, the typical scenario is

create JPEG decompression object
set source to tables-only file
jpeg_read_header(&cinfo, FALSE);
set source to abbreviated image file
jpeg_read_header(&cinfo, TRUE);
set decompression parameters
jpeg_start_decompress(&cinfo);
read data...
jpeg_finish_decompress(&cinfo);

In some cases, you may want to read a file without knowing whether it contains an image or just tables. In that case, pass FALSE and check the return value from jpeg_read_header(): it will be JPEG_HEADER_OK if an image was found,
JPEG_HEADER_TABLES_ONLY if only tables were found. (A third return value, JPEG_SUSPENDED, is possible when using a suspending data source manager.) Note that jpeg_read_header() will not complain if you read an abbreviated image for which you haven't loaded the missing tables; the missing-table check occurs later, in jpeg_start_decompress().

It is possible to read a series of images from a single source file by repeating the jpeg_read_header() ... jpeg_finish_decompress() sequence, without releasing/recreating the JPEG object or the data source module. (If you did reinitialize, any partial bufferload left in the data source buffer at the end of one image would be discarded, causing you to lose the start of the next image.) When you use this method, stored tables are automatically carried forward, so some of the images can be abbreviated images that depend on tables from earlier images.

If you intend to write a series of images into a single destination file, you might want to make a specialized data destination module that doesn't flush the output buffer at term_destination() time. This would speed things up by some trifling amount. Of course, you'd need to remember to flush the buffer after the last image. You can make the later images be abbreviated ones by passing FALSE to jpeg_start_compress().

Special markers
---------------

Some applications may need to insert or extract special data in the JPEG datastream. The JPEG standard provides marker types "COM" (comment) and "APP0" through "APP15" (application) to hold application-specific data. Unfortunately, the use of these markers is not specified by the standard. COM markers are fairly widely used to hold user-supplied text. The JFIF file format spec uses APP0 markers with specified initial strings to hold certain data. Adobe applications use APP14 markers beginning with the string "Adobe" for miscellaneous data. Other APPn markers are rarely seen, but might contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers and place readable 7-bit ASCII text in them. Newline conventions are not standardized -- expect to find LF (Unix style), CR/LF (DOS style), or CR (Mac style). A robust COM reader should be able to cope with random binary garbage, including nulls, since some applications generate COM markers containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied data, use an APPn marker, and be sure to begin it with an identifying string so that you can tell whether the marker is actually yours. It's probably best to avoid using APP0 or APP14 for any private markers. (NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you
not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by calling jpeg_write_marker() after jpeg_start_compress() and before the first call to jpeg_write_scanslines(). When you do this, the markers appear after the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before all else. Specify the marker type parameter as "JPEG_COM" for COM or "JPEG_APP0 + n" for APPn. (Actually, jpeg_write_marker will let you write any marker type, but we don't recommend writing any other kinds of marker.) For example, to write a user comment string pointed to by comment_text:

```
jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));
```

If it's not convenient to store all the marker data in memory at once, you can instead call jpeg_write_m_header() followed by multiple calls to jpeg_write_m_byte(). If you do it this way, it's your responsibility to call jpeg_write_m_byte() exactly the number of times given in the length parameter to jpeg_write_m_header(). (This method lets you empty the output buffer partway through a marker, which might be important when using a suspending data destination module. In any case, if you are using a suspending destination, you should flush its buffer after inserting any special markers. See "I/O suspension".)

Or, if you prefer to synthesize the marker byte sequence yourself, you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't forget to set cinfo.JFIF_minor_version = 2 so that the encoder will write the correct JFIF version number in the JFIF header marker. The library's default is to write version 1.01, but that's wrong if you insert any 1.02 extension markers. (We could probably get away with just defaulting to 1.02, but there used to be broken decoders that would complain about unknown minor version numbers. To reduce compatibility risks it's safest not to write 1.02 unless you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:

1. You can ask the library to save the contents of COM and/or APPn markers into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers on-the-fly as they are read.
The first method is simpler to use, especially if you are using a suspending data source; writing a marker processor that copes with input suspension is not easy (consider what happens if the marker is longer than your available input buffer). However, the second method conserves memory since the marker data need not be kept around after it's been processed.

For either method, you'd normally set up marker handling after creating a decompression object and before calling jpeg_read_header(), because the markers of interest will typically be near the head of the file and so will be scanned by jpeg_read_header. Once you've established a marker handling method, it will be used for the life of that decompression object (potentially many datastreams), unless you change it. Marker handling is determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call
jpeg_save_markers(cinfo, marker_code, length_limit)
where marker_code is the marker type to save, JPEG_COM or JPEG_APP0+n.
(To arrange to save all the special marker types, you need to call this routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer than length_limit data bytes, only length_limit bytes will be saved; this parameter allows you to avoid chewing up memory when you only need to see the first few bytes of a potentially large marker. If you want to save all the data, set length_limit to 0xFFFF; that is enough since marker lengths are only 16 bits. As a special case, setting length_limit to 0 prevents that marker type from being saved at all. (That is the default behavior, in fact.)

After jpeg_read_header() completes, you can examine the special markers by following the cinfo->marker_list pointer chain. All the special markers in the file appear in this list, in order of their occurrence in the file (but omitting any markers of types you didn't ask for). Both the original data length and the saved data length are recorded for each list entry; the latter will not exceed length_limit for the particular marker type. Note that these lengths exclude the marker length word, whereas the stored representation within the JPEG file includes it. (Hence the maximum data length is really only 65533.)

It is possible that additional special markers appear in the file beyond the SOS marker at which jpeg_read_header stops; if so, the marker list will be extended during reading of the rest of the file. This is not expected to be common, however. If you are short on memory you may want to reset the length limit to zero for all marker types after finishing jpeg_read_header, to ensure that the max_memory_to_use setting cannot be exceeded due to addition of later markers.

The marker list remains stored until you call jpeg_finish_decompress or
jpeg_abort, at which point the memory is freed and the list is set to empty.
(jpeg_destroy also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers;
if you try to set a small nonzero length limit on these types, the library
will silently force the length up to the minimum it wants. (But you can set
a zero length limit to prevent them from being saved at all.) Also, in a
16-bit environment, the maximum length limit may be constrained to less than
65533 by malloc() limitations. It is therefore best not to assume that the
effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling
jpeg_set_marker_processor(). A marker processor routine must have the
signature

boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)

Although the marker code is not explicitly passed, the routine can find it
in cinfo->unread_marker. At the time of call, the marker proper has been
read from the data source module. The processor routine is responsible for
reading the marker length word and the remaining parameter bytes, if any.
Return TRUE to indicate success. (FALSE should be returned only if you are
using a suspending data source and it tells you to suspend. See the standard
marker processors in jdmarker.c for appropriate coding methods if you need to
use a suspending data source.)

If you override the default APP0 or APP14 processors, it is up to you to
recognize JFIF and Adobe markers if you want colorspace recognition to occur
properly. We recommend copying and extending the default processors if you
want to do that. (A better idea is to save these marker types for later
examination by calling jpeg_save_markers(); that method doesn't interfere
with the library's own processing of these markers.)

jpeg_set_marker_processor() and jpeg_save_markers() are mutually exclusive
--- if you call one it overrides any previous call to the other, for the
particular marker type specified.

A simple example of an external COM processor can be found in djpeg.c.
Also, see jpegtran.c for an example of using jpeg_save_markers.

Raw (downsampled) image data
-----------------------------

Some applications need to supply already-downsampled image data to the JPEG
compressor, or to receive raw downsampled data from the decompressor. The
library supports this requirement by allowing the application to write or
read raw data, bypassing the normal preprocessing or postprocessing steps.
The interface is different from the standard one and is somewhat harder to
use. If your interest is merely in bypassing color conversion, we recommend that you use the standard interface and simply set jpeg_color_space = in_color_space (or jpeg_color_space = out_color_space for decompression).

The mechanism described in this section is necessary only to supply or receive downsampled image data, in which not all components have the same dimensions.

To compress raw data, you must supply the data in the colorspace to be used in the JPEG file (please read the earlier section on Special color spaces) and downsampled to the sampling factors specified in the JPEG parameters. You must supply the data in the format used internally by the JPEG library, namely a JSAMPIMAGE array. This is an array of pointers to two-dimensional arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one color component. This structure is necessary since the components are of different sizes. If the image dimensions are not a multiple of the MCU size, you must also pad the data correctly (usually, this is done by replicating the last column and/or row). The data must be padded to a multiple of a DCT block in each component: that is, each downsampled row must contain a multiple of DCT_h_scaled_size valid samples, and there must be a multiple of DCT_v_scaled_size sample rows for each component. (For applications such as conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call jpeg_write_raw_data() in place of jpeg_write_scanlines(). Before calling jpeg_start_compress(), you must do the following:

* Set cinfo->raw_data_in to TRUE. (It is set FALSE by jpeg_set_defaults().) This notifies the library that you will be supplying raw data.
* Ensure jpeg_color_space is correct --- an explicit jpeg_set_colorsapce() call is a good idea. Note that since color conversion is bypassed, in_color_space is ignored, except that jpeg_set_defaults() uses it to choose the default jpeg_color_space setting.
* Ensure the sampling factors, cinfo->comp_info[i].h_samp_factor and cinfo->comp_info[i].v_samp_factor, are correct. Since these indicate the dimensions of the data you are supplying, it's wise to set them explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call jpeg_write_raw_data() in place of jpeg_write_scanlines(). The two routines work similarly except that jpeg_write_raw_data takes a JSAMPIMAGE data array rather than JSAMPARRAY. The scanlines count passed to and returned from jpeg_write_raw_data is measured in terms of the component with the largest v_samp_factor.

jpeg_write_raw_data() processes one MCU row per call, which is to say v_samp_factor*min_DCT_v_scaled_size sample rows of each component. The passed num_lines value must be at least max_v_samp_factor*min_DCT_v_scaled_size, and
the return value will be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don't forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as

cinfo->comp_info[i].width_in_blocks *
cinfo->comp_info[i].DCT_h_scaled_sizesamples per row

cinfo->comp_info[i].height_in_blocks *
cinfo->comp_info[i].DCT_v_scaled_sizerows in image

after jpeg_start_compress() has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions. The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you need never pad by more than DCT_scaled_size samples.

An example may help here. Assume 2h2v downsampling of YCbCr data, that is

cinfo->comp_info[0].h_samp_factor = 2 for Y

cinfo->comp_info[0].v_samp_factor = 2

cinfo->comp_info[1].h_samp_factor = 1 for Cb

cinfo->comp_info[1].v_samp_factor = 1

cinfo->comp_info[2].h_samp_factor = 1 for Cr

cinfo->comp_info[2].v_samp_factor = 1

and suppose that the nominal image dimensions (cinfo->image_width and cinfo->image_height) are 101x101 pixels. Then jpeg_start_compress() will compute downsampled_width = 101 and width_in_blocks = 13 for Y, downsampled_width = 51 and width_in_blocks = 7 for Cb and Cr (and the same for the height fields). You must pad the Y data to at least 13*8 = 104 columns and rows, the Cb/Cr data to at least 7*8 = 56 columns and rows. The MCU height is max_v_samp_factor = 2 DCT rows so you must pass at least 16 scanlines on each call to jpeg_write_raw_data(), which is to say 16 actual sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed, so you must pass a total of 7*16 = 112 "scanlines". The last DCT block row of Y data is dummy, so it doesn't matter what you pass for it in the data arrays, but the scanlines count must total up to 112 so that all of the Cb and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data destination module suspends, jpeg_write_raw_data() will return 0.

In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing: you cannot ask for color quantization, for instance. More seriously, you must deal with the color space and sampling factors present in the incoming file. If your application only handles, say, 2h1v YCbCr data, you must check for and fail on other color spaces or other sampling factors. The library will not convert to a different color space for you.
To obtain raw data output, set cinfo->raw_data_out = TRUE before jpeg_start_decompress() (it is set FALSE by jpeg_read_header()). Be sure to verify that the color space and sampling factors are ones you can handle. Then call jpeg_read_raw_data() in place of jpeg_read_scanlines(). The decompression process is otherwise the same as usual.

jpeg_read_raw_data() returns one MCU row per call, and thus you must pass a buffer of at least max_v_samp_factor*min_DCT_v_scaled_size scanlines (scanline counting is the same as for raw-data compression). The buffer you pass must be large enough to hold the actual data plus padding to DCT-block boundaries. As with compression, any entirely dummy DCT blocks are not processed so you need not allocate space for them, but the total scanline count includes them. The above example of computing buffer dimensions for raw-data compression is equally valid for decompression.

Input suspension is supported with raw-data decompression: if the data source module suspends, jpeg_read_raw_data() will return 0. You can also use buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients

It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do jpeg_read_header() as usual. But instead of calling jpeg_start_decompress() and jpeg_read_scanlines(), call jpeg_read_coefficients(). This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array descriptors. Each virtual array can be accessed directly using the JPEG memory manager's access_virt_barray method (see Memory management, below, and also read structure.txt's discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to jpeg_write_coefficients().

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the width_in_blocks and height_in_blocks fields of the component's comp_info entry.) This is also the data format
expected by jpeg_write_coefficients().

When you are done using the virtual arrays, call jpeg_finish_decompress() to release the array storage and return the decompression object to an idle state; or just call jpeg_destroy() if you don't need to reuse the object.

If you use a suspending data source, jpeg_read_coefficients() will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call jpeg_read_coefficients() to obtain access to the decoder's coefficient arrays during a normal decode cycle in buffered-image mode. This feature might be useful for progressively displaying an incoming image and then re-encoding it without loss. To do this, decode in buffered-image mode as discussed previously, then call jpeg_read_coefficients() after the last jpeg_finish_output() call. The arrays will be available for your use until you call jpeg_finish_decompress().

To write the contents of a JPEG file as DCT coefficients, you must provide the DCT coefficients stored in virtual block arrays. You can either pass block arrays read from an input JPEG file by jpeg_read_coefficients(), or allocate virtual arrays from the JPEG compression object and fill them yourself. In either case, jpeg_write_coefficients() is substituted for jpeg_start_compress() and jpeg_write_scanlines(). Thus the sequence is

* Create compression object
* Set all compression parameters as necessary
* Request virtual arrays if needed
* jpeg_write_coefficients()
* jpeg_finish_compress()
* Destroy or re-use compression object

jpeg_write_coefficients() is passed a pointer to an array of virtual block array descriptors; the number of arrays is equal to cinfo.num_components.

The virtual arrays need only have been requested, not realized, before jpeg_write_coefficients() is called. A side-effect of jpeg_write_coefficients() is to realize any virtual arrays that have been requested from the compression object's memory manager. Thus, when obtaining the virtual arrays from the compression object, you should fill the arrays after calling jpeg_write_coefficients(). The data is actually written out when you call jpeg_finish_compress(); jpeg_write_coefficients() only writes the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization tables and sampling factors match the way the data was encoded, or the resulting file will be invalid. For transcoding from an existing JPEG file, we recommend using jpeg_copy_critical_parameters(). This routine initializes
all the compression parameters to default values (like jpeg_set_defaults()), then copies the critical information from a source decompression object. The decompression object should have just been used to read the entire JPEG input file --- that is, it should be awaiting jpeg_finish_decompress().

jpeg_write_coefficients() marks all tables stored in the compression object as needing to be written to the output file (thus, it acts like jpeg_start_compress(cinfo, TRUE)). This is for safety's sake, to avoid emitting abbreviated JPEG files by accident. If you really want to emit an abbreviated JPEG file, call jpeg_suppress_tables(), or set the tables' individual sent_table flags, between calling jpeg_write_coefficients() and jpeg_finish_compress().

Progress monitoring
-------------------

Some applications may need to regain control from the JPEG library every so often. The typical use of this feature is to produce a percent-done bar or other progress display. (For a simple example, see cjpeg.c or djpeg.c.) Although you do get control back frequently during the data-transferring pass (the jpeg_read_scanlines or jpeg_write_scanlines loop), any additional passes will occur inside jpeg_finish_compress or jpeg_start_decompress; those routines may take a long time to execute, and you don't get control back until they are done.

You can define a progress-monitor routine which will be called periodically by the library. No guarantees are made about how often this call will occur, so we don't recommend you use it for mouse tracking or anything like that. At present, a call will occur once per MCU row, scanline, or sample row group, whichever unit is convenient for the current processing mode; so the wider the image, the longer the time between calls. During the data transferring pass, only one call occurs per call of jpeg_read_scanlines or jpeg_write_scanlines, so don't pass a large number of scanlines at once if you want fine resolution in the progress count. (If you really need to use the callback mechanism for time-critical tasks like mouse tracking, you could insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct jpeg_progress_mgr, fill in its progress_monitor field with a pointer to your callback routine, and set cinfo->progress to point to the struct. The callback will be called whenever cinfo->progress is non-NULL. (This pointer is set to NULL by jpeg_create_compress or jpeg_create_decompress; the library will not change it thereafter. So if you allocate dynamic storage for the progress struct, make sure it will live as long as the JPEG object does. Allocating from the JPEG memory manager with lifetime JPOOL_PERMANENT will work nicely.) You can use the same callback routine for both compression and decompression.
The `jpeg_progress_mgr` struct contains four fields which are set by the library:

- `long pass_counter;` /* work units completed in this pass */
- `long pass_limit;` /* total number of work units in this pass */
- `int completed_passes;` /* passes completed so far */
- `int total_passes;` /* total number of passes expected */

During any one pass, `pass_counter` increases from 0 up to (not including) `pass_limit`; the step size is usually but not necessarily 1. The `pass_limit` value may change from one pass to another. The expected total number of passes is in `total_passes`, and the number of passes already completed is in `completed_passes`. Thus the fraction of work completed may be estimated as

\[
\frac{\text{completed_passes} + (\text{pass_counter}/\text{pass_limit})}{\text{total_passes}}
\]

ignoring the fact that the passes may not be equal amounts of work.

When decompressing, `pass_limit` can even change within a pass, because it depends on the number of scans in the JPEG file, which isn't always known in advance. The computed fraction-of-work-done may jump suddenly (if the library discovers it has overestimated the number of scans) or even decrease (in the opposite case). It is not wise to put great faith in the work estimate.

When using the decompressor's buffered-image mode, the progress monitor work estimate is likely to be completely unhelpful, because the library has no way to know how many output passes will be demanded of it. Currently, the library sets `total_passes` based on the assumption that there will be one more output pass if the input file end hasn't yet been read (`jpeg_input_complete()` isn't `TRUE`), but no more output passes if the file end has been reached when the output pass is started. This means that `total_passes` will rise as additional output passes are requested. If you have a way of determining the input file size, estimating progress based on the fraction of the file that's been read will probably be more useful than using the library's value.

Memory management

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

This section covers some key facts about the JPEG library's built-in memory manager. For more info, please read `structure.txt`'s section about the memory manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the memory manager. If necessary, you can replace the "back end" of the memory manager to control allocation yourself (for example, if you don't want the library to use `malloc()` and `free()` for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG object is destroyed. Most data is allocated "per image" and is freed by `jpeg_finish_compress`, `jpeg_finish_decompress`, or `jpeg_abort`. You can call the
memory manager yourself to allocate structures that will automatically be free at these times. Typical code for this is

```
ptr = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);
```

Use JPOOL_PERMANENT to get storage that lasts as long as the JPEG object. Use alloc_large instead of alloc_small for anything bigger than a few Kbytes. There are also alloc_sarray and alloc_barray routines that automatically build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the image's width, but not on its height, because the library ordinarily works with "strip" buffers that are as wide as the image but just a few rows high. Some operating modes (eg, two-pass color quantization) require full-image buffers. Such buffers are treated as "virtual arrays": only the current strip need be in memory, and the rest can be swapped out to a temporary file.

If you use the simplest memory manager back end (jmemnobs.c), then no temporary files are used; virtual arrays are simply malloc()'d. Images bigger than memory can be processed only if your system supports virtual memory. The other memory manager back ends support temporary files of various flavors and thus work in machines without virtual memory. They may also be useful on Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for its virtual arrays just big enough to stay within a "maximum memory" setting. Your application can set this limit by setting cinfo->mem->max_memory_to_use after creating the JPEG object. (Of course, there is still a minimum size for the buffers, so the max-memory setting is effective only if it is bigger than the minimum space needed.) If you allocate any large structures yourself, you must allocate them before jpeg_start_compress() or jpeg_start_decompress() in order to have them counted against the max memory limit. Also keep in mind that space allocated with alloc_small() is ignored, on the assumption that it's too small to be worth worrying about; so a reasonable safety margin should be left when setting max_memory_to_use.

If you use the jmemname.c or jmemdos.c memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with jmemdos.c, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either jpeg_abort() or jpeg_destroy() for any active JPEG objects. A handler is not needed with jmemnobs.c, and shouldn't be necessary with jmemansi.c or jmemmac.c either, since the C library is supposed to take care of deleting files made with tmpfile().

Memory usage
Working memory requirements while performing compression or decompression depend on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:
1. About 24K in more-or-less-fixed-size data. This varies a bit depending on operating mode and image characteristics (particularly color vs. grayscale), but it doesn't depend on image dimensions.
2. Strip buffers (of size proportional to the image width) for IDCT and upsampling results. The worst case for commonly used sampling factors is about 34 bytes * width in pixels for a color image. A grayscale image only needs about 8 bytes per pixel column.
3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG file (including progressive JPEGs), or whenever you select buffered-image mode. This takes 2 bytes/coefficient. At typical 2x2 sampling, that's 3 bytes per pixel for a color image. Worst case (1x1 sampling) requires 6 bytes/pixel. For grayscale, figure 2 bytes/pixel.
4. To perform 2-pass color quantization, the decompressor also needs a 128K color lookup table and a full-image pixel buffer (3 bytes/pixel). This does not count any memory allocated by the application, such as a buffer to hold the final output image.

The above figures are valid for 8-bit JPEG data precision and a machine with 32-bit ints. For 9-bit to 12-bit JPEG data, double the size of the strip buffers and quantization pixel buffer. The “fixed-size” data will be somewhat smaller with 16-bit ints, larger with 64-bit ints. Also, CMYK or other unusual color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not have to be fully RAM resident; you can have the library use temporary files instead when the total memory usage would exceed a limit you set. (But if your OS supports virtual memory, it's probably better to just use jmemnobs and let the OS do the swapping.)

The compressor's memory requirements are similar, except that it has no need for color quantization. Also, it needs a full-image DCT coefficient buffer if Huffman-table optimization is asked for, even if progressive mode is not requested.

If you need more detailed information about memory usage in a particular situation, you can enable the MEM_STATS code in jmemmgr.c.

Library compile-time options

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A number of compile-time options are available by modifying jmorecfg.h.

The IJG code currently supports 8-bit to 12-bit sample data precision by defining BITS_IN_JSAMPLE as 8, 9, 10, 11, or 12. Note that a value larger than 8 causes JSAMPLE to be larger than a char, so it affects the surrounding application's image data.

The sample applications cjpeg and djpeg can support deeper than 8-bit data only for PPM and GIF file formats; you must disable the other file formats to compile a 9-bit to 12-bit cjpeg or djpeg. (install.txt has more information about that.)

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (jpegtran) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

(If you need to include an 8-bit library and a 9-bit to 12-bit library for compression or decompression in a single application, you could probably do it by defining NEED_SHORT_EXTERNAL_NAMES for just one of the copies. You'd have to access the 8-bit and the 9-bit to 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that the standard Huffman tables are only valid for 8-bit data precision. If you selected more than 8-bit data precision, cjpeg uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables. You may also want to supply your own DCT quantization tables; the existing quality-scaling code has been developed for 8-bit use, and probably doesn't generate especially good tables for 9-bit to 12-bit.

The maximum number of components (color channels) in the image is determined by MAX_COMPONENTS. The JPEG standard allows up to 255 components, but we expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve performance or reduce memory space by tweaking the various typedefs in jmorecfg.h. In particular, on some RISC CPUs, access to arrays of "short"s is quite slow; consider trading memory for speed by making JCOEF, INT16, and UINT16 be "int" or "unsigned int". UINT8 is also a candidate to become int. You probably don't want to make JSAMPLE be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional functions. To do this, undefine xxx_SUPPORTED symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly
reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (jpeg_std_message_table[]) from jerror.c, and alter format_message to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the TRACEMSn() macros in jerror.h to expand to nothing; you don't need trace capability anyway, right!

Portability considerations
--------------------------

The JPEG library has been written to be extremely portable; the sample applications cjpeg and djpeg are slightly less so. This section summarizes the design goals in this area. (If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See install.txt for configuration procedures.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that:
- char is at least 8 bits wide
- short is at least 16 bits wide
- int is at least 16 bits wide
- long is at least 32 bits wide

(These are the minimum requirements of the ANSI C standard.) Wider types will work fine, although memory may be used inefficiently if char is much larger than 8 bits or short is much bigger than 16 bits. The code should work equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the code work by modifying the typedefs in jmorecfg.h. However, you will probably have difficulty if int is less than 16 bits wide, since references to plain int abound in the code.

char can be either signed or unsigned, although the code runs faster if an unsigned char type is available. If char is wider than 8 bits, you will need to redefine JOCTET and/or provide custom data source/destination managers so that JOCTET represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters. But some of the image file I/O modules in cjpeg/djpeg do have ASCII dependencies in file-header manipulation; so does cjpeg's select_file_type() routine.
The JPEG library does not rely heavily on the C library. In particular, C stdio is used only by the data source/destination modules and the error handler, all of which are application-replaceable. (cjpeg/djpeg are more heavily dependent on stdio.) malloc and free are called only from the memory manager "back end" module, so you can use a different memory allocator by replacing that one file.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the first 6 characters by defining NEED_SHORT_EXTERNAL_NAMES.

More info about porting the code may be gleaned by reading jconfig.txt, jmorecfg.h, and jinclude.h.

Notes for MS-DOS implementors
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The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table). Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color
map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (e.g., about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/libjpeg.txt

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

/*
 * jcinit.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains initialization logic for the JPEG compressor.
 * This routine is in charge of selecting the modules to be executed and
 * making an initialization call to each one.
 *
 * Logically, this code belongs in jcmaster.c. It's split out because
 * linking this routine implies linking the entire compression library.
 * For a transcoding-only application, we want to be able to use jcmaster.c
 * without linking in the whole library.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcinit.c

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/*
 * jcarith.c
 *
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains portable arithmetic entropy encoding routines for JPEG
 *
 * Both sequential and progressive modes are supported in this single module.
 *
 * Suspension is not currently supported in this module.
 */
Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcarith.c

1.3266 javax-websocket-client-impl
9.4.2.v20170220

1.3267 has-symbols 1.0.1
1.3267.1 Available under license: MIT License

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 */
/**
 * Set the max pool size of the ThreadPoolExecutor.
 * <p><strong>NOTE:</strong> When an unbounded
 * <p>{@link #queueCapacity(int) queueCapacity} is configured (the default), the
 * max pool size is effectively ignored. See the "Unbounded queues" strategy
 * in {java.util.concurrent.ThreadPoolExecutor ThreadPoolExecutor} for
 * more details.
 * <p>By default this is set to {code Integer.MAX_VALUE}.
 */

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* /opt/cola/permits/1202864046_1631645098.99/0/spring-messaging-5-3-5-sources-jar/org/springframework/messaging/simp/broker/SubscriptionRegistry.java
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* /opt/cola/permits/1202864046_1631645098.99/0/spring-messaging-5-3-5-sources-
jar/org/springframework/messaging/converter/CompositeMessageConverter.java
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jar/org/springframework/messaging/handler/invocation/reactive/InvocableHandlerMethod.java
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jar/org/springframework/messaging/handler/invocation/reactive/ChannelSendOperator.java
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1.3281 groovy 2.4.21

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groovy

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# global transformation to handle @Grab annotation
groovy.grape.GrabAnnotationTransformation

global transformation for AST Builder
org.codehaus.groovy.ast.builder.AstBuilderTransformation

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* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/powerassert/PowerAssertionError.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/control/ResolveVisitor.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/lang/GroovyCallable.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/dgmimpl/NumberNumberMetaMethod.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/transform/sc/transformers/ConstructorCallTransformer.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/syntax/Token.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/transform/builder/SimpleStrategy.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/util/FastArray.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/dgmimpl/NumberNumberMinus.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/antlr/java/PreJava2GroovyConverter.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/antlr/treewalker/FlatNodeListTraversal.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/antlr/vmplugin/v5/Java5.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/antlr/treewalker/FlatNodeListTraversal.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/transform/tailrec/ReturnAdderForClosures.groovy
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/transform/ExternalizeVerifier.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/transform/ExternizeVerifier.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/antlr/vmplugin/v5/Java5.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/antlr/treewalker/FlatNodeListTraversal.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/transform/tailrec/ReturnAdderForClosures.groovy
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-
jar/org/codehaus/groovy/classgen/asm/BytecodeDumper.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/classgen/asm/MethodCaller.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/groovy/lang/MetaObjectProtocol.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/groovy/time/DatumDependentDuration.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/callsite/PerInstancePojoMetaClassSite.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/callsite/ConstructorMetaMethodSite.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/groovy/transform/ConditionalInterrupt.groovy
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/ast/stmt/CaseStatement.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/metaklass/ClosureStaticMetaMethod.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/transform/trait/TraitComposer.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/tools/GroovyStarter.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/callsite/CallSiteGenerator.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/groovy/util/NodePrinter.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/antlr/treewalker/NodePrinter.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/transform/sc-transformers/CompareIdentityExpression.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/groovy/transform/ExternalizeMethods.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/callsite/PogoMetaMethodSite.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/groovy/lang/ExpandoMetaClassCreationHandle.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/groovy/transform/BaseScript.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/groovy/syntax/TokenException.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/groovy/syntax/Reduction.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/transform/ThreadInterruptibleASTTransformation.groovy
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/metaklass/MetaMethodIndex.java
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/groovy/util/FileNameByRegexFinder.groovy
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/transform/IndexedPropertyASTTransformation.java
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* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/vmplugin/package.html
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* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/package.html
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* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/tools/xml/package.html
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/antlr/package.html
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* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/runtime/wrappers/package.html
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/groovy/inspect/package.html
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* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/vmplugin/v5/package.html
* /opt/cola/permits/1202824205_1631639628.1/0/groovy-2-4-21-sources-1-jar/org/codehaus/groovy/syntax/package.html
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=head1 NAME

HTTP::Date - date conversion routines

=head1 SYNOPSIS

use HTTP::Date;

$string = time2str($time);  # Format as GMT ASCII time
$time = str2time($string);  # convert ASCII date to machine time

=head1 DESCRIPTION

This module provides functions that deal the date formats used by the
HTTP protocol (and then some more). Only the first two functions,
time2str() and str2time(), are exported by default.

=over 4

=item time2str([$time])

The time2str() function converts a machine time (seconds since epoch)
to a string. If the function is called without an argument or with an
undefined argument, it will use the current time.

The string returned is in the format preferred for the HTTP protocol.
This is a fixed length subset of the format defined by RFC 1123,
represented in Universal Time (GMT). An example of a time stamp
in this format is:

    Sun, 06 Nov 1994 08:49:37 GMT

==item str2time( $str [, $zone] )

The str2time() function converts a string to machine time. It returns
C<undef> if the format of $str is unrecognized, otherwise whatever the
C<Time::Local> functions can make out of the parsed time. Dates
before the system's epoch may not work on all operating systems. The
time formats recognized are the same as for parse_date().

The function also takes an optional second argument that specifies the
default time zone to use when converting the date. This parameter is
ignored if the zone is found in the date string itself. If this
parameter is missing, and the date string format does not contain any
zone specification, then the local time zone is assumed.

If the zone is not "C<GMT>" or numerical (like "C<-0800>" or
"C<+0100>"), then the C<Time::Zone> module must be installed in order
to get the date recognized.

==item parse_date( $str )

This function will try to parse a date string, and then return it as a
list of numerical values followed by a (possible undefined) time zone
specifier; ($year, $month, $day, $hour, $min, $sec, $tz). The $year
will be the full 4-digit year, and $month numbers start with 1 (for January).

In scalar context the numbers are interpolated in a string of the
"YYYY-MM-DD hh:mm:ss TZ"-format and returned.

If the date is unrecognized, then the empty list is returned (C<undef> in
scalar context).

The function is able to parse the following formats:

"Thu Feb 3 17:03:55 GMT 1994"       -- ctime(3) format
"Thu Feb 3 00:00:00 1994",           -- ANSI C asctime() format
"Tuesday, 08-Feb-94 14:15:29 GMT"  -- old rfc850 HTTP format
"Tuesday, 08-Feb-94 14:15:29 GMT"  -- broken rfc850 HTTP format
"03/Feb/1994:17:03:55 -0700"  -- common logfile format
"09 Feb 1994 22:23:32 GMT"  -- HTTP format (no weekday)
"08-Feb-94 14:15:29 GMT"  -- rfc850 format (no weekday)
"08-Feb-1994 14:15:29 GMT"  -- broken rfc850 format (no weekday)

"1994-02-03 14:15:29 -0100"  -- ISO 8601 format
"1994-02-03 14:15:29"  -- zone is optional
"1994-02-03"  -- only date
"1994-02-03T14:15:29"  -- Use T as separator
"19940203T141529Z"  -- ISO 8601 compact format
"19940203"  -- only date

"08-Feb-94"  -- old rfc850 HTTP format  (no weekday, no time)
"08-Feb-1994"  -- broken rfc850 HTTP format (no weekday, no time)
"09 Feb 1994"  -- proposed new HTTP format  (no weekday, no time)
"03/Feb/1994"  -- common logfile format  (no time, no offset)

"Feb 3 1994"  -- Unix 'ls -l' format
"Feb 3 17:03"  -- Unix 'ls -l' format

"11-15-96  03:52PM"  -- Windows 'dir' format

The parser ignores leading and trailing whitespace. It also allow the
seconds to be missing and the month to be numerical in most formats.

If the year is missing, then we assume that the date is the first
matching date I<before> current month. If the year is given with only
2 digits, then parse_date() will select the century that makes the
year closest to the current date.

=item time2iso( [$time] )

Same as time2str(), but returns a "YYYY-MM-DD hh:mm:ss"-formatted
string representing time in the local time zone.

=item time2isoz( [$time] )

Same as time2str(), but returns a "YYYY-MM-DD hh:mm:ssZ"-formatted
string representing Universal Time.

=back

=head1 SEE ALSO

L<perlfunc/time>, L<Time::Zone>
NAME
   HTTP::Date - date conversion routines

SYNOPSIS

use HTTP::Date;

$string = time2str($time);    # Format as GMT ASCII time
$time = str2time($string);    # convert ASCII date to machine time

DESCRIPTION

This module provides functions that deal the date formats used by the
HTTP protocol (and then some more). Only the first two functions,
time2str() and str2time(), are exported by default.

time2str( %$time )
   The time2str() function converts a machine time (seconds since
   epoch) to a string. If the function is called without an argument or
   with an undefined argument, it will use the current time.

   The string returned is in the format preferred for the HTTP
   protocol. This is a fixed length subset of the format defined by RFC
   1123, represented in Universal Time (GMT). An example of a time
   stamp in this format is:

   Sun, 06 Nov 1994 08:49:37 GMT

str2time( $str [, $zone] )
   The str2time() function converts a string to machine time. It
   returns `undef' if the format of $str is unrecognized, otherwise
   whatever the `Time::Local' functions can make out of the parsed
   time. Dates before the system's epoch may not work on all operating
   systems. The time formats recognized are the same as for
   parse_date().
The function also takes an optional second argument that specifies
the default time zone to use when converting the date. This
parameter is ignored if the zone is found in the date string itself.
If this parameter is missing, and the date string format does not
contain any zone specification, then the local time zone is assumed.

If the zone is not """"GMT"""" or numerical (like """"-0800"""" or
""""+0100""""), then the `Time::Zone` module must be installed in order
to get the date recognized.

parse_date( $str )

This function will try to parse a date string, and then return it as
a list of numerical values followed by a (possible undefined) time
zone specifier; ($year, $month, $day, $hour, $min, $sec, $tz). The
$year returned will not have the number 1900 subtracted from it and
the $month numbers start with 1.

In scalar context the numbers are interpolated in a string of the
"YYYY-MM-DD hh:mm:ss TZ"-format and returned.

If the date is unrecognized, then the empty list is returned.

The function is able to parse the following formats:

"Thu Feb  3 17:03:55 GMT 1994"         -- ctime(3) format
"Thu Feb  3 00:00:00 1994",          -- ANSI C asctime() format
"Tuesday, 08-Feb-94 14:15:29 GMT"    -- old rfc850 HTTP format
"Tuesday, 08-Feb-1994 14:15:29 GMT"  -- broken rfc850 HTTP format

"03/Feb/1994:17:03:55 -0700"   -- common logfile format
"09 Feb 1994 22:23:32 GMT"       -- HTTP format (no weekday)
"08-Feb-94 14:15:29 GMT"         -- rfc850 format (no weekday)
"08-Feb-1994 14:15:29 GMT"       -- broken rfc850 format (no weekday)

"1994-02-03 14:15:29 -0100"   -- ISO 8601 format
"1994-02-03 14:15:29"          -- zone is optional
"1994-02-03"                   -- only date
"1994-02-03T14:15:29"          -- Use T as separator
"19940203T141529Z"             -- ISO 8601 compact format
"19940203"                     -- only date

"08-Feb-94"                -- old rfc850 HTTP format (no weekday, no time)
"08-Feb-1994"               -- broken rfc850 HTTP format (no weekday, no time)
"09 Feb 1994"               -- proposed new HTTP format (no weekday, no time)
"03/Feb/1994"               -- common logfile format (no time, no offset)

"Feb  3 1994"                -- Unix 'ls -l' format
"Feb  3 17:03"  -- Unix 'ls -l' format

"11-15-96  03:52PM"  -- Windows 'dir' format

The parser ignores leading and trailing whitespace. It also allow
the seconds to be missing and the month to be numerical in most
formats.

If the year is missing, then we assume that the date is the first
matching date *before* current month. If the year is given with only
2 digits, then parse_date() will select the century that makes the
year closest to the current date.

time2iso( [\$time] )
    Same as time2str(), but returns a "YYYY-MM-DD hh:mm:ss"-formatted
    string representing time in the local time zone.

time2isoz( [\$time] )
    Same as time2str(), but returns a "YYYY-MM-DD hh:mm:ssZ"-formatted
    string representing Universal Time.

SEE ALSO
    perlfunc, Time::Zone

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    Found in path(s):
* /opt/cola/permits/1136704228_1613864729.44/0/libhttp-date-perl-6-02-orig-1-tar-gz/HTTP-Date-6.02/README

1.3283 batik-gvt 1.12

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1.3285 aopalliance-repackaged 2.5.0-b42
1.3286 scala-parser-combinators 1.1.2

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* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/input/CharSequenceReader.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/input/Positional.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/input/PositionCache.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/input/CharArrayReader.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/combinator/ImplicitConversions.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/combinator/lexical/StdLexical.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/combinator/lexical/Lexical.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/combinator/syntactical/TokenParsers.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/combinator/token/Tokens.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/combinator/SubSequence.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/combinator/lexical/Scanners.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/input/CharArrayReader.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/combinator/token/TokenParsers.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources-jar/scala/util/parsing/combinator/token/Tokens.scala
* /opt/ws_local/PERMITS_SQL/1063345562_1592970674.87/0/scala-parser-combinators-2-11-1-1-2-sources
1.3287 @babel/highlight 7.13.10

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1.3288 intl-messageformat 9.7.1

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1.3291 jakarta-servlet-api 4.0.4

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1.3293 js-fetch 1.4.0

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* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-
jar/org/springframework/expression/spel/SpelCompilerMode.java
* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-
jar/org/springframework/expression/spel/CompilablePropertyAccessor.java
* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-
jar/org/springframework/expression/spel/ast/OperatorBetween.java
* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-jar/org/springframework/expression/ConstructorResolver.java
* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-jar/org/springframework/expression/TypeLocator.java
* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-jar/org/springframework/expression/spel/standard/TokenKind.java
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* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-jar/org/springframework/expression/ExpressionInvocationTargetException.java
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* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-jar/org/springframework/expression/spel/support/StandardTypeLocator.java
* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-jar/org/springframework/expression/ExpressionInvocationTargetException.java
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* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-jar/org/springframework/expression/spel/CompiledExpression.java
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* /opt/ws_local/PERMITS_SQL/1066239499_1593562149.03/0/spring-expression-5-1-14-release-sources-1-jar/org/springframework/expression/spel/StandardTypeLocator.java
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Send patches to sysvinit-devel@nongnu.org

The of the start-stop-daemon

* A rewrite of the original Debian's start-stop-daemon Perl script
* in C (faster - it is executed many times during system startup).
* Written by Marek Michalkiewicz <marekm@i17linuxb.ists.pwr.wroc.pl>,
* public domain.

1.3302 hamcrest-all 1.1

1.3303 click 7.1.2

1.3303.1 Available under license:

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

```python
import io
import re
```
from setuptools import find_packages
from setuptools import setup

with io.open("README.rst", "rt", encoding="utf8") as f:
    readme = f.read()

with io.open("src/click/__init__.py", "rt", encoding="utf8") as f:
    version = re.search(r'__version__ = "(.*)"', f.read()).group(1)

setup(
    name="click",
    version=version,
    url="https://palletsprojects.com/p/click/",
    project_urls={
        "Documentation": "https://click.palletsprojects.com/",
        "Code": "https://github.com/pallets/click",
        "Issue tracker": "https://github.com/pallets/click/issues",
    },
    license="BSD-3-Clause",
    maintainer="Pallets",
    maintainer_email="contact@palletsprojects.com",
    description="Composable command line interface toolkit",
    long_description=readme,
    packages=find_packages("src"),
    package_dir={"": "src"},
    include_package_data=True,
    python_requires=">=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*, !=3.4.*",
    classifiers=[
        "Development Status :: 5 - Production/Stable",
        "Intended Audience :: Developers",
        "License :: OSI Approved :: BSD License",
        "Operating System :: OS Independent",
        "Programming Language :: Python",
        "Programming Language :: Python :: 2",
        "Programming Language :: Python :: 3",
    ],
)

Found in path(s):
* /opt/cola/permits/1152541675_1618254100.36/0/pallets-click-7-1-2-0-g1784558-1-tar-gz/pallets-click-1784558/setup.py

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Found in path(s):
As the userbase of Click grows, more and more major feature requests pop up in Click’s bugtracker. As reasonable as it may be for those features to be bundled with Click instead of being a standalone project, many of those requested features are either highly experimental or have unproven practical use, while potentially being a burden to maintain.

This is why click-contrib_ exists. The GitHub organization is a collection of possibly experimental third-party packages whose featureset does not belong into Click, but also a playground for major features that may be added to Click in the future. It is also meant to coordinate and concentrate effort on writing third-party extensions for Click, and to ease the effort of searching for such extensions. In that sense it could be described as a low-maintenance alternative to extension repositories of other frameworks.

Please note that the quality and stability of those packages may be different than what you expect from Click itself. While published under a common organization, they are still projects separate from Click.

.. _click-contrib: https://github.com/click-contrib/

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Found in path(s):
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# binary only, patch it back to the system, and then use a wrapper

Found in path(s):
* /opt/cola/permits/1152541675_1618254100.36/0/pallets-click-7-1-2-0-g1784558-1-tar-gz/pallets-click-1784558/src/click/_compat.py
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Found in path(s):
* /opt/cola/permits/1152541675_1618254100.36/0/pallets-click-7-1-2-0-g1784558-1-tar-gz/pallets-click-1784558/tests/test_formatting.py

1.3304 bzip2 1.0.8

1.3305 ecj 3.12.3
1.3305.1 Available under license :

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1.3307 mockito-core 1.10.19

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/**
* Abstract the invocation of a cache operation.
* *
* <p>Does not provide a way to transmit checked exceptions but
* provide a special exception that should be used to wrap any
* exception that was thrown by the underlying invocation.
* Callers are expected to handle this issue type specifically.
* */
@author Stephane Nicoll
@since 4.1
*/

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* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-
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* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/event/ApplicationContextEvent.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/annotation/LoadTimeWeavingConfigurer.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/remoting/rmi/RmiClientInterceptor.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/ejb/access/EjbAccessException.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/ui/context/ThemeSource.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/event/ContextStartedEvent.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/jmx/export/metadata/JmxAttributeSource.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/ejb/config/JeeNamespaceHandler.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/jmx/access/InvocationFailureException.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/scheduling/SchedulingAwareRunnable.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/validation/MessageCodesResolver.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/jmx/access/MBeanInfoRetrievalException.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/remoting/support/DefaultRemoteInvocationFactory.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/scheduling/SchedulingAwareRunnable.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/scheduling/SchedulingException.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/jmx/access/InvocationFailureException.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/scheduling/SchedulingAwareRunnable.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/scheduling/SchedulingException.java
jar/org/springframework/ebj/config/LocalStatelessSessionBeanDefinitionParser.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-
jar/org/springframework/validation/BindingResultUtils.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-
jar/org/springframework/remote/UnableToRegisterMBeanException.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-
jar/org/springframework/remote/support/UrlBasedRemoteAccessor.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-
jar/org/springframework/scripting/ScriptSource.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-
jar/org/springframework/jmx/export/UnableToRegisterMBeanException.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-
jar/org/springframework/jmx/export/assembler/MBeanInfoAssembler.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-
jar/org/springframework/jmx/export/metadata/InvalidMetadataException.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-
jar/org/springframework/validation/BindingErrorProcessor.java
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* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2.jar/org/springframework/jmx/export/MBeanExportOperations.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2.jar/org/springframework/jmx/export/assembler/AbstractConfigurableMBeanInfoAssembler.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2.jar/org/springframework/scheduling/annotation/ProxyAsyncConfiguration.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2.jar/org/springframework/jmx/export/RemotingSupport.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2.jar/org/springframework/scripting/bsh/BshScriptUtils.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2.jar/org/springframework/context/SmartApplicationListener.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2.jar/org/springframework/context/support/FileSystemXmlApplicationContext.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2.jar/org/springframework/validation/AbstractPropertyBindingResult.java
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  jar/org/springframework/ui/ModelMapExtensions.kt
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/**
* Indicates that a component is only eligible for registration when all
* [@linkplain #value specified conditions] match.
*
* @param condition A <em>condition</em> is any state that can be determined programatically
* before the bean definition is due to be registered (see [@link Condition] for details).
*
* 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>
*
* 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/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/annotation/Conditional.java

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* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/validation/beanvalidation/SpringValidatorAdapter.java
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* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/jndi/support/SimpleJndiBeanFactory.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/support/StaticMessageSource.java
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* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/support/AbstractCacheManager.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/annotation/ImportBeanDefinitionRegistrar.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/annotation/AutoProxyRegistrar.java
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* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/event/SimpleApplicationEventMulticaster.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/cache/Cache.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/cache/concurrent/ConcurrentMapCache.java
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* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/annotation/ConfigurationClassPostProcessor.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/annotation/AutoProxyRegistrar.java
* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/annotation/ConfigurationClassPostProcessor.java
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* /opt/cola/permits/1136978816_1613989614.75/0/spring-context-5-1-14-release-sources-2-jar/org/springframework/context/annotation/AutoProxyRegistrar.java
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/*
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 * @since 2.0.3
 * @see java.management.MBeanServer
 * @see MBeanServerFactoryBean
 */

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/*
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 * @author Juergen Hoeller
 * @author Rob Harrop
 * @since 2.0.3
 * @see java.management.MBeanServer
 * @see MBeanServerFactoryBean
 */

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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.
 * This FactoryBean is a direct alternative to [@link MBeanServerFactoryBean],
 * which uses standard JMX 1.2 API to access the platform's MBeanServer.
 *
 *
 * @author Juergen Hoeller
 * @author Rob Harrop
 * @since 2.0.3
 * @see java.management.MBeanServer
 * @see MBeanServerFactoryBean
 */

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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* /opt/cola/permits/1148189775_1619804637.78/0/jnr-enxio-0-21-sources-1-jar/jnr/enxio/channels/PollSelectionKey.java
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* /opt/cola/permits/1148189775_1619804637.78/0/jnr-enxio-0-21-sources-1-jar/jnr/enxio/channels/NativeServerSocketChannel.java
* /opt/cola/permits/1148189775_1619804637.78/0/jnr-enxio-0-21-sources-1-jar/jnr/enxio/channels/NativeSelectorProvider.java
* /opt/cola/permits/1148189775_1619804637.78/0/jnr-enxio-0-21-sources-1-jar/jnr/enxio/channels/KQSelectionKey.java
* /opt/cola/permits/1148189775_1619804637.78/0/jnr-enxio-0-21-sources-1-jar/jnr/enxio/channels/NativeSocketChannel.java
* /opt/cola/permits/1148189775_1619804637.78/0/jnr-enxio-0-21-sources-1-jar/jnr/enxio/channels/NativeSelectableChannel.java
* /opt/cola/permits/1148189775_1619804637.78/0/jnr-enxio-0-21-sources-1-
1.3322 websocket-api 9.3.25.v20180904

1.3323 scala-collection-compat 0.1.1

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  jar/org/apache/commons/logging/impl/WeakHashtable.java
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```
cmd/krb5/slave/kpropdRpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
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lib/krb5/kadm5/kadm_host_srv_names.c
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lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
uts/common/gssapi/include/gssapi_err_generic.h
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---
abstract: 'deconstructed dynamic C library loading'
author:
  - 'Andrew Main (Zefram) <zefram@fysh.org>'
build_requires:
  Module::Build: '0'
  Test::More: '0'
perl: '5.006'
strict: '0'
NAME

DynaLoader::Functions - deconstructed dynamic C library loading

DESCRIPTION

This module provides a function-based interface to dynamic loading as used by Perl. Some details of dynamic loading are very platform-dependent, so correct use of these functions requires the programmer to be mindful of the space of platform variations.
INSTALLATION

perl Build.PL
./Build
./Build test
./Build install

AUTHOR

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1.3332 json-schema 0.2.3

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 * (http://www.json.com/json-schema-proposal/)
 *
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 To use the validator call the validate function with an instance object and an optional schema object. If a schema is provided, it will be used to validate. If the instance object refers to a schema (self-validating), that schema will be used to validate and the schema parameter is not necessary (if both exist, both validations will occur).

 The validate method will return an array of validation errors. If there are no errors, then an empty list will be returned. A validation error will have two properties:
 "property" which indicates which property had the error
 "message" which indicates what the error was
 */

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1.3333 bean-validation-api 1.0.0.GA

1.3334 libnpmfund 1.1.0
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1.3339 popt 1.16-12

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1.3340 python-setuptools 56.0.0
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1.3341 pygments 2.9.0
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' # New ports collection makefile for: python25
' # Date created:         3 July 2003
' # Whom:                 Hye-Shik Chang <perky@FreeBSD.org>

' PORTNAME' Name.Variable
' = ' Operator
' python25' Text
' PORTVERSION' Name.Variable
' = ' Operator
' 2.5.1' Text

' CATEGORIES' Name.Variable
' = ' Operator
' lang IPv6' Text

' Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 20645
'MASTER_SITES' Name.Variable
'=' Operator
'\t' Text
'${' Literal.String.Interpol
'PYTHON_MASTER_SITES' Name.Variable
'}' Literal.String.Interpol
'
' Text

'MASTER_SITE_SUBDIR' Name.Variable
'=' Operator
'\t' Text
'${' Literal.String.Interpol
'PYTHON_MASTER_SITE_SUBDIR' Name.Variable
'}' Literal.String.Interpol
'
' Text

'DISTFILES' Name.Variable
'=' Operator
'\t' Text
'${' Literal.String.Interpol
'PYTHON_DISTFILE' Name.Variable
'}' Literal.String.Interpol
'
' Text

'MAINTAINER' Name.Variable
'=' Operator
'\t' Text
'python@FreeBSD.org' Text
'
' Text

'COMMENT' Name.Variable
'?= Operator
'\t' Text
'An' Text
' ' Text
'interpreted' Text
' ' Text
'object-oriented' Text
' ' Text
'programming' Text
' ' Text
'language' Text
'
' Text

'\n' Text
'DIST_SUBDIR' Name.Variable
  '='  Operator
  'ut'  Text
  'python'  Text
  'un'  Text

'WRKSRC' Name.Variable
  '='  Operator
  'dt'  Text
  '${'  Literal.String.Interpol
  'PYTHON_WRKSRC' Name.Variable
  '}'  Literal.String.Interpol
  '/portbld.static' Text
  'un'  Text

'PATCH_WRKSRC' Name.Variable
  '='  Operator
  'dt'  Text
  '${'  Literal.String.Interpol
  'PYTHON_WRKSRC' Name.Variable
  '}'  Literal.String.Interpol
  'un'  Text

'GNU_CONFIGURE' Name.Variable
  '='  Operator
  't'  Text
  'yes'  Text
  'un'  Text

'CONFIGURE_TARGET' Name.Variable
  '='  Operator
  't'  Text
  '--build'  Text
  '='  Operator
  '${'  Literal.String.Interpol
  'MACHINE_ARCH' Name.Variable
  '}'  Literal.String.Interpol
  '-portbld-freebsd' Text
  '${'  Literal.String.Interpol
  'OSREL'  Name.Variable
  '}'  Literal.String.Interpol
  'un'  Text

'CONFIGURE_SCRIPT' Name.Variable
  '='  Operator
  't'  Text
  '../configure' Text
`CONFIGURE_ENV' Name.Variable = 'OPT' Name.Variable = "$\{`CFLAGS' Name.Variable `\}'' Literal.String.Interpol = "echo freebsd"" Literal.String.Double 

'MAKE_ENV' Name.Variable = 'VPATH' Name.Variable = "$\{`PYTHON_WRKSRC' Name.Variable `\}'' Literal.String.Interpol 

'INSTALLS_SHLIB' Name.Variable = 'yes' Text 

'INSTALL_TARGET' Name.Variable = 'altinstall' Text 

'MAN1' Name.Variable = "$\{`PYTHON_VERSION' Name.Variable `\}`" Literal.String.Interpol 

'PYTHON_VERSION' Name.Variable
'USE_PYTHON' Name.Variable
'=' Operator
't' Text
'yes' Text
'un' Text

'PYTHON_VERSION' Name.Variable
'=' Operator
't' Text
'python2.5' Text
'un' Text

'PYTHON_NO_DEPENDS' Name.Variable
'=' Operator
't' Text
'yes' Text
'un' Text

'SHARED_WRKSRC' Name.Variable
'=' Operator
't' Text
'${' Literal.String.Interpol
'PYTHON_WRKSRC' Name.Variable
'}' Literal.String.Interpol
'/portbld.shared' Text
'un' Text

'PLIST' Name.Variable
'=' Operator
'\n\n' Text
'${' Literal.String.Interpol
'WRKDIR' Name.Variable
'}' Literal.String.Interpol
'/PLIST' Text
'un' Text

'PLIST_TEMPLATE' Name.Variable
'?=' Operator
'${' Literal.String.Interpol
'PKGDIR' Name.Variable
'}' Literal.String.Interpol
'}'    Literal.String.Interpol
'pkg-plist' Text
'\n'    Text

'PLIST_SUB' Name.Variable
'='    Operator
'\t'    Text
'PYVER' Name.Variable
'='    Operator
'${'    Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'\n'    Text
'PYVER_WITHPAT' Name.Variable
'='    Operator
'${'    Literal.String.Interpol
'PORTVERSION' Name.Variable
'\n'    Text

'DEMODIR' Name.Variable
'='    Operator
'\t'    Text
'\${'    Literal.String.Interpol
'PREFIX' Name.Variable
'}'    Literal.String.Interpol
'/share/examples/' Text
'\${'    Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'}'    Literal.String.Interpol
'\n'    Text

'TOOLSDIR' Name.Variable
'='    Operator
'\t'    Text
'\${'    Literal.String.Interpol
'PREFIX' Name.Variable
'}'    Literal.String.Interpol
'/share/' Text
`$` Literal.String.Interpol
`'PYTHON_VERSION' Name.Variable
`'` Literal.String.Interpol
`'un'` Text

`'un'` Text

`'BIN_SCRIPTS' Name.Variable
`'='` Operator
`'tt'` Text
`'idle'` Text
`' '` Text
`'pydoc'` Text
`' '` Text
`'python'` Text
`' '` Text
`'python-shared'` Text
`' '` Text
`'smtpd.py'` Text
`' '` Text
`'python-config'` Text
`' '` Text
`'\n'` Literal.String.Escape

`'\n'` Text
`'python-shared-config'` Text
`'un'` Text

`'BINLINKS_SUB' Name.Variable
`'='` Operator
`'tt'` Text
`'-e'` Text
`' '` Text
`''` Text
``s.smtpd,smtpd${PYTHON_VER},'' Literal.String.Single
`' '` Text
`'\n'` Literal.String.Escape

`'\n'` Text
`'-e'` Text
`' '` Text
``s.(idle|pydoc|python-shared|python),\1${PYTHON_VER},'' Literal.String.Single
`'un\n'` Text

`'OPTIONS' Name.Variable
`'='` Operator
`'tt'` Text
`' '` Text
`'THREADS'` Text
`' '` Text
"Enable thread support" Literal.String.Double
  '  Text
  'on'  Text
  '  Text
'n'  Literal.String.Escape

'\t'  Text
'HUGE_STACK_SIZE' Text
  '  Text
"Use a larger thread stack." Literal.String.Double
  '  Text
  'off'  Text
  '  Text
'n'  Literal.String.Escape

'\t'  Text
'UCS4'  Text
  '  Text
"Use UCS4 for unicode support" Literal.String.Double
  '  Text
  'on'  Text
  '  Text
'n'  Literal.String.Escape

'\t'  Text
'PYMALLOC'  Text
  '  Text
"Use python's internal malloc" Literal.String.Double
  '  Text
  'on'  Text
  '  Text
'n'  Literal.String.Escape

'\t'  Text
'IPV6'  Text
  '  Text
"Enable IPv6 support" Literal.String.Double
  '  Text
  'on'  Text
  '  Text
'n'  Literal.String.Escape

'\t'  Text
'FPECTL'  Text
  '  Text
"Enable floating point exception handling" Literal.String.Double
  '  Text
  'off'  Text
'include <bsd.port.pre.mk>

.if ${PYTHON_VERSION} == ${PYTHON_DEFAULT_VERSION}
MLINKS =
	${PYTHON_VERSION}.1 python.1

PLIST_SUB += IF_DEFAULT = ""

.else
PLIST_SUB += IF_DEFAULT = "@comment ""

.endif

# workaround for a bug in base curses.h.
CFLAGS += -D__wchar_t

'CFLAGS' Name.Variable
+= ' Operator
't' Text
"D__wchar_t' Text
=' Operator
`wchar_t`  Text
`u`  Text
`un`  Text

`.if !defined(WITHOUT_THREADS)

`CONFIGURE_ARGS` Name.Variable
`+=`  Operator
`ut`  Text
`-with-threads` Text
`un`  Text

`CFLAGS` Name.Variable
`+=`  Operator
`\t\t`  Text
`$` Literal.String.Interpol
`PTHREAD_CFLAGS` Name.Variable
`\)` Literal.String.Interpol
`un`  Text

`.if defined(WITHOUT_HUGE_STACK_SIZE)

`CFLAGS` Name.Variable
`+=`  Operator
`\t\t`  Text
`-DTHREAD_STACK_SIZE` Text
`=`  Operator
`0x20000` Text
`un`  Text

`.else

`CFLAGS` Name.Variable
`+=`  Operator
`\t\t`  Text
`-DTHREAD_STACK_SIZE` Text
`=`  Operator
`0x100000` Text
`un`  Text

`.endif # defined(WITHOUT_HUGE_STACK_SIZE)

`CONFIGURE_ENV` Name.Variable
`+=`  Operator
`\t\t`  Text
`LDFLAGS` Name.Variable
`=`  Operator
'.endif
'    Comment.Preproc

'          Text

'.if defined(WITHOUT_PYMALLOC)
' Comment.Preproc

'CONFIGURE_ARGS' Name.Variable
'  +=' Operator
'  '    Text
'  --without-pymalloc' Text
'          Text

'.endif
'    Comment.Preproc

'          Text

'.if ${ARCH} == i386
' Comment.Preproc

'PLIST_SUB'   Name.Variable
'  +=' Operator
'  '    Text
'  X86_ONLY'   Name.Variable
'  =' Operator
'  """""""" Literal.String.Double
'          Text

'.else
'     Comment.Preproc

'PLIST_SUB'   Name.Variable
'  +=' Operator
'  '    Text
'  X86_ONLY'   Name.Variable
'  =' Operator
'  ""@comment "" Literal.String.Double
'          Text

'.endif
'    Comment.Preproc

'.if ${ARCH} == amd64 || ${ARCH} == ia64 || ${ARCH} == sparc64 || ${ARCH} == alpha
' Comment.Preproc

'PLIST_SUB'   Name.Variable
'  +=' Operator
'  '    Text
'  32BIT_ONLY'  Name.Variable
'  =' Operator
'  ""@comment "" Literal.String.Double
'          Text

'.endif
'    Comment.Preproc

'.if ${ARCH} == amd64 || ${ARCH} == ia64 || ${ARCH} == sparc64 || ${ARCH} == alpha
' Comment.Preproc

'PLIST_SUB'   Name.Variable
'  +=' Operator
'  '    Text
'  32BIT_ONLY'  Name.Variable
'  =' Operator
'  ""@comment "" Literal.String.Double
'          Text

'.endif
'    Comment.Preproc

'.if
# Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

```
'if !defined(WITHOUT_IPV6)'

'CONFIGURE_ARGS' += '--enable-ipv6'

'else'

'CONFIGURE_ARGS' += '--disable-ipv6'

'endif'

'if defined(WITH_FPECTL)'

'CONFIGURE_ARGS' += '--with-fpectl'

'endif'

'if ${OSVERSION} >= 700000'

'PLATFORMS' = 'plat-freebsd4'

'plat-freebsd5'

'plat-freebsd6'

'endif'

'if ${OSVERSION} >= 600000'

'PLATFORMS' = 'plat-freebsd4'

'plat-freebsd5'

'plat-freebsd6'

'endif'

'.elif ${OSVERSION} >= 700000'

'PLATFORMS' = 'plat-freebsd4'

'plat-freebsd5'

'plat-freebsd6'

'endif'
```

---

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20658
'PLATFORMS' Name.Variable
'=' Operator
'plat-freebsd4' Text
' ' Text
'plat-freebsd5' Text
' ' Text
'plat-freebsd7' Text
'un' Text

'.else\n' Comment.Preproc

'PLATFORMS' Name.Variable
'=' Operator
'plat-freebsd4' Text
' ' Text
'plat-freebsd6' Text
' ' Text
'plat-freebsd7' Text
'un' Text

'.endif\n' Comment.Preproc

'un' Text

'pre-patch' Name.Function
'.' Operator
'un' Text

'\n' Text

'${' Literal.String.Interpol
'MKDIR' Name.Variable
'}' Literal.String.Interpol
' ' Text

'${' Literal.String.Interpol
'WRKSRG' Name.Variable
'}' Literal.String.Interpol
' ' Text

'${' Literal.String.Interpol
'SHARED_WRKSRG' Name.Variable
'}' Literal.String.Interpol
' ' Text

'/Modules' Text
'un\\t' Text

'${' Literal.String.Interpol
'SED' Name.Variable
'}' Literal.String.Interpol
' ' Text

'\e' Text
' ' Text
\n
```
'\n'    Literal.String.Escape

'\n'    Text
'S{'    Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'}'    Literal.String.Interpol
'/Lib/smtpd.py' Text
''    Text
'>'    Text
''    Text
'$'    Literal.String.Interpol
'WRKDIR' Name.Variable
'}'    Literal.String.Interpol
'/smtpd-2.5.py' Text
'\n'    Text
'$'    Literal.String.Interpol
'REINPLACE_CMD' Name.Variable
'}'    Literal.String.Interpol
''    Text
'-e'    Text
''    Text
'\n'    Literal.String.Escape

'\n'    Text
```
"s,/usr/doc/python-docs-,${PREFIX}/share/doc/python,g" Literal.String.Single
''    Text
'\n'    Literal.String.Escape

```
'\n'    Text
'\$'    Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'}'    Literal.String.Interpol
'/Lib/pydoc.py' Text
'\n'    Text
'$'    Literal.String.Interpol
'REINPLACE_CMD' Name.Variable
'}'    Literal.String.Interpol
''    Text
'-e'    Text
''    Text
'\n'    Literal.String.Escape

'\n'    Text
```
"s|(^\( prefixes = .\)|\$|\)|" Literal.String.Single
''    Text
'\n'    Literal.String.Escape

'\n'    Text
"s|(|\$|\)|" Literal.String.Single
''    Text
'\n'    Literal.String.Escape

'\n'    Text
```
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```

'\n
\n
$\{
PATCH_WRKSRC
}/Misc/python-config.in'

'\n
>

$\{
WRKDIR
}/${PYTHON_VERSION:-config}

'\n
sed
-e

"s|^#!.*|#!${PREFIX}/bin/${PYTHON_VERSION:S/thon/thon-shared/}|"'

'\n
\n
$\{
WRKDIR
}/${PYTHON_VERSION}:

'config'

'\n
$\{
SED
'-e'

"s|^#!.*|#!${PREFIX}/bin/${PYTHON_VERSION:S/thon/thon-shared/}|"

'\n
\n
$\{
PATCH_WRKSRC
}/Misc/python-config.in'

'\n
>

$\{
WRKDIR
}/${PYTHON_VERSION}:

S
```

---

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'}

Literal.String.Interpol

'cf'

Text

'

Text

'-cf'

Text

'

Text

'-

Text

' '

Text

'-'

Text

' '

Text

'.

Text

'|'

Punctuation

' '

Text

'$

Literal.String.Interpol

'TAR'

Name.Variable

'}

Literal.String.Interpol

' -C'

Text

' '

Text

'$'

Literal.String.Interpol

'SHARED_WRKSRC' Name.Variable

'}

Literal.String.Interpol

' -xf'

Text

' '

Text

':

Text

'un'

Text

'$

Literal.String.Interpol

'LN'

Name.Variable

'}

Literal.String.Interpol

' -sf'

Text

' '

Text

'$'

Literal.String.Interpol

'PYTHON_WRKSRC' Name.Variable

'}

Literal.String.Interpol

'/Lib'

Text

' '

Text

'$'

Literal.String.Interpol

'WRKSRC' Name.Variable

'}

Literal.String.Interpol

'/Lib'

Text

'un'

Text

'$'

Literal.String.Interpol

'SED'

Name.Variable

'}

Literal.String.Interpol

' -e'

Text

' '

Text

"s,\^\(LDLIBRARY=\).*$,\x\1libpython$$(VERSION).so,\"" Literal.String.Single

' '

Text
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  20666

```

\n
'\n
'\n
'\n
'-e'  Text
' '  Text
'"s,^\(BLDLIBRARY=\).*$$,\1-L. -lpython$(VERSION)," ' Text
'\n'

'\n
'\n
'\n
'-e'  Text
' '  Text
'"s,^\(CFLAGSFORSHARED=\).*$$,\1$$(CCSHARED)," ' Text
'\n'

'\n
'\n
'\n
'-e'  Text
' '  Text
'"s,^\(Makefile Modules/config.c:.*\)Makefile.pre,\1,\" ' Text
'\n'

'\n
'\n
'\n
'-e'  Text
' '  Text
'"s,^\((BUILDPYTHON):.*\).(LIBRARY),\1," ' Text
'\n'

'\n
'\n
'\n
'-e'  Text
' '  Text
'"s,^\((BUILDPYTHON):.*\).(LIBRARY),\1," ' Text
'\n'

'\n
'\n
'\n
'${'  Literal.String.Interpol
'WRKSRC'  Name.Variable
'}'  Literal.String.Interpol
'/Makefile'  Text
'>'  Text
' '  Text
'/${'  Literal.String.Interpol
'SHARED_WRKSRC'  Name.Variable
'}'  Literal.String.Interpol

```


```

pre-build

\n
\tcd ${SHARED_WRKSRC} ;

\n
\t${SETENV} ${MAKE_ENV} ${MAKE} lib ${PYTHON_VERSION}.so python

\n
\n
\t${LN} -f

\n
```


'lib'

'$({PYTHON_VERSION})'

'.so'

' ' 

'lib'

'$({PYTHON_VERSION})'

'.so.1'

';'

'

pre-su-install'

'.for platform in ${PLATFORMS}

${MKDIR} ' 

${PYTHONPREFIX_LIBDIR} '/'


'

'un'

'un'

'.for platform in ${PLATFORMS}

'un'

'un'

'}$'

'${MKDIR}'

'$({PYTHON_VERSION})'

'. ' 

'/thon/thon-shared/'

'}'

'un

'un'

'.for platform in ${PLATFORMS}

'un'

'un'

'}$'

'${PYTHONPREFIX_LIBDIR}'

'$({PYTHON_VERSION})'

'. ' 

'/thon/thon-shared/'

'}'

'un

'un'}
for file in IN.py regen
    ${INSTALL_DATA} ${WRKSRC}/Lib/\n    ${platform}/${file} 

pre-install:
    ${PYTHONPREFIX_LIBDIR} ${platform}/
"@# if openssl 0.9.8 is detected, _sha{256,512} module won't be installed" Comment

"t
' 
' Operator
' Operator
' 
' Text
'f
' Text
' 
' Text
'S'
' 
' Text
'WRKSR' 
' 
' Text
'1
' Operator
' 
' Text
'&&'
' Operator
' 
' Text
'\\n' 
' 
' Text
'\n'
' 
' Text
'GEP'
' 
' Text
'-'v
' Text
' 
' Text
"lib-dynload/_sha" Literal.String.Single
' ' Text
'$' Literal.String.Interpol
'PLIST' Name.Variable
']' Literal.String.Interpol
' ' Text
'>' Text
' ' Text
'$' Literal.String.Interpol
'PLIST' Name.Variable
']' Literal.String.Interpol
'.tmp' Text
' ' Text
'&&' Operator
' ' Text
'\\n' Literal.String.Escape
'		' Text
'$' Literal.String.Interpol
'CAT' Name.Variable
'[' Literal.String.Interpol
' ' Text
'$' Literal.String.Interpol
'PLIST' Name.Variable
']' Literal.String.Interpol
'.tmp' Text
' ' Text
'>' Text
' ' Text
'$' Literal.String.Interpol
'PLIST' Name.Variable
']' Literal.String.Interpol
')' Operator
' ' Text
'||' Operator
' ' Text
'$' Literal.String.Interpol
'TRUE' Name.Variable
'[' Literal.String.Interpol
'un' Text

'post-install' Name.Function
'.' Operator
'un' Text

'\t@# install config providers\n' Comment

'\t' Text
\`'SHARED_WRKSRC' Name.Variable
\`'}' Literal.String.Interpol
\`'/lib' Text
\`'${' Literal.String.Interpol
\`'PYTHON_VERSION' Name.Variable
\`'}' Literal.String.Interpol
\`'\' Text
\`'\' Text
\`'\n' Literal.String.Escape

\`'\' Text
\`'${' Literal.String.Interpol
\`'PREFIX' Name.Variable
\`'}' Literal.String.Interpol
\`'/lib' Text
\`'un\' Text
\`'cd' Name.Builtin
\`'\' Text
\`'${' Literal.String.Interpol
\`'PREFIX' Name.Variable
\`'}' Literal.String.Interpol
\`'/lib' Text
\`'\' Punctuation
\`'\' Text
\`'${' Literal.String.Interpol
\`'LN' Name.Variable
\`'}' Literal.String.Interpol
\`'\' Text
\`'\-sf' Text
\`'\' Text
\`'lib' Text
\`'${' Literal.String.Interpol
\`'PYTHON_VERSION' Name.Variable
\`'}' Literal.String.Interpol
\`'\' Text
\`'\' Text
\`'\n' Literal.String.Escape

\`'\' Text
\`'lib' Text
\`'${' Literal.String.Interpol
\`'PYTHON_VERSION' Name.Variable
\`'}' Literal.String.Interpol
\`'\' Text
\`'\' Text
\`'un\' Text
\`'${' Literal.String.Interpol
\`'LN' Name.Variable
\`'}' Name.Variable
```
''
'-'sf'
''
'$\{' Literal.String.Interpol
'PREFIX' Name.Variable
'}' Literal.String.Interpol
'/lib/lib' Text
'$\{' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'}' Literal.String.Interpol
'.so' Text
''
'$\{' Literal.String.Interpol
'PYTHONPREFIX_LIBDIR' Name.Variable
'}' Literal.String.Interpol
'/config' Text
'\\n' Literal.String.Escape
''
'
'@# additional files installing by ports
'\\n' Literal.String.Escape
''
'} Literal.String.Interpol
'SHARED_WRKSCR' Name.Variable
'}' Literal.String.Interpol
'/\n' Literal.String.Escape
''
'} Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
': S\thon/thon-shared/' Punctuation
'}' Literal.String.Interpol
''
'\\n' Literal.String.Escape
''
'} Literal.String.Interpol
'PREFIX' Name.Variable
'}' Literal.String.Interpol
'/bin' Text
'\\n' Text
'
'@# additional files installing by ports\n' Comment
''
'W' Text
'$\{' Literal.String.Interpol
```
'INSTALL_SCRIPT' Name.Variable
')' Literal.String.Interpol
' ' Text
'$ {' Literal.String.Interpol
'WRKDIR' Name.Variable
')' Literal.String.Interpol
'pydoc2.5' Text
' ' Text
'$ {' Literal.String.Interpol
'WRKDIR' Name.Variable
')' Literal.String.Interpol
'Idle2.5' Text
' ' Text
'\\n' Literal.String.Escape

'\n' Text
'$ {' Literal.String.Interpol
'WRKDIR' Name.Variable
')' Literal.String.Interpol
'smtpd2.5.py' Text
' ' Text
'$ {' Literal.String.Interpol
'PREFIX' Name.Variable
')' Literal.String.Interpol
'bin' Text
'\n' Text
'@' Text
'$ {' Literal.String.Interpol
'MKDIR' Name.Variable
')' Literal.String.Interpol
' ' Text
'$ {' Literal.String.Interpol
'MANPREFIX' Name.Variable
')' Literal.String.Interpol
'/man/man1' Text
'\n' Text
'$ {' Literal.String.Interpol
'INSTALL_MAN' Name.Variable
')' Literal.String.Interpol
' ' Text
'$ {' Literal.String.Interpol
'PYTHON_WRKSRC' Name.Variable
')' Literal.String.Interpol
'Misc/python.man' Text
' ' Text
'\\n' Literal.String.Escape

'\n' Text
MANPREFIX /man/man1/

.PYTHON_VERSION

.if ${PYTHON_VERSION} == ${PYTHON_DEFAULT_VERSION}
  for f in ${BIN_SCRIPTS}; do 
    TARGET=`ECHO_CMD $$f | ${SED} -E ${TARGET}
  done

TARGET=`ECHO_CMD $$f | ${SED} -E ${TARGET}

SED'
'BINLINKS_SUB' Name.Variable
'\n' Literal.String.Escape
'\n' Literal.String.Escape
'\n' Literal.String.Escape
'}' Literal.String.Interpol
'`' Literal.String.Backtick
';' Punctuation
' ' Text
'\\n' Literal.String.Escape
'		' Text
'cd' Name.Builtin
' ' Text
'S{'} Literal.String.Interpol
'PREFIX' Name.Variable
'\n' Literal.String.Interpol
'\bin' Text
' ' Text
'&&' Operator
' ' Text
'S{'} Literal.String.Interpol
'LN' Name.Variable
'\n' Literal.String.Interpol
' ' Text
' -f' Text
' ' Text
'$$' Name.Variable
'TARGET' Text
' ' Text
'$$' Name.Variable
'T' Text
' ' Punctuation
' ' Text
'\\n' Literal.String.Escape
'\t' Text
'done' Keyword
'\n' Text

'.endif
' Comment.Preproc
'\n' Text
'\n' Text
'.if !defined(NOPORTDOCS)\n' Comment.Preproc

'\t' Text
'@' Text
'S{'} Literal.String.Interpol
'MKDIR' Name.Variable
'\n' Literal.String.Interpol
' ' Text
1.3342 d3-force 2.1.1

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1.3343 tar 1.29b-1.1
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This package is maintained for Debian by Bdale Garbee <bdale@gag.com>, and was built from the sources found at:


More recently, I'm directly using the upstream source repository at

http://git.savannah.gnu.org/cgit/tar.git

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/reflect/UnsafeReflectionAccessor.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/JavaVersion.java

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/JsonTreeReader.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/JsonReaderInternalAccess.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/TypeAdapterFactory.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/JsonTreeWriter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/TypeAdapter.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/ExclusionStrategy.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/JsonDeserializer.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/internal/$Gson$Preconditions.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/internal/Excluder.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/JsonSerializationContext.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/JsonArray.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/annotations/Since.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/internal/Primitives.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/reflect/TypeToken.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/Gson.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/JsonIOException.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/JsonNull.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1.jar/com/google/gson/JsonDeserializationContext.java

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/FieldNamingPolicy.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/FieldNamingStrategy.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/DefaultDateTypeAdapter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/annotations/Until.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/annotations/SerializedName.java
* /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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  jar/com/google/gson/stream/JsonWriter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/stream/JsonScope.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/stream/MalformedJsonException.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/ConstructorConstructor.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/TimeTypeAdapter.java
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  jar/org/springframework/security/web/access/evaluation/AbstractVariableEvaluationContextPostProcessor.java
* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
  jar/org/springframework/security/web/authentication/DelegatingAuthenticationFailureHandler.java
* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
  jar/org/springframework/security/web/access/DelegatingAccessDeniedHandler.java
* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
  jar/org/springframework/security/web/access/evaluation/EvaluationContextPostProcessor.java
* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
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* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
  jar/org/springframework/security/web/header/writers/DelegatingRequestMatcherHeaderWriter.java
* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
  jar/org/springframework/security/web/authentication/session/ChangeSessionIdAuthenticationStrategy.java
* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
  jar/org/springframework/security/web/csrf/MissingCsrfTokenException.java
* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
  jar/org/springframework/security/web/session/InvalidSessionAccessDeniedHandler.java
* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
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  jar/org/springframework/security/web/bind/annotation/AuthenticationPrincipal.java
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* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
jar/org/springframework/security/web/CsrfFilter.java
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jar/org/springframework/security/web/authentication/session/SessionFixationProtectionEvent.java
* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
jar/org/springframework/security/web/header/writers/HstsHeaderWriter.java
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jar/org/springframework/security/web/header/writers/XXssProtectionHeaderWriter.java
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jar/org/springframework/security/web/authentication/session/AbstractSessionFixationProtectionStrategy.java
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jar/org/springframework/security/web/csrf/CsrfTokenRepository.java
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* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
jar/org/springframework/security/web/context/AbstractSecurityWebApplicationInitializer.java
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jar/org/springframework/security/web/authentication/session/CompositeSessionAuthenticationStrategy.java

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* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-jar/org/springframework/security/web/authentication/rememberme/JdbcTokenRepositoryImpl.java
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* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-jar/org/springframework/security/web/jackson2/WebJackson2Module.java
* /opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-jar/org/springframework/security/web/jackson2/CookieMixin.java
*/opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
jar/org/springframework/security/web/jackson2/DefaultCsrfTokenMixin.java
*/opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
jar/org/springframework/security/web/jackson2/DefaultSavedRequestMixin.java
*/opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
jar/org/springframework/security/web/session/SessionInformationExpiredStrategy.java
*/opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
jar/org/springframework/security/web/jackson2/WebAuthenticationDetailsMixin.java
*/opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
jar/org/springframework/security/web/jackson2/PreAuthenticatedAuthenticationTokenDeserializer.java
*/opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
jar/org/springframework/security/web/jackson2/SavedCookieMixin.java
*/opt/cola/permits/1110923377_1606872338.53/0/spring-security-web-4-2-13-release-sources-4-
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1.3354 jinja2 3.0.1

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Metadata-Version: 2.1
Name: Jinja2
Version: 3.0.1
Summary: A very fast and expressive template engine.
Home-page: https://palletsprojects.com/p/jinja/
Author: Armin Ronacher
Author-email: armin.ronacher@active-4.com
Maintainer: Pallets
Maintainer-email: contact@palletsprojects.com
License: BSD-3-Clause
Project-URL: Changes, https://jinja.palletsprojects.com/changes/
Project-URL: Twitter, https://twitter.com/PalletsTeam
Project-URL: Chat, https://discord.gg/pallets
Description: Jinja

Jinja is a fast, expressive, extensible templating engine. Special placeholders in the template allow writing code similar to Python syntax. Then the template is passed data to render the final document.

It includes:

- Template inheritance and inclusion.
- Define and import macros within templates.
- HTML templates can use autoescaping to prevent XSS from untrusted user input.
- A sandboxed environment can safely render untrusted templates.
- AsyncIO support for generating templates and calling async functions.
- I18N support with Babel.
- Templates are compiled to optimized Python code just-in-time and cached, or can be compiled ahead-of-time.
- Exceptions point to the correct line in templates to make debugging
Jinja's philosophy is that while application logic belongs in Python if possible, it shouldn't make the template designer's job difficult by restricting functionality too much.

Installing
----------

Install and update using `pip`:

```
$ pip install -U Jinja2
```

In A Nutshell
-------------

```
{% extends "base.html" %}
{% block title %}Members{% endblock %}
{% block content %}
<ul>
{% for user in users %}
<li><a href="{{ user.url }}">{{ user.username }}</a></li>
{% endfor %}
</ul>
{% endblock %}
```

Donate
-----

The Pallets organization develops and supports Jinja and other popular packages. In order to grow the community of contributors and users, and allow the maintainers to devote more time to the projects, `please donate today`.

```
.. _please donate today: https://palletsprojects.com/donate
```

Links
- Documentation: https://jinja.palletsprojects.com/
- Changes: https://jinja.palletsprojects.com/changes/
- PyPI Releases: https://pypi.org/project/Jinja2/
- Source Code: https://github.com/pallets/jinja/
- Issue Tracker: https://github.com/pallets/jinja/issues/
- Website: https://palletsprojects.com/p/jinja/
- Twitter: https://twitter.com/PalletsTeam
- Chat: https://discord.gg/pallets

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Environment :: Web Environment
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: BSD License
Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content
Classifier: Topic :: Text Processing :: Markup :: HTML
Requires-Python: >=3.6
Description-Content-Type: text/x-rst
Provides-Extra: i18n

Found in path(s):
* /opt/cola/permits/1172068979_1623218792.68/0/jinja2-3.0-1-1-tar-gz/Jinja2-3.0.1/src/Jinja2.egg-info/PKG-INFO
* /opt/cola/permits/1172068979_1623218792.68/0/jinja2-3.0-1-1-tar-gz/Jinja2-3.0.1/PKG-INFO
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[metadata]
name = Jinja2
version = attr: jinja2.__version__
url = https://palletsprojects.com/p/jinja/
project_urls =
  Donate = https://palletsprojects.com/donate
  Documentation = https://jinja.palletsprojects.com/
  Changes = https://jinja.palletsprojects.com/changes/
  Source Code = https://github.com/pallets/jinja/
  Issue Tracker = https://github.com/pallets/jinja/issues/
  Chat = https://discord.gg/pallets
Chat = https://twitter.com/PalletsTeam
license = BSD-3-Clause
license_files = LICENSE.rst
author = Armin Ronacher
author_email = armin.ronacher@active-4.com
maintainer = Pallets
maintainer_email = contact@palletsprojects.com
description = A very fast and expressive template engine.
long_description = file: README.rst
long_description_content_type = text/x-rst
classifiers =
  Development Status :: 5 - Production/Stable
  Environment :: Web Environment
  Intended Audience :: Developers
  License :: OSI Approved :: BSD License
  Operating System :: OS Independent
  Programming Language :: Python
  Topic :: Internet :: WWW/HTTP :: Dynamic Content
  Topic :: Text Processing :: Markup :: HTML

[options]
packages = find:
package_dir = = src
include_package_data = true
python_requires = >= 3.6

[options.packages.find]
where = src

[options.entry_points]
babel.extractors =
jinja2 = jinja2.ext:babel_extract[i18n]

[tool:pytest]
testpaths = tests
filterwarnings = error

[coverage:run]
branch = True
source = jinja2
tests

[coverage:paths]
source = src
*/site-packages

[flake8]
select = B, E, F, W, B9, ISC
ignore =
E203
E501
E722
W503
max-line-length = 80
per-file-ignores =
src/jinja2/__init__.py: F401

[mypy]
files = src/jinja2
python_version = 3.6
disable_subclassing_any = True
disable_untyped_calls = True
disable_untyped_defs = True
disable_incomplete_defs = True
no_implicit_optional = True
local_partial_types = True
no_implicit_reexport = True
strict_equality = True
warn_redundant_casts = True
warn_unused_configs = True
warn_unused_ignores = True
warn_return_any = True
warn_unreachable = True

[mypy-jinja2.defaults]
no_implicit_reexport = False

[mypy-markupsafe]
no_implicit_reexport = False

[egg_info]
tag_build =
tag_date = 0

Found in path(s):
* /opt/cola/permits/1172068979_1623218792.68/0/jinja2-3-0-1-1-tar-gz/Jinja2-3.0.1/setup.cfg

1.3355 object-inspect 1.9.0

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1.3356 spring-messaging 4.3.25.RELEASE

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/ * /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/converter/CompositeMessageConverter.java
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/ * /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/simp/stomp/StompDecoder.java
/ * /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/handler/invocation/AsyncHandlerMethodReturnValueHandler.java

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  jar/org/springframework/messaging/simp/config/ChannelRegistration.java
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* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/handler/annotation/MessageExceptionHandler.java
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* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/handler/invocation/AbstractAsyncReturnValueHandler.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/handler/MessageCondition.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/converter/ByteArrayMessageConverter.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/handler/annotation/Payload.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/simp/annotation/SubscribeMapping.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/core/MessageRequestReplyOperations.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/simp/annotation/SubscribeMapping.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/simp/stomp/StompSessionHandlerAdapter.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/converter/SmartMessageConverter.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/simp/user/DestinationUserNameProvider.java
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* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/core/MessageSendingOperations.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/simp/stomp/StompSessionHandler.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/simp/SimpMessageSendingOperations.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/simp/user/UserDestinationResolver.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/simp/support/AbstractHeaderMapper.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/simp/annotation/support/SimpAnnotationMethodMessageHandler.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/handler/annotation/support/HeadersMethodArgumentResolver.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/convertor/MappingJackson2MessageConverter.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/simp/user/DefaultUserDestinationResolver.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/simp/broker/DefaultSubscriptionRegistry.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/handler/invocation/InvocableHandlerMethod.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
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* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/handler/annotation/support/DestinationVariableMethodArgumentResolver.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/tcp/reactor/AbstractPromiseToListenableFutureAdapter.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/support/NativeMessageHeaderAccessor.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/simp/config/AbstractBrokerRegistration.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/simp/user/UserSessionRegistryAdapter.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/simp/annotation/SendToUser.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/converter/GenericMessageConverter.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-jar/org/springframework/messaging/handler/annotation/support/DefaultMessageHandlerMethodFactory.java
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  jar/org/springframework/messaging/simp/config/MessageBrokerRegistry.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
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* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
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* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/simp/stomp/StompCommand.java
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  jar/org/springframework/messaging/simp/stomp/BufferingStompDecoder.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/simp/stomp/StompConnectionLostException.java
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* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
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* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/support/ChannelInterceptor.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/support/MessageHandlingRunnable.java
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  jar/org/springframework/messaging/handler/invocation/HandlerMethodReturnValueHandlerComposite.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/handler/annotation/support/MessageHandlerMethodFactory.java
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  jar/org/springframework/messaging/support/HeaderMessage.java
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  jar/org/springframework/messaging/support/SimpAttributes.java
* /opt/cola/permits/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
  jar/org/springframework/messaging/core/AbstractMessageReceivingTemplate.java
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  jar/org/springframework/messaging/simp/SimpAttributes.java
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  jar/org/springframework/messaging/core/AbstractDestinationResolvingMessagingTemplate.java
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  jar/org/springframework/messaging/support/AbstractSubscriptionChannel.java
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/**
 * Set the max pool size of the ThreadPoolExecutor.
 * <p><strong>NOTE:</strong> When an unbounded
 * configured (the default), the
 * max pool size is effectively ignored. See the "Unbounded queues" strategy
 * in for
 * more details.
 * By default this is set to .
 */

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*/
/opt/cola/permissions/1136836769_1613931211.64/0/spring-messaging-4-3-25-release-sources-2-
jar/org/springframework/messaging/simp/config/TaskExecutorRegistration.java
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
jar/org/springframework/expression/spel/support/StandardOperatorOverloader.java

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jar/org/springframework/expression/spel/support/StandardEvaluationContext.java
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/ast/OpPlus.java
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/support/ReflectionPropertyAccessor.java
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/SpelExpression.java
* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/StandardEvaluationContext.java
* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/support/BeanPropertyAccessor.java
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/support/MethodReference.java
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/support/SpelExpression.java
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/support/MethodReference.java
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-jar/org/springframework/expression/spel/support/SpelExpression.java
jar/org/springframework/expression/EvaluationContext.java
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jar/org/springframework/expression/spel/support/DataBindingMethodResolver.java
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jar/org/springframework/expression/spel/ast/FloatLiteral.java
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jar/org/springframework/expression/spel/ExpressionException.java
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jar/org/springframework/expression/spel/ast/IntLiteral.java
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  jar/org/springframework/expression/ConstructorResolver.java
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  jar/org/springframework/expression/MethodExecutor.java
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
jar/org/springframework/expression/spel/ast/OpOr.java
* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
jar/org/springframework/expression/spel/support/StandardTypeComparator.java
* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
jar/org/springframework/expression/spel/ast/InlineList.java
* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
jar/org/springframework/expression/spel/ast/TypedValue.java
* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
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jar/org/springframework/expression/spel/support/StandardTypeLocator.java
* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
jar/org/springframework/expression/spel/support/ReflectiveConstructorExecutor.java
* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
jar/org/springframework/expression/spel/common/ExpressionUtils.java
* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
jar/org/springframework/expression/spel/ast/RealLiteral.java
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jar/org/springframework/expression/spel/ast/OpLT.java
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jar/org/springframework/expression/spel/standard/SpelExpressionParser.java
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
jar/org/springframework/expression/spel/support/ReflectiveConstructorExecutor.java
* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
jar/org/springframework/expression/spel/support/ReflectiveConstructorResolver.java
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* /opt/cola/permits/1110923509_1606872832.64/0/spring-expression-4-3-22-release-sources-1-
jar/org/springframework/expression/spel/ast/OpGT.java
1.3360 groff 1.22.4-3+deb10u1

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This is the Debian GNU/Linux prepackaged version of the GNU groff document formatting system.
GNU groff was written by James Clark <jjc@jclark.com>.

This Debian package was previously maintained by Fabrizio Polacco <fpolacco@debian.org>.
It is now maintained by Colin Watson <cjwatson@debian.org>.

The original tarball came from <URL:ftp://groff.ffii.org/pub/groff/>:
48fa768dd6fdeb7968041dd5ae8e2b02 groff-1.20.1.tar.gz
and was simply renamed to groff_1.20.1.orig.tar.gz.

Some patches have been applied to groff outside the debian directory.

The Debian diff also appends /usr/share/groff/tmac to the default macro path for compatibility with versions of groff earlier than 1.17 (patch by Colin Watson).

=========================================================================

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Written by James Clark (jjc@jclark.com)

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Included in this release are implementations of troff, pic, eqn, tbl, grn, refer, -man, -mdoc, and -ms macros, and drivers for PostScript, TeX dvi format, HP LaserJet 4 printers, Canon CAPSL printers, HTML format (still alpha), and typewriter-like devices. Also included is a modified version of the Berkeley -me macros, an enhanced version of the X11 xditview previewer, and an implementation of the -mm macros contributed by Joergen Haegg (jh@axis.se).

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I e-mailed the upstream maintainer to clarify the intent of this. Here is the relevant part of the reply:

From: Werner LEMBERG <wl@gnu.org>
To: cjwatson@debian.org
Subject: Re: Clarifying the scope of groff/LICENSE
Date: Thu, 18 Nov 2004 00:19:52 +0100 (CET)

> Since "compatible with the GPL" means to all intents and purposes
> "may be distributed under the terms of the GPL", can I correctly
> assume that groff/LICENSE grants me permission to distribute
> groff/doc/groff.texinfo and groff/doc/pic.ms under the terms of the
> GPL?

This is the intention, of course.

> If not, is the FDL thing from yesteryear going to be resolved some
> other way? I just want to make sure that I don't get forced to
> remove the groff manual, since that would really diminish the
> quality of the Debian package IMHO.

Sigh. I haven't found time to revert the FDL stuff back to GPL. It basically affects only Bernd Warken and me, and we have both agreed to return to GPL in case FDL makes problems.

(Note that this e-mail predates the current wording in LICENSES.)

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The gxditview output device was based on X11’s xditview program and thus has the X licence.

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ftp://labrea.stanford.edu/pub/tex/dist/lib/hyphen.tex

It has been renamed for consistency, i.e., to make patterns available under the filenames hyphen.<language>, e.g. hyphen.de or hyphen.uk.

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http://dante.ctan.org/CTAN/language/hyphenation/frhyph.tex

The patterns have been converted to a format groff can understand.

frhyph.tex % French hyphenation patterns

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1.3376 commons-cli 1.4

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package io.swagger.annotations;

import java.lang.annotation.ElementType;  
import java.lang.annotation.Retention;  
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/**  
* License metadata available within the info section of a Swagger definition, see  
* https://github.com/swagger-api/swagger-spec/blob/master/versions/2.0.md/licenseObject  
*  
* @since 1.5.0  
*/

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

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

/**  
* An optional URL for the license.  
*  
* @return an optional URL for the license.  
*/  
String url() default "";
}
1.3401 websocket-common 9.4.19.v20190610

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* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-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.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
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org.apache.tomcat:tomcat-jsp-api
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org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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

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org.eclipse.jetty.toolchain:jetty-schemas

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1.3416 spring-expression 4.3.25.RELEASE

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* /opt/cola/permits/1136535733_1613781400.12/0/spring-expression-4-3-25-release-sources-3.jar/org/springframework/expression/common/TemplateParserContext.java
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jar/org/springframework/expression/TypedValue.java
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* /opt/cola/permits/1136535733_1613781400.12/0/spring-expression-4-3-25-release-sources-3.jar/org/springframework/expression/spel/standard/Tokenizer.java
1.3417 xmlsec 1.2.27-2
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1.3420 react-dom 16.8.6

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1.3421 character-entities 1.2.4

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1.3423 defaults 1.0.3

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1.3424 glob 7.1.7

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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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*/
/**
* 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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* /opt/cola/permits/1110923174_1606872262.96/0/spring-security-core-4-2-13-release-sources-6-jar/org/springframework/security/access/hierarchicalroles/RoleHierarchyAuthoritiesMapper.java
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* /opt/cola/permits/1110923174_1606872262.96/0/spring-security-core-4-2-13-release-sources-6-jar/org/springframework/security/access/intercept/aspectj/package-info.java
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* /opt/cola/permits/1110923174_1606872262.96/0/spring-security-core-4-2-13-release-sources-6-jar/org/springframework/security/jackson2/UsernamePasswordAuthenticationTokenDeserializer.java
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* /opt/cola/permits/1110923174_1606872262.96/0/spring-security-core-4-2-13-release-sources-6-jar/org/springframework/security/jackson2/CoreJackson2Module.java
* /opt/cola/permits/1110923174_1606872262.96/0/spring-security-core-4-2-13-release-sources-6-jar/org/springframework/security/jackson2/UnmodifiableSetMixin.java
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* /opt/cola/permits/1110923174_1606872262.96/0/spring-security-core-4-2-13-release-sources-6-jar/org/springframework/security/jackson2/SimpleGrantedAuthorityMixin.java

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 */
/**
 * A token issued by {@link TokenService}.
 *
 * 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.
 *
 * @author Ben Alex
 * @since 2.0.1
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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 ].
 * 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.
 * 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.
 */

/*
 * @author Ben Alex
 */

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1.3431 rsync 3.1.3 6

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This is Debian's prepackaged version of Andrew Tridgell and Paul Mackerras' rsync utility.

This package provides the rsync program, which is a replacement
for rcp that uses the rsync algorhythm to transfer only the differences between two sets of files.

This package was put together by Philip Hands <phil@hands.com>, from sources obtained from:
http://rsync.samba.org/ftp/rsync/rsync-2.5.4.tar.gz
The current version was downloaded from:
https://rsync.samba.org/ftp/rsync/src/rsync-3.1.3.tar.gz
on 2018-12-02 by Samuel Henrique <samueloph@debian.org>.

The changes were very minimal - merely adding support for the Debian package maintenance scheme by adding various debian/* files. The only significant change is passing the -4 / -6 options through to ssh. See the debian/patches/ directory.

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1.3434 triple-beam 1.3.0

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

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

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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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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-impl

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org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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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 */
/**
 * Abstract the invocation of a cache operation.
 *
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 * Callers are expected to handle this issue type specifically.
 *
 * @author Stephane Nicoll
 * @since 4.1
 */

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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 programatically
* 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.
*
* <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/ws_local/PERMITS_SQL/1066239453_1593562146.99/0/spring-context-5-1-14-release-sources-1.jar/org/springframework/context/annotation/ImportBeanDefinitionRegistrar.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.
 * This FactoryBean is a direct alternative to {@link MBeanServerFactoryBean},
 * which uses standard JMX 1.2 API to access the platform's MBeanServer.
 * *
 * <p>See the javadocs for WebSphere's
 * *
 * @author Juergen Hoeller *
 * @author Rob Harrop *
 * @since 2.0.3 *
 * @see javax.management.MBeanServer *
 * @see MBeanServerFactoryBean *
 */

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* /opt/ws_local/PERMITS_SQL/1066239453_1593562146.99/0/spring-context-5-1-14-release-sources-1.jar/org/springframework/scheduling/support/SimpleTriggerContext.java
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- javae_web_services_client_1_3.xsd
- jsp_2_2.xsd
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    text-utils/col.c
text-utils/croclt.c
text-utils/colrm.c
text-utils/column.c
text-utils/hexdump.c
text-utils/hexdump.h
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### 1.3457 jackson-xc 2.10.5
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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.

Exposes the `MBeanServer` for bean references.

This `FactoryBean` is a direct alternative to `MBeanServerFactoryBean`, which uses standard JMX 1.2 API to access the platform's `MBeanServer`.

See the javadocs for WebSphere's `AdminServiceFactory` and `MBeanFactory`.

@since 2.0.3

@see javax.management.MBeanServer
@see MBeanServerFactoryBean

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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/scheduling/config/ContextLifecycleScheduledTaskRegistrar.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/format/AnnotationFormatterFactory.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/validation/beanvalidation/MessageSourceResourceBundleLocator.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/cache/interceptor/BasicOperation.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/annotation/PropertySources.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/scheduling/annotation/AsyncConfigurerSupport.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/ApplicationContext.java

*/

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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/cache/concurrent/ConcurrentMapCacheFactoryBean.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/scripting/ScriptFactory.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/scheduling/annotation/AsyncConfigurerSupport.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/ApplicationContext.java
jar/org/springframework/validation/DefaultMessageCodesResolver.java
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jar/org/springframework/scripting/support/StandardScriptEvaluator.java
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jar/org/springframework/scripting/support/StaticScriptSource.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-
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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-
jar/org/springframework/jndi/JndiAccessor.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-
jar/org/springframework/jmx/export/metadata/ManagedResource.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-
jar/org/springframework/context/support/DelegatingMessageSource.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-
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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-
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jar/org/springframework/jndi/JndiObjectTargetSource.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-
jar/org/springframework/context/context/i18n/SimpleLocaleContext.java
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jar/org/springframework/ejb/access/SimpleRemoteSlsbInvokerInterceptor.java
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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/annotation/BeanMethod.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/annotation/ConfigurationMethod.java
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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/scheduling/concurrent/ThreadPoolExecutorFactoryBean.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/support/MessageSourceSupport.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/annotation/Profile.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/annotation/EnableAspectJAutoProxy.java
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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/remoting/support/RemoteInvocation.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/jmx/export/assembler/MetadataMBeanInfoAssembler.java
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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/eb/jb/access/SimpleRemoteStatelessSessionProxyFactoryBean.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/instrument/classloading/weblogic/WebLogicClassLoaderAdapter.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/remoting/rmi/RmiInvocationWrapper.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context(expression/CachedExpressionEvaluator.java
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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/annotation/AnnotationBeanNameGenerator.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/support/AbstractRefreshableApplicationContext.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/validation/BindException.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/support/PostProcessorRegistrationDelegate.java
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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/cache/support/RemoteInvocationResult.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/jndi/JndiObjectLocator.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/event/GenericApplicationListenerAdapter.java
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/**
 * Abstract the invocation of a cache operation.
 * 
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 * Callers are expected to handle this issue type specifically.
 * 
 * @author Stephane Nicoll
 * @since 4.1
 */

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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/jmx/support/RegistrationPolicy.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/jmx/support/AbstractIndiLocatingBeanDefinitionParser.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/annotation/ConfigurationCondition.java
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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/format/number/money/Jsr354NumberFormatAnnotationFormatterFactory.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/scheduling/annotation/ScheduledAnnotationBeanPostProcessor.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/expression/StandardBeanExpressionResolver.java

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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/ApplicationEventPublisherAware.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/context/annotation/ConflictingBeanDefinitionException.java

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/**
 * Indicates that a component is only eligible for registration when all
 * {@link #value specified conditions} match.
A condition is any state that can be determined programatically before the bean definition is due to be registered (see \link Condition for details).

The \code Conditional annotation may be used in any of the following ways:

- as a type-level annotation on any class directly or indirectly annotated with \code Component, including \link Configuration Configuration classes
- as a meta-annotation, for the purpose of composing custom stereotype annotations
- as a method-level annotation on any \code Bean method

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.

\strong NOTE: 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 \code Inherited; furthermore, any custom composed annotation 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

1.3466 tiger-types 1.4

1.3467 fb-re2 1.0.7

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Name: fb-re2
Version: 1.0.7
Summary: Python wrapper for Google's RE2
Home-page: https://github.com/facebook/pyre2
Author: David Reiss
Author-email: dreiss@fb.com
Maintainer: Siddharth Agarwal
Maintainer-email: sid0@fb.com
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1.3470 types-cors 2.8.8

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1. What is this?

It's been annoying me for some time that there's no easy way to get the
address(es) of the machine's network interfaces from Python. There is
a good reason for this difficulty, which is that it is virtually impossible
to do so in a portable manner. However, it seems to me that there should
be a package you can easy_install that will take care of working out the
details of doing so on the machine you're using, then you can get on with
writing Python code without concerning yourself with the nitty gritty of
system-dependent low-level networking APIs.
This package attempts to solve that problem.

2. How do I use it?
-------------------

First you need to install it, which you can do by typing::

    tar xvzf netifaces-0.10.4.tar.gz
    cd netifaces-0.10.4
    python setup.py install

Once that's done, you'll need to start Python and do something like the following::

>>> import netifaces

Then if you enter

>>> netifaces.interfaces()
['lo0', 'gif0', 'stf0', 'en0', 'en1', 'fw0']

you'll see the list of interface identifiers for your machine.

You can ask for the addresses of a particular interface by doing

>>> netifaces.ifaddresses('lo0')

    {18: [{'addr': ''}], 2: [{'peer': '127.0.0.1', 'netmask': '255.0.0.0', 'addr': '127.0.0.1'}], 30: [{'peer': ':1', 'netmask': 'ffff:ffff:ffff:ffff:ffff:ffff:ffff:ffff', 'addr': '::1'}, {'peer': '', 'netmask': 'ffff:ffff:ffff:ffff::', 'addr': 'fe80::1%lo0'}]}

Hmmmm. That result looks a bit cryptic; let's break it apart and explain what each piece means. It returned a dictionary, so let's look there first::

    [ 18: [...], 2: [...], 30: [...] ]

Each of the numbers refers to a particular address family. In this case, we have three address families listed; on my system, 18 is ``AF_LINK`` (which means the link layer interface, e.g. Ethernet), 2 is ``AF_INET`` (normal Internet addresses), and 30 is ``AF_INET6`` (IPv6).

But wait! Don't use these numbers in your code. The numeric values here are system dependent; fortunately, I thought of that when writing netifaces, so the module declares a range of values that you might need. e.g.

>>> netifaces.AF_LINK
18

Again, on your system, the number may be different.
So, what we've established is that the dictionary that's returned has one entry for each address family for which this interface has an address. Let's take a look at the `AF_INET` addresses now:

```python
>>> addrs = netifaces.ifaddresses('lo0')
>>> addrs[netifaces.AF_INET]
[['peer': '127.0.0.1', 'netmask': '255.0.0.0', 'addr': '127.0.0.1']]```

You might be wondering why this value is a list. The reason is that it's possible for an interface to have more than one address, even within the same family. I'll say that again: *you can have more than one address of the same type associated with each interface*.

*Asking for "the" address of a particular interface doesn't make sense.*

Right, so, we can see that this particular interface only has one address, and, because it's a loopback interface, it's point-to-point and therefore has a *peer* address rather than a broadcast address.

Let's look at a more interesting interface.

```python
>>> addrs = netifaces.ifaddresses('en0')
>>> addrs[netifaces.AF_INET]
[['broadcast': '10.15.255.255', 'netmask': '255.240.0.0', 'addr': '10.0.1.4'], ['broadcast': '192.168.0.255', 'addr': '192.168.0.47']]```

This interface has two addresses (see, I told you...) Both of them are regular IPv4 addresses, although in one case the netmask has been changed from its default. The netmask *may not* appear on your system if it's set to the default for the address range.

Because this interface isn't point-to-point, it also has broadcast addresses.

Now, say we want, instead of the IP addresses, to get the MAC address; that is, the hardware address of the Ethernet adapter running this interface. We can do

```python
>>> addrs[netifaces.AF_LINK]
[['addr': '00:12:34:56:78:9a']]
```

Note that this may not be available on platforms without getifaddrs(), unless they happen to implement `SIOCGIFHWADDR`. Note also that you just get the address; it's unlikely that you'll see anything else with an `AF_LINK` address. Oh, and don't assume that all `AF_LINK` addresses are Ethernet; you might, for instance, be on a Mac, in which case:

```python
>>> addrs = netifaces.ifaddresses('fw0')
```
No, that isn't an exceptionally long Ethernet MAC address---it's a FireWire address.

As of version 0.10.0, you can also obtain a list of gateways on your machine:

```
>>> netifaces.gateways()
{2: [('{10.0.1.1', 'en0', True), ('10.2.1.1', 'en1', False)], 30: [('{fe80::1', 'en0', True), 'default': {2: ('10.0.1.1', 'en0), 30: ('fe80::1', 'en0')} ]
```

This dictionary is keyed on address family---in this case, ```AF_INET```---and each entry is a list of gateways as ```(address, interface, is_default)``` tuples. Notice that here we have two separate gateways for IPv4 (```AF_INET```); some operating systems support configurations like this and can either route packets based on their source, or based on administratively configured routing tables.

For convenience, we also allow you to index the dictionary with the special value ```default```, which returns a dictionary mapping address families to the default gateway in each case. Thus you can get the default IPv4 gateway with

```
>>> gws = netifaces.gateways()
>>> gws['default'][netifaces.AF_INET]
('10.0.1.1', 'en0')
```

Do note that there may be no default gateway for any given address family; this is currently very common for IPv6 and much less common for IPv4 but it can happen even for ```AF_INET```.

BTW, if you're trying to configure your machine to have multiple gateways for the same address family, it's a very good idea to check the documentation for your operating system *very* carefully, as some systems become extremely confused or route packets in a non-obvious manner.

I'm very interested in hearing from anyone (on any platform) for whom the ```gateways()``` method doesn't produce the expected results. It's quite complicated extracting this information from the operating system (whichever operating system we're talking about), and so I expect there's at least one system out there where this just won't work.

3. This is great! What platforms does it work on?

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It gets regular testing on OS X, Linux and Windows. It has also been used successfully on Solaris, and it's expected to work properly on other UNIX-like systems as well. If you are running something that is not supported, and
wish to contribute a patch, please use BitBucket to send a pull request.

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Because someone released a fork of netifaces with the version 0.9.0.
Hopefully skipping the version number should remove any confusion. In
addition starting with 0.10.0 Python 3 is now supported and other
features/bugfixes have been included as well. See the CHANGELOG for a
more complete list of changes.

Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
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Classifier: License :: OSI Approved :: MIT License
Classifier: Topic :: System :: Networking
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.5
Classifier: Programming Language :: Python :: 2.6
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
1. What is this?

It's been annoying me for some time that there's no easy way to get the address(es) of the machine's network interfaces from Python. There is a good reason for this difficulty, which is that it is virtually impossible to do so in a portable manner. However, it seems to me that there should be a package you can easy_install that will take care of working out the details of doing so on the machine you're using, then you can get on with writing Python code without concerning yourself with the nitty gritty of system-dependent low-level networking APIs.

This package attempts to solve that problem.

2. How do I use it?

First you need to install it, which you can do by typing::

    tar xvf netifaces-0.10.4.tar.gz
    cd netifaces-0.10.4
    python setup.py install

Once that's done, you'll need to start Python and do something like the following::

    >>> import netifaces

Then if you enter

    >>> netifaces.interfaces()
    ['lo0', 'gif0', 'stf0', 'en0', 'en1', 'fw0']

you'll see the list of interface identifiers for your machine.
You can ask for the addresses of a particular interface by doing

```python
>>> netifaces.ifaddresses('lo0')
{18: [{'addr': ''}], 2: [{'peer': '127.0.0.1', 'netmask': '255.0.0.0', 'addr': '127.0.0.1'}], 30: [{'peer': '::1', 'netmask': 'ffff:ffff:ffff:ffff:ffff:ffff:ffff:ffff', 'addr': '::1'}, {'peer': '', 'netmask': 'ffff:ffff:ffff:ffff::', 'addr': 'fe80::1%lo0'}]}
```

Hmmmm. That result looks a bit cryptic; let's break it apart and explain what each piece means. It returned a dictionary, so let's look there first:

```python
{18: [], 2: [], 30: []}
```

Each of the numbers refers to a particular address family. In this case, we have three address families listed; on my system, 18 is `AF_LINK` (which means the link layer interface, e.g. Ethernet), 2 is `AF_INET` (normal Internet addresses), and 30 is `AF_INET6` (IPv6).

But wait! Don't use these numbers in your code. The numeric values here are system dependent; fortunately, I thought of that when writing netifaces, so the module declares a range of values that you might need. e.g.

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>>> netifaces.AF_LINK
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Again, on your system, the number may be different.

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>>> addrs = netifaces.ifaddresses('lo0')
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[{'peer': '127.0.0.1', 'netmask': '255.0.0.0', 'addr': '127.0.0.1'}]
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You might be wondering why this value is a list. The reason is that it's possible for an interface to have more than one address, even within the same family. I'll say that again: *you can have more than one address of the same type associated with each interface*.

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Let's look at a more interesting interface.

```python
>>> addrs = netifaces.ifaddresses('en0')
>>> addrs[netifaces.AF_INET]
[{'peer': '127.0.0.1', 'netmask': '255.0.0.0', 'addr': '127.0.0.1'}]
```
This interface has two addresses (see, I told you...) Both of them are regular IPv4 addresses, although in one case the netmask has been changed from its default. The netmask *may not* appear on your system if it's set to the default for the address range.

Because this interface isn't point-to-point, it also has broadcast addresses.

Now, say we want, instead of the IP addresses, to get the MAC address; that is, the hardware address of the Ethernet adapter running this interface. We can do

```python
>>> addrs[netifaces.AF_LINK]
[{'addr': '00:12:34:56:78:9a'}]
```

Note that this may not be available on platforms without getifaddrs(), unless they happen to implement ```SIOCGIFHWADDR```. Note also that you just get the address; it's unlikely that you'll see anything else with an ```AF_LINK``` address.

Oh, and don't assume that all ```AF_LINK``` addresses are Ethernet; you might, for instance, be on a Mac, in which case:

```python
>>> addrs = netifaces.ifaddresses('fw0')
>>> addrs[netifaces.AF_LINK]
[{'addr': '00:12:34:56:78:9a:bc:de'}]
```

No, that isn't an exceptionally long Ethernet MAC address---it's a FireWire address.

As of version 0.10.0, you can also obtain a list of gateways on your machine:

```python
>>> netifaces.gateways()
{2: [('10.0.1.1', 'en0', True), ('10.2.1.1', 'en1', False)], 30: [('fe80::1', 'en0', True)], 'default': { 2: ('10.0.1.1', 'en0'), 30: ('fe80::1', 'en0') }}
```

This dictionary is keyed on address family---in this case, ```AF_INET```---and each entry is a list of gateways as ```(address, interface, is_default)``` tuples. Notice that here we have two separate gateways for IPv4 (```AF_INET```); some operating systems support configurations like this and can either route packets based on their source, or based on administratively configured routing tables.

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```python
>>> gws = netifaces.gateways()
```
>>> gws['default'][netifaces.AF_INET]
('10.0.1.1', 'en0')

Do note that there may be no default gateway for any given address family; this is currently very common for IPv6 and much less common for IPv4 but it can happen even for ``AF_INET``.

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* /opt/cola/permits/1110923372_1606873990.99/0/spring-security-web-4-2-11-release-sources-2.jar/org/springframework/security/web/session/package-info.java
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* /opt/cola/permits/1110923372_1606873990.99/0/spring-security-web-4-2-11-release-sources-2.jar/org/springframework/security/web/authentication/preauth/AbstractPreAuthenticatedProcessingFilter.java
* /opt/cola/permits/1110923372_1606873990.99/0/spring-security-web-4-2-11-release-sources-2.jar/org/springframework/security/web/authentication/logout/HttpStatusReturningLogoutSuccessHandler.java
jar/org/springframework/security/web/authentication/rememberme/InvalidCookieException.java
* /opt/cola/permits/1110923372_1606873990.99/0/spring-security-web-4-2-11-release-sources-2-
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1.3481 tomcat-jdbc 7.0.37

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BSON library for Go

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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

------

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
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1.3488 protobufjs-inquire 1.1.0

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package github

import {
    "context"
    "fmt"
    "net/http"
    "reflect"
    "testing"
}

func TestLicensesService_List(t *testing.T) {
    client, mux, _, teardown := setup()
    defer teardown()

    mux.HandleFunc("/licenses", func(w http.ResponseWriter, r *http.Request) {
        testMethod(t, r, "GET")
        fmt.Fprintf(w,
            `[
            {"key":"mit","name":"MIT","spdx_id":"MIT","url":"https://api.github.com/licenses/mit","featured":true}
            ]`
        )
    })

    licenses, _, err := client.Licenses.List(context.Background())
    if err != nil {
        t.Errorf("Licenses.List returned error: %v", err)
    }
    want := []*License{
        {Key: String("mit"),
         Name: String("MIT"),
         SPDXID: String("MIT"),
         URL: String("https://api.github.com/licenses/mit"),
         Featured: Bool(true),
        }
    }
    if !reflect.DeepEqual(licenses, want) {

t.Errorf("Licenses.List returned %+v, want %+v", licenses, want)
}
}

func TestLicensesService_Get(t *testing.T) {
    client, mux, _, teardown := setup()
    defer teardown()

    mux.HandleFunc("/licenses/mit", func(w http.ResponseWriter, r *http.Request) {
        testMethod(t, r, "GET")
        fmt.Fprintf(w, `{"key":"mit","name":"MIT"}
    })

    license, _, err := client.Licenses.Get(context.Background(), "mit")
    if err != nil {
        t.Errorf("Licenses.Get returned error: %v", err)
    }

    want := &License{Key: String("mit"), Name: String("MIT")}
    if !reflect.DeepEqual(license, want) {
        t.Errorf("Licenses.Get returned %+v, want %+v", license, want)
    }
}

func TestLicensesService_Get_invalidTemplate(t *testing.T) {
    client, _, _, teardown := setup()
    defer teardown()

    _, _, err := client.Licenses.Get(context.Background(), "\%")
    testURLParseError(t, err)
}

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package github

import (
    "context"
    "fmt"
)

// LicensesService handles communication with the license related methods of the GitHub API.
// GitHub API docs: https://developer.github.com/v3/licenses/ type LicensesService service
// RepositoryLicense represents the license for a repository.
type RepositoryLicense struct {
    Name *string `json:"name,omitempty"`
    Path *string `json:"path,omitempty"`
    SHA         *string  `json:"sha,omitempty"`
    Size        *int     `json:"size,omitempty"`
    URL         *string  `json:"url,omitempty"`
    HTMLURL     *string  `json:"html_url,omitempty"`
    GitURL      *string  `json:"git_url,omitempty"`
    DownloadURL *string  `json:"download_url,omitempty"`
    Type        *string  `json:"type,omitempty"`
    Content     *string  `json:"content,omitempty"`
    Encoding    *string  `json:"encoding,omitempty"`
    License     *License `json:"license,omitempty"`
}

func (l RepositoryLicense) String() string {
    return Stringify(l)
}

// License represents an open source license.
type License struct {
    Key  *string `json:"key,omitempty"`
    Name *string `json:"name,omitempty"`
    URL  *string `json:"url,omitempty"`
    SPDXID         *string   `json:"spdx_id,omitempty"`
    HTMLURL        *string   `json:"html_url,omitempty"`
    Featured       *bool     `json:"featured,omitempty"`
    Description    *string   `json:"description,omitempty"`
    Implementation *string   `json:"implementation,omitempty"`
    Permissions    *[]string `json:"permissions,omitempty"`
    Conditions     *[]string `json:"conditions,omitempty"`
    Limitations    *[]string `json:"limitations,omitempty"`
    Body           *string   `json:"body,omitempty"`
}

func (l License) String() string {
    return Stringify(l)
}

// List popular open source licenses.
// GitHub API docs: https://developer.github.com/v3/licenses/#list-all-licenses
func (s *LicensesService) List(ctx context.Context) (licenses []License, response *Response, err error) {
    req, err := s.client.NewRequest("GET", "licenses", nil)
    if err != nil {
        return nil, nil, err
    }
    // //
if err != nil {
    return nil, nil, err
}

var licenses []*License
resp, err := s.client.Do(ctx, req, &licenses)
if err != nil {
    return nil, resp, err
}

return licenses, resp, nil

// Get extended metadata for one license.
// GitHub API docs: https://developer.github.com/v3/licenses/#get-an-individual-license
func (s *LicensesService) Get(ctx context.Context, licenseName string) (*License, *Response, error) {
    u := fmt.Sprintf("licenses/%s", licenseName)

    req, err := s.client.NewRequest("GET", u, nil)
    if err != nil {
        return nil, nil, err
    }

    license := new(License)
    resp, err := s.client.Do(ctx, req, license)
    if err != nil {
        return nil, resp, err
    }

    return license, resp, nil
}

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1.3491 extend 3.0.2

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1.3492 redux-saga-core 1.1.3

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1.3493 apollo-cache-control 0.11.6

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1.3494 xmlrpc-common 3.1.3

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1.3499 mongo-java-driver 2.14.3

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  jar/org/bson/util/annotations/ThreadSafe.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-
  jar/org/bson/util/annotations/GuardedBy.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-
  jar/org/bson/util/annotations/NotThreadSafe.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-
  jar/org/bson/util/annotations/Immutable.java

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* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/DBCollection.java
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  jar/com/mongodb/util/Base64Codec.java
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/**
* from postgresql jdbc driver:
* postgresql-jdbc-9.0-801.src

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* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-
  jar/org/bson/io/UTF8Encoding.java
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  jar/com/mongodb/Deque.java
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* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/ClusterConnectionMode.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/org/bson/util/ClassMap.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/management/jmx/JMXMBeanServer.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/io/ByteBufferInputStream.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/WriteCommandResultHelper.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/WriteConcern.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/DBRefBase.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/org/bson/io/PoolOutputBuffer.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/MongoClientOptions.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/LazyDBList.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/org/bson/LazyBSONCallback.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/DefaultDBEncoder.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/DBAddress.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/UpdateCommandMessage.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/ServerVersion.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/util/WeakBag.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/ServerDescription.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/ServerAddress.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/BulkWriteResult.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/util/ClassMapBasedObjectSerializer.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/ServerMonitor.java
* /opt/cola/permits/1141560867_1615013636.32/0/mongo-java-driver-2-14-3-sources-1-jar/com/mongodb/DBTCPConnector.java
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Returns an array containing all of the elements in this deque, in
proper sequence (from first to last element).

<p>The returned array will be "safe" in that no references to it are
maintained by this deque. (In other words, this method must allocate
a new array). The caller is thus free to modify the returned array.
</p>

<p>This method acts as bridge between array-based and collection-based
APIs.
</p>

<p>@return an array containing all of the elements in this deque
</p>
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* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2-jar/javassist/CtNewConstructor.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2-jar/javassist/compiler/MemberResolver.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2-jar/javassist/compiler/NoFieldException.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2-jar/javassist/tools/rmi/AppletServer.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2-jar/javassist/tools/reflect/Metalevel.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2-jar/javassist/ast/FieldDecl.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2-jar/javassist/bytecode/analysis/Executor.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2-jar/javassist/bytecode/ClassFilePrinter.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2-jar/javassist/bytecode/InstructionPrinter.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2-jar/javassist/bytecode/StackMapTable.java
No license file was found, but licenses were detected in source scan.

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 */

Found in path(s):
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/DoubleMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2.jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1110631093_1606841297.59/0/javassist-3-22-0-cr2-sources-2-
1.3509 spring-framework 5.3.6

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1.3510 protobufjs-fetch 1.1.0

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1.3511 spring-boot-starter-logging

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1.3516 sphinx 1.7.2

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1.3517 c3p0 0.9.5.3

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1.3518 network-finder 0.5
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Metadata-Version: 1.1
Name: network-finder
Version: 0.5
Summary: Matches IP addresses to encompassing networks
Home-page: https://github.com/bbayles/network-finder
Author: Bo Bayles
Author-email: bbayles@gmail.com
License: MIT
Description: This project provides a means of matching IP (IPv4 and IPv6) addresses and subnets to networks that contain them. For example, 192.0.2.128 is contained by 192.0.2.0/24.
Platform: UNKNOWN
Classifier: Intended Audience :: Developers
Classifier: Intended Audience :: Information Technology
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Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3

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* /opt/cola/permits/1007564446_1607461997.06/0/network-finder-0-5-tar-gz/network_finder-0.5/network_finder.egg-info/PKG-INFO
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Metadata-Version: 1.1
Name: network_finder
Version: 0.5
Summary: Matches IP addresses to encompassing networks
Home-page: https://github.com/bbayles/network-finder
Author: Bo Bayles
Author-email: bbayles@gmail.com
License: MIT
Description: This project provides a means of matching IP (IPv4 and IPv6) addresses and subnets to networks that contain them. For example, 192.0.2.128 is contained by 192.0.2.0/24.
Platform: UNKNOWN
Classifier: Intended Audience :: Developers
Classifier: Intended Audience :: Information Technology
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Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3

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A library to support the Internationalised Domain Names in Applications (IDNA) protocol as specified in RFC 5890 et.al. This new methodology, known as IDNA 2008, can generate materially different results to the previous standard. The library can act as a drop-in replacement for the "encodings.idna" module.

import io, sys
from setuptools import setup

def main():
    python_version = sys.version_info[:2]
    if python_version < (2,7):
raise SystemExit("Sorry, Python 2.7 or newer required")

package_data = {}
exec(open('idna/package_data.py').read(), package_data)

arguments = {
    'name': 'idna',
    'packages': ['idna'],
    'version': package_data['__version__'],
    'description': 'Internationalized Domain Names in Applications (IDNA)',
    'long_description': io.open("README.rst", encoding="UTF-8").read(),
    'author': 'Kim Davies',
    'author_email': 'kim@cynosure.com.au',
    'license': 'BSD-like',
    'url': 'https://github.com/kjd/idna',
    'classifiers': [
        'Development Status :: 5 - Production/Stable',
        'Intended Audience :: Developers',
        'Intended Audience :: System Administrators',
        'License :: OSI Approved :: BSD License',
        'Operating System :: OS Independent',
        'Programming Language :: Python',
        'Programming Language :: Python :: 2',
        'Programming Language :: Python :: 2.7',
        'Programming Language :: Python :: 3',
        'Programming Language :: Python :: 3.4',
        'Programming Language :: Python :: 3.5',
        'Programming Language :: Python :: 3.6',
        'Programming Language :: Python :: 3.7',
        'Programming Language :: Python :: 3.8',
        'Programming Language :: Python :: Implementation :: CPython',
        'Programming Language :: Python :: Implementation :: PyPy',
        'Topic :: Internet :: Name Service (DNS)',
        'Topic :: Software Development :: Libraries :: Python Modules',
        'Topic :: Utilities',
    ],
    'python_requires': '>2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*',
}

setup(**arguments)

if __name__ == '__main__':
    main()

Found in path(s):
* /opt/cola/permits/1152542711_1618254173.65/0/kjd-idna-v2-10-0-ge5c11db-1-tar-gz/kjd-idna-b8defb9/setup.py
1.3520 byte-buddy 1.8.17

1.3521 mongo-java-driver 3.8.2

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* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-
  jar/com/mongodb/annotations/ThreadSafe.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-
  jar/com/mongodb/annotations/NotThreadSafe.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-
  jar/com/mongodb/annotations/Immutable.java

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* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/internal/UnsignedLongs.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/annotations/Beta.java

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* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-
  jar/com/mongodb/internal/authentication/SaslPrep.java

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  jar/com/mongodb/client/ChangeStreamIterable.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-
  jar/org/bson/BsonDouble.java
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  jar/com/mongodb/client/model/DBCollectionRemoveOptions.java
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* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/client/model/ReturnDocument.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/client/model/RenameCollectionOptions.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/connection/SocketStreamFactory.java
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0

* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/types/Symbol.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/BulkWriteError.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/gridfs/CLI.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/json/ExtendedJsonTimestampConverter.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/internal/connection/LoggingCommandEventSender.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/event/ServerMonitorListenerAdapter.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/BulkWriteOperation.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/client/model/DeleteManyModel.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/client/model/FindOneAndUpdateOptions.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/event/ClusterListenerAdapter.java

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Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  21681
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 21685

* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/ReplaceRequest.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/event/CommandEvent.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/BSONCallback.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/io/Bits.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/BsonElement.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/internal/connection/ClusterableServer.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/codecs/pojo/CollectionPropertyCodecProvider.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/codecs/pojo/PropertyCodecRegistryImpl.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/DBObjectCodec.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/codecs/BigDecimalCodec.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/client/model/geojson/codecs/GeoJsonCodecProvider.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/codecs/jsr310/package-info.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/connection/SocketSettings.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/client/model/DeleteOptions.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/UuidRepresentation.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/BulkWriteRequestBuilder.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/operation/ExplainHelper.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/internal/connection/OpCode.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/operation/DropCollectionOperation.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/operation/UserExistsOperation.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/binding/AsyncClusterBinding.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/codecs/pojo/EnumPropertyCodecProvider.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/org/bson/codecs/CharacterCodec.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1-jar/com/mongodb/CompoundDBObjectCodec.java
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* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/org/bson/codecs/jsr310/LocalDateCodec.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/org/bson/codecs/jsr310/LocalTimeCodec.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/org/bson/codecs/jsr310/InstantCodec.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/org/bson/codecs/jsr310/LocalDateTimeCodec.java

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* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/lang/Nullable.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/lang/NonNull.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/client/internal/package-info.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/operation/CommitTransactionOperation.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/operation/AbortTransactionOperation.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/client/internal/ClientSessionImpl.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/client/internal/package-info.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/client/InternalSession.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/internal/operation/WriteConcernHelper.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/internal/operation/ServerVersionHelper.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/operation/OperationReadConcernHelper.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/operation/OperationWriteConcernHelper.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/client/package-info.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/client/InternalSession.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/client/ClientSession.java
* /opt/cola/permits/1136290439_1613729636.61/0/mongo-java-driver-3-8-2-sources-1.jar/com/mongodb/client/package-info.java

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  jar/com/mongodb/connection/netty/ReadTimeoutHandler.java
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/*
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 */
/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * <p>The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 *
 * <p>This method acts as bridge between array-based and collection-based
 * APIs.
 *
 * @return an array containing all of the elements in this deque
 */

Found in path(s):
1.3522 backoff v2.0.0+incompatible

1.3522.1 Available under license:

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1.3523 ip-address 1.0.23

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1.3524 scapy 2.4.4
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```json
{
    "testfiles": [
        "test/*.uts",
        "test/contrib/automotive/*.uts",
        "test/contrib/automotive/obd/*.uts",
        "test/contrib/automotive/gm/*.uts",
        "test/contrib/automotive/bmw/*.uts",
        "test/contrib/*.uts"
    ]
}
```
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  "test/windows.uts",
  "test/contrib/automotive/ecu_am.uts",
  "test/contrib/automotive/gm/gmlanutils.uts",
  "test/contrib/isotp.uts",
  "test/contrib/isotpscan.uts"
],
"onlyfailed": true,
"preexec": { 
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  "test/tls*.uts": "load_layer("tls")"
},
"format": "text",
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  "windows",
  "crypto_advanced",
  "ipv6",
  "vcan_socket"
]}

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=head1 NAME

Filesys::DiskSpace - Perl df

=head1 SYNOPSIS

use Filesys::DiskSpace;
($fs_type, $fs_desc, $used, $avail, $ffree, $ffused, $ffavail) = df $dir;

=head1 DESCRIPTION

This routine displays information on a file system such as its type, the
amount of disk space occupied, the total disk space and the number of inodes.
It tries syscall(SYS_statfs) and syscall(SYS_statvfs) in several ways.
If all fails, it croaks.

=head1 OPTIONS

=over 4

=item $fs_type

[number] type of the filesystem.

=item $fs_desc

[string] description of this fs.

=item $used

[number] size used (in Kb).

=item $avail

[number] size available (in Kb).

=item $ffree

[number] free inodes.
=item $fused

[number] inodes used.

=back

=head1 Installation

See the INSTALL file.

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=head1 AUTHOR

Fabien Tassin <fta@oleane.net>

=head1 NOTES

This module was formerly called File::Df. It has been renamed into
Filesys::DiskSpace. It could have be Filesys::Df but unfortunatly
another module created in the meantime uses this name.

Tested with Perl 5.003 under these systems :

- Solaris 2.[4/5]
- SunOS 4.1.[2/3/4]
- HP-UX 9.05, 10.[1/20] (see below)
- OSF1 3.2, 4.0
- Linux 2.0.*, 2.2.*

Note for HP-UX users :

if you obtain this message :
"Undefined subroutine &main::SYS_statfs called at Filesys/DiskSpace.pm
line XXX" and if you are using a hp9000s700, then edit the syscall.ph file
(in the Perl lib tree) and copy the line containing "SYS_statfs {196;}")
outside the "if (defined &__hp9000s800)" block (around line 356).

=cut

Found in path(s):
* /opt/cola/permits/1141298204_1614968763.19/0/libfilesys-diskspace-perl-0-05-orig-tar-gz/Filesys-DiskSpace-0.05/lib/Filesys/DiskSpace.pm
1.3531 slf4j-log4j 1.8.0-beta2

1.3532 jffi 1.2.23

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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Built-By: jesse
Build-Jdk: 9.0.4
Implementation-Vendor: Eclipse.org - Jetty
Implementation-Version: 9.4.12.v20180830
url: http://www.eclipse.org/jetty
Bnd-LastModified: 1535642550922
Bundle-Classpath: .
Bundle-Copyright: Copyright (c) 2008-2018 Mort Bay Consulting Pty. Ltd
Bundle-Description: Jetty module for Jetty :: Infinispan Session Managers
Bundle-DocURL: http://www.eclipse.org/jetty
Bundle-ManifestVersion: 2
Bundle-Name: Jetty :: Infinispan Session Managers
Bundle-RequiredExecutionEnvironment: JavaSE-1.8
Bundle-SymbolicName: org.eclipse.jetty.infinispan
Bundle-Vendor: Eclipse Jetty Project
Bundle-Version: 9.4.12.v20180830
Export-Package: org.eclipse.session.infinispan;version="9.4.12";
Import-Package: org.eclipse.session;version="[9.4.12,10)
,org.eclipse.util.annotation;version="[9.4.12,10)
,org.eclipse.core.log;version="[9.4.12,10)
,org.infinispan.commons.api;version="[7.1.1,8)
,org.jboss.marshalling;version="[1.4.4,2)
Originally-Created-By: Apache Maven Bundle Plugin
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-3.5.0.201709291849

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1.3535 spdylay 1.4.0

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* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-jar/org/springframework/amqp/rabbit/connection/ConnectionProxy.java
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* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-jar/org/springframework/amqp/rabbit/connection/CorrelationData.java
* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-jar/org/springframework/amqp/rabbit/annotation/RabbitBootstrapConfiguration.java
* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-jar/org/springframework/amqp/rabbit/core/RabbitTemplate.java
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* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-jar/org/springframework/amqp/rabbit/config/ListenerContainerFactoryBean.java
* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-jar/org/springframework/amqp/rabbit/log4j2/AmqpAppender.java
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  jar/org/springframework/amqp/rabbit/core/BrokerEvent.java
* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-
  jar/org/springframework/amqp/rabbit/connection/SimplePropertyValueConnectionNameStrategy.java
* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-
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* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-
  jar/org/springframework/amqp/rabbit/core/BrokerEventListener.java
* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-
  jar/org/springframework/amqp/rabbit/connection/ConnectionFactoryConfigurationUtils.java
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  jar/org/springframework/amqp/rabbit/retry/ImmediateRequeueMessageRecoverer.java
* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-
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jar/org/springframework/amqp/rabbit/annotation/EnableRabbit.java
* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-
jar/org/springframework/amqp/rabbit/listener/adapter/ReplyFailureException.java
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  jar/org/springframework/amqp/rabbit/listener/ListenerContainerConsumerFailedEvent.java
* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-
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* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-
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  jar/org/springframework/amqp/rabbit/connection/LocalizedQueueConnectionFactory.java
* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-
  jar/org/springframework/amqp/rabbit/annotation/Queue.java
* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-
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* /opt/cola/permits/1141561569_1615013627.35/0/spring-rabbit-2-1-6-release-sources-2-
  jar/org/springframework/amqp/rabbit/connection/RoutingConnectionFactory.java
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* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2-jar/org/springframework/cache/jcache/interceptor/DefaultJCacheOperationSource.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2-jar/org/springframework/cache/guava/GuavaCache.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2-jar/org/springframework/cache/jcache/interceptor/AnnotationJCacheOperationSource.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2-jar/org/springframework/cache/jcache/interceptor/ClasslessJCacheOperationSource.java
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* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2-jar/org/springframework/scheduling/quartz/SchedulerAccessor.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2-jar/org/springframework/scheduling/quartz/SchedulerFactoryBean.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2-jar/org/springframework/mail/SimpleMailMessage.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2-jar/org/springframework/cache/jcache/interceptor/KeyGeneratorAdapter.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2-jar/org/springframework/cache/jcache/interceptor/CacheResolverAdapter.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2-jar/org/springframework/cache/ehcache/EhCacheCacheManager.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2-jar/org/springframework/cache/jcache/config/AbstractJCacheConfiguration.java
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* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2.jar/org/springframework/scheduling/commonj/DelegatingTimerListener.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2.jar/org/springframework/ui/freemarker/FreeMarkerConfigurationFactoryBean.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2.jar/org/springframework/scheduling/commonj/TimerManagerFactoryBean.java
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* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2.jar/org/springframework/scheduling/quartz/DelegatingJob.java
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* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2.jar/org/springframework/ui/velocity/VelocityEngineFactory.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2.jar/org/springframework/mail/javamail/MimeMessageHelper.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4-3-22-release-sources-2.jar/org/springframework/scheduling/quartz/SimpleThreadPoolTaskExecutor.java

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# # Defaults for the Java Activation Framework (revised).
# # Modified extensions registered in this file:
# # text/plain java c c++ cpp pl cc h
# # image/png
text/htmlhtml htm HTML HTM
text/plain TXT TEXT java c c++ cpp pl cc h
image/gif GIF
image/iefief
image/jpegjpeg jpg jpe JPG
image/tiffiff tif
image/x-xwindowdumpxwd
application/postscriptai eps ps
application/rtfrtf
application/x-textex
application/x-texinfoexifinfo texi
application/x-troffit tr roff
audio/basicau
audio/midimidi mid
audio/x-aidiaifc
audio/x-aidiaiff aiff
audio/x-mpegmpg mpg
audio/x-wavwav
video/mpegmpg mpg mpe
video/quicktimeqt mov
video/x-msvideoavi

################################################################################
#
# Additional file types adapted from
# http://www.utoronto.ca/webdocs/HTMLdocs/Book/Book-3ed/appb/mimetype.html
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#
################################################################################

# TEXT TYPES

text/x-speechtalk

text/csscss

text/csvcsv

# IMAGE TYPES

# X-Windows bitmap (b/w)
image/x-xbitmapxbm
# X-Windows pixelmap (8-bit color)
image/x-xpixmapxpm
# Portable Network Graphics
image/pngpng
# Image Exchange Format (RFC 1314)
image/iefief
# RGB
image/rgbrgb
# Group III Fax (RFC 1494)
image/g3faxg3f
# X Windowdump format
image/x-xwindowdumpxwd
# 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-bitmappbm
# PNM (UNIX PPM package)
image/x-portable-anymappnm
# Microsoft Windows bitmap
image/x-ms-bmp
# CMU raster
image/x-cmu-rasterras
# Kodak Photo-CD
image/x-photo-cdpd
# Computer Graphics Metafile
image/cgm
# CALS Type 1 or 2
image/x-calsmil cal
# Fractal Image Format (Iterated Systems)
image/fif
# QuickSilver active image (Micrografx)
image/x-mgx-dsfdsf
# CMX vector image (Corel)
image/x-cmxcmx
# Wavelet-compressed (Summus)
image/waveletwi
# 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/basic au snd
# Macintosh audio format (AIpple)
audio/x-aiffai aiff aific
# Microsoft audio
audio/x-wavwav
# MPEG audio
audio/x-mpegmpa abs mpega
# MPEG-2 audio
audio/x-mpeg-2mp2a mpa2
# compressed speech (Echo Speech Corp.)
audio/echospeches
# Toolvox speech audio (Voxware)
audio/voxwarevox
# RapidTransit compressed audio (Fast Man)
application/fastmanlce
# Realaudio (Progressive Networks)
application/x-pn-realaudio ram
# MIDI music data
x-music/x-midi
# Koan music data (SSeyo)
application/vnd.koanskp
# Speech synthesis data (MVP Solutions)
text/x-speechtalk

# VIDEO TYPES

# MPEG video
video/mpeg mpeg mpg mpe
# MPEG-2 video
video/mpeg-2mpv2 mp2v
# Macintosh Quicktime
video/quicktimeqt mov
# Microsoft video
video/x-msvideoavi
# 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/rftf
# Adobe Acrobat PDF
application/pdfpdf
# Maker Interchange Format (FrameMaker)
# PC executable
application/octet-stream	exe
# "WAIS ""sources"
application/x-wais-sources	wsrc
# NCSA HDF data format
application/hdf

# DOWNLOADABLE PROGRAM/SCRIPTS

# Javascript program
text/javascript	js
application/x-javascript	mocha
# 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-powermedia

# PRESENTATION

# PowerPoint presentation (Microsoft)
application/mspowerpoint	ppz
# ASAP WordPower (Software Publishing Corp.)
application/x-asap
# Astound Web Player multimedia data (GoldDisk)
application/astound

# SPECIAL EMBEDDED OBJECT

# OLE script e.g. Visual Basic (NCompass)
application/x-olescript	axs
# OLE Object (Microsoft/NCompass)
application/x-oleobject
# OpenScape OLE/OCX objects (Business@Web)
x-form/x-openscape
# Visual Basic objects (Amara)
application/x-webbasic
# 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-stream exe com
# Pointcast news data (Pointcast)
application/x-pcnpcn
# Excel spreadsheet (Microsoft)
application/vnd.ms-excel xls
# PowerPoint (Microsoft)
application/vnd.ms-powerpoint ppt
# Microsoft Project (Microsoft)
application/vnd.ms-projectmpp
# SourceView document (Dataware Electronics)
application/vnd.svd svd
# Net Install - software install (20/20 Software)
application/x-net-install ins
# Carbon Copy - remote control/access (Microcom)
application/cccv ccv
# Spreadsheets (Visual Components)
workbook/formulaonevts

# 2D/3D DATA/VIRTUAL REALITY TYPES

# VRML data file
x-world/x-vrmwrl vrm
# WIRL - VRML data (VREAM)
x-world/x-vreamvrm
# Play3D 3d scene data (Play3D)
application/x-p3dp3d
# Viscape Interactive 3d world data (Superscape)
x-world/x-svsr svr
# WebActive 3d data (Plastic Thought)
x-world/x-wvwrwv
# 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-dwf
drawing/x-dwp

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* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4.3.22-release-sources-2-jar/org/springframework/cache/transaction/TransactionAwareCacheDecorator.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4.3.22-release-sources-2-jar/org/springframework/cache/jcache/interceptor/DefaultCacheInvocationContext.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4.3.22-release-sources-2-jar/org/springframework/cache/jcache/JCacheCacheManager.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4.3.22-release-sources-2-jar/org/springframework/mail/MailMessage.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4.3.22-release-sources-2-jar/org/springframework/scheduling/commonj/ScheduledTimerListener.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4.3.22-release-sources-2-jar/org/springframework/cache/jcache/interceptor/JCacheAspectSupport.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4.3.22-release-sources-2-jar/org/springframework/cache/jcache/interceptor/CacheResultInterceptor.java
* /opt/cola/permits/1141561178_1615013342.52/0/spring-context-support-4.3.22-release-sources-2-jar/org/springframework/cache/jcache/JCacheCacheManager.java
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  jar/org/springframework/scheduling/quartz/SchedulerContextAware.java

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1.3544 readable-stream 2.3.7
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1.3546 hdrhistogram 2.1.12
1.3546.1 Available under license:

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

Manifest-Version: 1.0
Bnd-LastModified: 1575980548657
Build-Jdk: 1.8.0_232
Built-By: gil
Bundle-Description:HdrHistogram supports the recording and analyzing sampled data value counts across a configurable integer value range with configurable value precision within the range. Value precision is expressed as the number of significant digits in the value recording, and provides control over value quantization behavior across the value range and the subsequent value resolution at any given level.
Bundle-License: http://creativecommons.org/publicdomain/zero/1.0/, https://opensource.org/licenses/BSD-2-Clause
Bundle-ManifestVersion: 2
Bundle-Name:HdrHistogram
Bundle-SymbolicName: org.hdrhistogram.HdrHistogram
Bundle-Version: 2.1.12
Created-By: Apache Maven Bundle Plugin
Export-Package: org.HdrHistogram;version="2.1.12",org.HdrHistogram.packagedarray;version="2.1.12"
Implementation-Title: HdrHistogram
Implementation-Vendor-Id: org.hdrhistogram
Implementation-Version: 2.1.12
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: HdrHistogram
Specification-Version: 2.1.12
Tool: Bnd-2.3.0.201405100607

Found in path(s):
* /opt/cola/permits/1183539882_1627427044.77/0/hdrhistogram-2-1-12-2-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

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1.3547 audit 2.8.4 3
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1.3551 spring-messaging 5.1.6.RELEASE

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 * Set the max pool size of the ThreadPoolExecutor.
 * <p><strong>NOTE:</strong> When an unbounded
 * queueCapacity is configured (the default), the
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 * in java.util.concurrent.ThreadPoolExecutor for
 * more details.
 * <p>By default this is set to Integer.MAX_VALUE.
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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

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

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

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

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

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1.3555 jakarta-ws-rs-api 2.1.6

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

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* /opt/cola/permits/1136535616_1613781448.72/0/spring-core-4-3-25-release-sources-7-
jar/org/springframework/core/task/TaskExecutor.java
* /opt/cola/permits/1136535616_1613781448.72/0/spring-core-4-3-25-release-sources-7-
jar/org/springframework/util/comparator/InvertibleComparator.java
* /opt/cola/permits/1136535616_1613781448.72/0/spring-core-4-3-25-release-sources-7-
jar/org/springframework/core/task/SyncTaskExecutor.java
* /opt/cola/permits/1136535616_1613781448.72/0/spring-core-4-3-25-release-sources-7-
jar/org/springframework/core/io/DescriptiveResource.java
* /opt/cola/permits/1136535616_1613781448.72/0/spring-core-4-3-25-release-sources-7-
jar/org/springframework/core/SmartClassLoader.java
* /opt/cola/permits/1136535616_1613781448.72/0/spring-core-4-3-25-release-sources-7-
jar/org/springframework/util/comparator/NullSafeComparator.java
* /opt/cola/permits/1136535616_1613781448.72/0/spring-core-4-3-25-release-sources-7-
jar/org/springframework/core/type/classreading/MetadataReaderFactory.java

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  jar/org/springframework/asm/ClassWriter.java
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  jar/org/springframework/asm/ClassReader.java
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  jar/org/springframework/asm/Type.java
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  jar/org/springframework/core/convert/support/StringToUUIDConverter.java
* /opt/cola/permits/1136535616_1613781448.72/0/spring-core-4-3-25-release-sources-7-
  jar/org/springframework/core/AliasRegistry.java
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  jar/org/springframework/util/IdGenerator.java
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  jar/org/springframework/core/annotation/AliasFor.java
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  jar/org/springframework/core/convert/converter/GenericConverter.java
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* /opt/cola/permits/1135840026_1613612895.56/0/spring-security-crypto-4-2-13-release-sources-3-jar/org/springframework/security/crypto/password/MessageDigestPasswordEncoder.java

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1.3611 man-db 2.8.5-2

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Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 22039
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 * /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-
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* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-jar/com/ctc/wstx/sw/AsciiXmlWriter.java
* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-jar/com/ctc/wstx/sw/TypedStreamWriter.java
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* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/serializer/HTMLEntities.properties
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* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xsItc/compiler/Makefile.inc
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-
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* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/serializer/package.html
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 */
/**
 * Execute the proprietary document-location() function, which returns
 * a node set of documents.
 * @xsl.usage advanced
 */

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// Proprietary, built in functions
/** current function string (Proprietary). */

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*   http://www.apache.org/licenses/LICENSE-2.0
* */
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
 *
 * 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.
 */
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 complete, 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.

```java
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;
    }
}
```

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* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xslt/runtime/ErrorMessages_de.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/serializer/ElemContext.java
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* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xsltc/DOM.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xsltc/compiler/VariableRefBase.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xpath/res/XPATHErrorResources_cs.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/utils/StylesheetPIHandler.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/serializer/utils/AttList.java
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* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/serializer/utils/SerializerMessages_zh.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/serializer/utils/WrappedRuntimeException.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xslt/compiler/ForEach.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xslt/compiler/utils/TypeCheckError.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xsltc/compiler/Otherwise.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xsltc/compiler/WithParam.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xpath/VariableStack.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xpath/axes/PathComponent.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xpath/axes/ChildTestIterator.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xsltc/compiler/DOMSerializer.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xsltc/compiler/ProcessorNamespaceAlias.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/res/XMLReaderManager.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/templates/StylesheetRoot.java
* /opt/cola/permits/110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/templates/WhiteSpaceInfo.java

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* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xml/utils/res/XResources_es.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xalanc/transformer/XalanProperties.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/trax/TransformerFactoryImpl.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/trax/SmartTransformerFactoryImpl.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/CallTemplate.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xalanc/templates/ElemWhen.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xml/dtm/ref/DTMDocumentImpl.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xpath/objects/XObject.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xpath/visitor/XPathVisitor.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AnyNodeCounter.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AbsoluteLocationPath.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AttributeSet.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/trax/DefaultConnectionPool.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xalanc/templates/FuncLang.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xslt/processor/XSLTAttributeDef.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/lib/sql/DefaultConnectionPool.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/IdPattern.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/CallTemplate.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AnyNodeCounter.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/IdPattern.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AttributeSet.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/trax/SmartTransformerFactoryImpl.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/dom/KeyIndex.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/dom/SingleNodeCounter.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AnyNodeCounter.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/IdPattern.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AttributeSet.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/trax/TransformerFactoryImpl.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/dom/AnyNodeCounter.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/IdPattern.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AttributeSet.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/trax/TransformerFactoryImpl.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xml/serializer/utils/StringToIntTable.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xalanc/templates/FuncLang.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AnyNodeCounter.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/IdPattern.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AttributeSet.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/trax/TransformerFactoryImpl.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xml/serializer/utils/StringToIntTable.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xalanc/templates/ElemWhen.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/trax/TransformerFactoryImpl.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xml/dtm/ref/DTMDocumentImpl.java

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* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/transformer/NumeratorFormatter.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xpath/functions/FuncLast.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/utils/StringToInTable.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xslt/compiler/util/MultiHashtable.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xslt/compiler/util/ErrorMessages_sl.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xslt/compiler/ProcessingInstructionPattern.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xslt/trax/SecuritySupport.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/templates/ElemOtherwise.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xpath/functions/FuncGenerateId.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xsltc/compiler/Key.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xslt/cmdline/getopt/IllegalArgumentException.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xpath/res/XPATHErrorResources_sl.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/lib/sql/XConnection.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/dtm/ObjectFactory.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/utils/QName.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xpath/operations/Variable.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/extensions/XSLProcessorContext.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/dtm/ref/DTMSafeStringPool.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/utils/XMLStringDefault.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/res/XSLTErrorResources_pt_BR.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/compiler/LogicalExpr.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/res/XSLTErrorResources_sv.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/compiler/SimpleAttributeValue.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xpath/XPathFactory.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xpath/functions/Function.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xml/utils/ThreadControllerWrapper.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xslt/cmdline/ObjectFactory.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xml/utils/RawCharacterHandler.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/runtime/InternalRuntimeError.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AncestorPattern.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/Instruction.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/NotCall.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xml/res/XMLErrorResources_sl.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xpath/jaxp/JAXPPrefixResolver.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/dom/SingletonIterator.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/util/InternalError.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/AlternativePattern.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xsltc/compiler/Mode.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xml/utils/SuballocatedIntVector.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xpath/XPathVisitor.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xslt/runtime/Attributes.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xslt/compiler/Mode.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/transformer/KeyIterator.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xpath/functions/FuncCount.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xslt/compiler/AlternativePattern.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2.jar/org/apache/xalan/xslt/dom/SecuritySupport.java
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-
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* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-
  jar/org/apache/xalan/xslt/compiler/XPathLexer.java
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 */

// is found, then throw a special exception in order to terminate

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* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-
  jar/org/apache/xalan/processor/TransformerFactoryImpl.java
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 */

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()
{
    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 (!(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/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/serializer/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.
 * @see StylesheetPIHandler
 * @xsl.usage internal
 */

Found in path(s):
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xml/utils/StopParseException.java
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// Attribution to: "Voytenko, Dimitry" <DVoytenko@SECTORBASE.COM>

Found in path(s):
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-
  jar/org/apache/xml/serializer/ToHTMLStream.java
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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.
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 */

package org.apache.xalan.xslt.compiler;

import java_cup.runtime.Symbol;

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-u00D8|u00F6-u00F8|u00FF|u0100-u0134-
\u0135|u0141-u0144|u017E|u0180-u01C3|u01CD|u01F0-u01F4|u01F5-u01FA|u0217-u0250-
\u02A8|u02BB|u02C1|u0386|u0388-u038C|u038E|u03A1-u03A3|u03CE|u03D0-
\u03D6|u03D8|u03DE|u03F3|u0401-u040E|u044F|u0451-u045C|u045E-
\u0481|u0490-u04C7|u04C8|u04CB|u04CC|u04D0-u04E8|u04F5|u04F8|u04F9|u0531-
\u0556|u0586|u0595|u0599|u0561|u058F|u05D0-u05EA|u05F0-u05F2|u0621-u063A|u0641|u0664|u0671-u06B7|u06BA-
\u06BE|u06C0-u06CE|u06D0-u06D3|u06D5|u06E5|u06E6|u0905-u0939|u0958|u0961-u0985-
\u098C|u09F9-u09F9|u09A8|u09A9|u09B0-u09B6|u09B9|u09DC|u09DD|u09DF-
\u09E1|u09F0|u09F1|u1A05-u1A0A|u1A0F-u1A10|u1A13-u1A28|u1A2A-u1A30|u1A32-u1A33|u1A35-
\u1A36|u1A38|u1A39|u1A59|u1A5C|u1A5E|u1A72|u1A74|u1A85|u1A8B|u1A8D|u1A8F|u1A91-u1A93-
\u1AA8|u1AB0|u1AB2|u1AB3|u1AB5|u1AB9|u1ABD|u1AEC|u1B05|u1B0C|u1B0F|u1B10-u1B13-
\u1B28|u1B2A|u1B30|u1B32|u1B33|u1B36|u1B39|u1B3D|u1B5C|u1B5D|u1B5F|u1B61|u1B85-
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  22173

Ideographic=[u4E00-u9FA5]

CombiningChar=[u0300-u0345,u0360-u0369,u0483-u0486]

NCName=(%Letter% |_% %NCNameChar)*

NCNameChar=%Letter% |_% | %Digit% | %Quote% | %CombiningChar% | %Extender% | %NCNameStartChar% | %Space% | %HighSurrogate% %LowSurrogate%

NCNameStartChar=[u0041-u005A,u0061-u007A]

Digit=[u0030-u0039,u0660-u0669]

Extender=[u00B7,u02D0,u02D1]

NCName={%Letter%} %NCNameChar*
LowSurrogate=[\udc00-\udfff]

```javascript
// disambiguateStar
"*" { return disambiguateStar(); }

// disambiguateSymbol
"/" { return newSymbol(sym.SLASH); }

// disambiguateOperator
"+" { 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.DDOT); }

"|" { return newSymbol(sym.VBAR); }

"$" { return newSymbol(sym.DOLLAR); }

"//" { return newSymbol(sym.DSLASH); }

"==" { return newSymbol(sym.EQ); }

"!=" { return newSymbol(sym.NE); }

"<" { return newSymbol(sym.LT); }

">" { return newSymbol(sym.GT); }

"=<" { return newSymbol(sym.LE); }

">=" { return newSymbol(sym.GE); }

"id" { return disambiguateAxisOrFunction(sym.ID); }

"key" { return disambiguateAxisOrFunction(sym.KEY); }

"text" { return newSymbol(sym.TEXT); }

"text+[ \t\n]+(" { return newSymbol(sym.TEXT); }

"node"{ return newSymbol(sym.NODE); }

"node+[ \t\n]+(" { return newSymbol(sym.NODE); }

"comment"{ return newSymbol(sym.COMMENT); }

"comment+[ \t\n]+(" { return newSymbol(sym.COMMENT); }

"processing-instruction" { return disambiguateAxisOrFunction(sym.PIPARAM); }

"processing-instruction" { return newSymbol(sym.PI); }

"processing-instruction+[ \t\n]+(" { return newSymbol(sym.PI); }

"or" { return disambiguateOperator(sym.OR); }

"and" { return disambiguateOperator(sym.AND); }

"child" { return disambiguateAxisOrFunction(sym.CHILD); }

"attribute" { return disambiguateAxisOrFunction(sym.ATTRIBUTE); }

"ancestor" { return disambiguateAxisOrFunction(sym.ANCESTOR); }

"ancestor-or-self" { return disambiguateAxisOrFunction(sym.ANCESTORORSSELF); }

"descendant" { return disambiguateAxisOrFunction(sym.DESCENDANT); }

"descendant-or-self" { return disambiguateAxisOrFunction(sym.DESCENDANTORSelf); }

"following" { return disambiguateAxisOrFunction(sym.FOLLOWING); }

"following-sibling" { return disambiguateAxisOrFunction(sym.FOLLOWINGSIBLING); }

"namespace" { return disambiguateAxisOrFunction(sym.NAMESPACE); }

"parent" { return disambiguateAxisOrFunction(sym.PARENT); }

"preceding" { return disambiguateAxisOrFunction(sym.PRECEDING); }

"preceding-sibling" { return disambiguateAxisOrFunction(sym.PRECEDINGSIBLING); }
```

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 22174
package org.apache.xalan.xslt.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.xslt.DOM;
import org.apache.xml.dtm.Axis;
import org.apache.xalan.xslt.runtime.Operators;
import org.apache.xalan.xslt.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 _xslt;

  /**
   * 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 :
                _xslt.registerNamespacePrefix(name);;
        } else {
            final String uri = name.getNamespace();
            final String local = name.getLocalPart();
            final QName namespace_uri =
                _parser.getQNameIgnoreDefaultNs("namespace-uri");

            // 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);
        }
        else if (local.equals("@*")) {
            return NodeTest.ATTRIBUTE;
        }
        else {
            final String local = name.getLocalPart();

            if (local.equals("*")) {
                return (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
                    NodeTest.ELEMENT;
            }
            else if (local.equals("@*")) {
                return NodeTest.ATTRIBUTE;
            }
        }
    }

    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);
    } return null;
}

/**
 * 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);
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 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
{: RESULT = parser.createStepPattern(axis.intValue(), nt, pp); :}

| ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
{: RESULT = pip; // TODO: report error if axis is attribute :}

| ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip Predicates:pp
{: // TODO: report error if axis is attribute
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); :};

Predicates ::= Predicate:p
{: 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
UnaryExpr ::= UnionExpr:ue
{: RESULT = ue; :}

| MINUS 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:fexp 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(fexp, step);
  fpp = new FilterParentPath(fpp, rlp);
  if (fexp instanceof KeyCall == false) {
    fpp.setDescendantAxis();
  }
  RESULT = fpp;
  :};

LocationPath ::= RelativeLocationPath:rlp
{: RESULT = rlp; :}

| AbsoluteLocationPath: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 'l.' from the end
  }
  else {
    RESULT =
      new ParentLocationPath((RelativeLocationPath) rlp, step);
  }
}

| AbbreviatedRelativeLocationPath:arlp
{ : RESULT = arlp; :};

AbsoluteLocationPath ::= SLASH
{ : RESULT = new AbsoluteLocationPath(); :}

| SLASH RelativeLocationPath:rlp
{ : RESULT = new AbsoluteLocationPath(rlp); :}

| AbbreviatedAbsoluteLocationPath:aalp
{ : RESULT = aalp; :};

AbbreviatedRelativeLocationPath ::= RelativeLocationPath:rlp DSLASH 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, DOM.NO_TYPE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}
else {
    // Expand 'rlp//step' -> 'rlp/descendant-or-self::*/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::*/' or
// into /descendant-or-self::*/
//
int nodeType = DOM.NO_TYPE;
if (rlp instanceofof Step &&
    parser.isElementAxis(((Step) rlp).getAxis()))
```java
{
    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 instanceof Step) {
            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;
    ::
```

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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); : }
FilterExpr ::= PrimaryExpr:primary
    { : RESULT = primary; : }

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 RealExpr(num.doubleValue());
    }
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("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); :}

PIPEARAM 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
Found in path(s):
* /opt/cola/permits/1110662886_1606842058.2/0/serializer-2-7-2-sources-2-jar/org/apache/xalan/xslt/compiler/xpath.cup
No license file was found, but licenses were detected in source scan.

/*
 * Licensed to the Apache Software Foundation (ASF) under one
 * or more contributor license agreements. See the NOTICE file
 * distributed with this work for additional information
 * regarding copyright ownership. The ASF licenses this file
 * to you under the Apache License, Version 2.0 (the "License);
 * you may not use this file except in compliance with the License.
 * You may obtain a copy of the License at
*/
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
* 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 final int DEVELOPMENT = 0;
/**
 * Version String like <CODE>"<B>Xalan</B> <B>Language</B> 
 * v.r[.dd| <B>D</B>]nn"</CODE>.
 * <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));

1.3637 spring-boot-starter-jetty
2.1.7.RELEASE
1.3637.1 Available under license :

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1.3643 jul-to-slf4j 1.7.25

1.3644 cached-property 1.5.2

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1.3645 ajv 7.2.3

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### 1.3648 is-what 3.11.2

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1.3650 azure-mgmt-authorization 0.60.0

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Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 22249
This is the Microsoft Azure Authorization Management Client Library.

Azure Resource Manager (ARM) is the next generation of management APIs that replace the old Azure Service Management (ASM).

This package has been tested with Python 2.7, 3.4, 3.5, 3.6 and 3.7.

For the older Azure Service Management (ASM) libraries, see `azure-servicemanagement-legacy <https://pypi.python.org/pypi/azure-servicemanagement-legacy>`__ library.

For a more complete set of Azure libraries, see the `azure <https://pypi.python.org/pypi/azure>`__ bundle package.

Usage
=====

For code examples, see `Authorization Management <https://docs.microsoft.com/python/api/overview/azure/authorization>`__ on docs.microsoft.com.

Provide Feedback
================

If you encounter any bugs or have suggestions, please file an issue in the `Issues <https://github.com/Azure/azure-sdk-for-python/issues>`__ section of the project.

.. image:: https://azure-sdk-impressions.azurewebsites.net/api/impressions/azure-sdk-for-python%2Fazure-mgmt-authorization%2FREADME.png

.. :changelog:

Release History
===============

0.60.0 (2019-06-25)

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**Breaking changes**

- Rename elevate_access.post to global_administrator.elevate_access
**General Breaking changes**

This version uses a next-generation code generator that *might* introduce breaking changes if you were importing from the v20xx_yy_zz API folders.

In summary, some modules were incorrectly visible/importable and have been renamed. This fixed several issues caused by usage of classes that were not supposed to be used in the first place.

- AuthorizationManagementClient cannot be imported from `azure.mgmt.authorization.v20xx_yy_zz.authorization_management_client` anymore (import from `azure.mgmt.authorization.v20xx_yy_zz` works like before)
- AuthorizationManagementClientConfiguration import has been moved from `azure.mgmt.authorization.v20xx_yy_zz.authorization_management_client` to `azure.mgmt.authorization.v20xx_yy_zz`.
- A model `MyClass` from a "models" sub-module cannot be imported anymore using `azure.mgmt.authorization.v20xx_yy_zz.models.my_class` (import from `azure.mgmt.authorization.v20xx_yy_zz.models` works like before)
- An operation class `MyClassOperations` from an `operations` sub-module cannot be imported anymore using `azure.mgmt.authorization.v20xx_yy_zz.operations.my_class_operations` (import from `azure.mgmt.authorization.v20xx_yy_zz.operations` works like before)

Last but not least, HTTP connection pooling is now enabled by default. You should always use a client as a context manager, or call close(), or use no more than one client per process.

0.52.0 (2019-05-23)

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**Features**

- Add elevate_access API

0.51.1 (2018-11-27)

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**Bugfixes**

- Missing principal_type in role assignment class #3802

0.51.0 (2018-11-12)

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**Features**

- Model RoleAssignmentCreateParameters has a new parameter principal_type

**Breaking changes**

- Parameter role_definition_id of model RoleAssignmentCreateParameters is now required
- Parameter principal_id of model RoleAssignmentCreateParameters is now required
Role Assignments API version is now 2018-09-01-preview

0.50.0 (2018-05-29)
+++++++++++++++++++

**Features**

- Support Azure Stack (multi API versioning)
- Client class can be used as a context manager to keep the underlying HTTP session open for performance

**Bugfixes**

- Compatibility of the sdist with wheel 0.31.0

0.40.0 (2018-03-13)
+++++++++++++++++++

**Breaking changes**

- Several properties have been flattened and "properties" attribute is not needed anymore
  (e.g. properties.email_address => email_address)
- Some method signature change (e.g. create_by_id)

**Features**

- Adding attributes data_actions / not_data_actions / is_data_actions

API version is now 2018-01-01-preview

0.30.0 (2017-04-28)
+++++++++++++++++++

* Initial Release
  * This wheel package is built with the azure wheel extension

Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.4
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
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Description-Content-Type: text/x-rst
1.3651 spring-web-mvc 5.3.5

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* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2-jar/org/springframework/web/servlet/mvc/ParameterizableViewController.java
* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2-jar/org/springframework/web/servlet/i18n/FixedLocaleResolver.java
* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2.jar/org/springframework/web/servlet/ThemeResolver.java
* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2.jar/org/springframework/web/mvc/condition/RequestConditionHolder.java
* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2.jar/org/springframework/web/servlet/async/AsyncHandlerInterceptor.java
* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2.jar/org/springframework/web/mvc/method/annotation/JsonViewResponseBodyAdvice.java
* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2.jar/org/springframework/web/mvc/method/annotation/AsyncTaskMethodReturnValueHandler.java
* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2.jar/org/springframework/web/servlet/view/groovy/GroovyMarkupView.java
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* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2.jar/org/springframework/web/mvc/method/annotation/ServletWebArgumentResolverAdapter.java
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* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2.jar/org/springframework/web/servlet/LocaleContextResolver.java
* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2.jar/org/springframework/web/servlet/mvc/ServletForwardingController.java
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* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2.jar/org/springframework/web/servlet/i18n/AbstractLocaleResolver.java

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* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2.jar/org/springframework/web/servlet/config/annotation/UrlBasedViewResolverRegistration.java
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* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2-jar/org/springframework/web/servlet/mvc/method/annotation/PathVariableMethodArgumentResolver.java

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* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2-jar/org/springframework/web/servlet/mvc/method/annotation/StreamingResponseBodyReturnValueHandler.java
* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2-jar/org/springframework/web/servlet/mvc/method/annotation/ViewMethodReturnValueHandler.java
* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2-jar/org/springframework/web/servlet/mvc/method/annotation/PathVariableMethodArgumentResolver.java

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/**
 * XSLT-driven View that allows for response context to be rendered as the
 * result of an XSLT transformation.
 * <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 [setSourceKey sourceKey] property or
* have Spring locate the Source object. This class also provides basic conversion
* of objects into Source implementations. See [getSourceTypes() here]
* for more details.
*<p>All model parameters are passed to the XSLT Transformer as parameters.
* In addition the user can configure [setOutputProperties output properties]
* to be passed to the Transformer.
*
* @author Rob Harrop
* @author Juergen Hoeller
* @since 2.0
*/

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* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2-
jar/org/springframework/web/servlet/handler/PathPatternMatchableHandlerMapping.java
* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2-
jar/org/springframework/web/servlet/mvc/condition/HeadersRequestCondition.java
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jar/org/springframework/web/servlet/mvc/method/annotation/PrincipalMethodArgumentResolver.java
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A contract for inspecting and potentially modifying request data values such as URL query parameters or form field values before they are rendered by a view or before a redirect.

Implementations may use this contract for example as part of a solution 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()`.

@since 3.1

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* /opt/cola/permits/1202863999_1631645123.72/0/spring-webmvc-5-3-5-sources-2-jar/org/springframework/web/servlet/tags/ParamAware.java

1.3652 uuid 8.3.2
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1.3655 jackson-core 2.11.4

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/**
 * A Utf8 -> Utf16 (= Java char) decoder.
 *
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 *
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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org.ow2.asm:asm-commons
org.ow2.asm:asm
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The following artifacts are ASL2 licensed.

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/spel/support/DataBindingMethodResolver.java
* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/spel/SpelMessage.java
1.3664 xstream 1.4.17

1.3664.1 Available under license:

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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdMarshaller.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/mapper/SystemAttributeAliasingMapper.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/mapper/AbstractAttributeAliasingMapper.java
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/opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/ErrorWritingException.java
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/opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/annotations/Annotations.java
/opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/annotations/XStreamContainedType.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/basic/BigDecimalConverter.java
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  jar/com/thoughtworks/xstream/io/json/AbstractJsonWriter.java
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/opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/basic/StringBuilderConverter.java
/opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/basic/UUIDConverter.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/mapper/XStream11XmlFriendlyMapper.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/io/xml/JDom2Reader.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/time/YearConverter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/time/OffsetTimeConverter.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/persistence/FileStreamStrategy.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/core/util/Base64JavaUtilCodec.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/core/util/Base64JAXBCodec.java
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 * /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/core/util/Pool.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/io/xml/xppdom/Xpp3DomBuilder.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/io/xml/Dom4JWriter.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/basic/StringConverter.java
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 * Created on 01. March 2013 by Joerg Schaible, moved from package
 * com.thoughtworks.xstream.convertersreflection.
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/reflection/AbstractAttributedCharacterIteratorAttributeConverter.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/extended/ActivationDataFlavorConverter.java
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jar/com/thoughtworks/xstream/core/util/PresortedMap.java
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* /opt/ cola/ permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/io/ExtendedHierarchicalStreamWriterHelper.java
* /opt/ cola/ permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/io/ExtendedHierarchicalStreamWriter.java
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  jar/com/thoughtworks/xstream/converters/extended/NamedArrayConverter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/extended/StackTraceElementFactory15.java
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Found in path(s):
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXmlReader.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/core/TreeMarshallingStrategy.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdMarshallingStrategy.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/converters/extended/SqlDateConverter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/converters/extended/SqlTimeConverter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/converters/extended/CurrencyConverter.java
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Found in path(s):
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jar/com/thoughtworks/xstream/core/DefaultConverterLookup.java
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jar/com/thoughtworks/xstream/converters/extended/SubjectConverter.java
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  jar/com/thoughtworks/xstream/converters/SingleValueConverterWrapper.java

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  jar/com/thoughtworks/xstream/core/util/TypedNull.java

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jar/com/thoughtworks/xstream/io/xml/XppDomReader.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/io/path/PathTracker.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/io/xml/XppDomWriter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/io/xml/DomReader.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/io/xml/DocumentReader.java
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Found in path(s):
 */opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/mapper/ImplicitCollectionMapper.java
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Found in path(s):
 */opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/time/AbstractChronoLocalDateConverter.java
 */opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/time/MinguoDateConverter.java
 */opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/time/JapaneseDateConverter.java
 */opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/time/ThaiBuddhistDateConverter.java
 */opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/time/WeekFieldsConverter.java
 */opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/time/ValueRangeConverter.java
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Found in path(s):
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/io/json/JettisonMappedXmlDriver.java
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Found in path(s):
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/core/util/ISO8601JodaTimeConverter.java
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 * Created on 07. July 2006 by Mauro Talevi
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/extended/ToStringConverter.java
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Found in path(s):
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/mapper/Mapper.java
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Found in path(s):
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/converters/ConverterLookup.java
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Found in path(s):
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/io/AttributeNameIterator.java

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* Created on 14. August 2004 by Joe Walnes
*/
/**
/**
* A SAX [ @link org.xml.sax.XMLReader parser] that acts as an XStream
* [ @link com.thoughtworks.xstream.io.HierarchicalStreamWriter] to enable direct generation of a
* SAX event flow from the XStream serialization of a list of list of Java objects.
* <p>
* As a
* custom SAX parser, this class ignores the arguments of the two standard parse methods ({ @link
#parse(java.lang.String})
* and { @link #parse(org.xml.sax.InputSource))} but relies on a proprietary SAX property
* [ @link #SOURCE_OBJECT_LIST_PROPERTY] to define the list of objects to serialize.
* <p>
* <p>
* Configuration of this SAX parser is achieved through the standard
* [ @link #setProperty SAX property mechanism]. While specific setter methods require direct
* access to the parser instance, SAX properties support configuration settings to be propagated
* through a chain of { @link org.xml.sax.XMLFilter filters} down to the underlying parser
* object.
* <p>
* <p>
* This mechanism shall be used to configure the
* [ @link #SOURCE_OBJECT_LIST_PROPERTY objects to be serialized] as well as the
* [ @link #CONFIGURED_XSTREAM_PROPERTY XStream facade].
* <p>
*
* @author Laurent Bihanic
*/
/**
**
* Sets the value of a property.
* <p>
* The property name is any fully-qualified URI. It is
* possible for an XMLReader to recognize a property name but
XMLReaders are not required to recognize setting any specific property names, though a core set is provided with SAX2.

Some property values may be immutable or mutable only in specific contexts, such as before, during, or after a parse.

This method is also the standard mechanism for setting extended handlers.

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**Note**: This implementation only supports two (proprietary) properties: `#CONFIGURED_XSTREAM_PROPERTY` and `#SOURCE_OBJECT_LIST_PROPERTY`.

- **@param name**  the property name, which is a fully-qualified URI.
- **@param value** the requested value for the property.
- **@throws SAXNotRecognizedException** when the XMLReader does not recognize the property name.
- **@throws SAXNotSupportedException** when the XMLReader recognizes the property name but cannot set the requested value.
- **@see #getProperty**

**Parses an XML document from a system identifier (URI).**

This method is a shortcut for the common case of reading a document from a system identifier. It is the exact equivalent of the following:

```
    parse(new InputSource(systemId));
```

If the system identifier is a URL, it must be fully resolved by the application before it is passed to the parser.

**Note**: As a custom SAX parser, this class ignores the `systemId` argument of this method and relies on the proprietary SAX property `{ #SOURCE_OBJECT_LIST_PROPERTY }` to define the list of objects to serialize.

- **@param systemId the system identifier (URI).**
* @throws SAXException Any SAX exception, possibly wrapping another exception.
* @see #parse(org.xml.sax.InputSource)
*/

Found in path(s):
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/io/xml/SaxWriter.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/enum/EnumConverter.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/extended/UseAttributeForEnumMapper.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/core/util/FastField.java
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Found in path(s):
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/reflection/SerializationMethodInvoker.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/annotations/XStreamImplicit.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/basic/ShortConverter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/basic/CharConverter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/basic/DoubleConverter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/converters/basic/FloatConverter.java

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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/core/BaseException.java

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Found in path(s):
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1.4.17-sources.jar/com/thoughtworks/xstream/converters/reflection/FieldUtil15.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1.4.17-sources.jar/com/thoughtworks/xstream/converters/reflection/FieldUtil14.java
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  jar/com/thoughtworks/xstream/converters/javabean/NativePropertySorter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/javabean/PropertySorter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/javabean/ComparingPropertySorter.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/reflection/FieldKey.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/reflection/FieldKeySorter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
  jar/com/thoughtworks/xstream/converters/reflection/ImmutableFieldKeySorter.java
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 * /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
 * jar/com/thoughtworks/xstream/core/AbstractTreeMarshallingStrategy.java

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 * /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
 * jar/com/thoughtworks/xstream/io/binary/BinaryStreamWriter.java
 *
 * /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
 * jar/com/thoughtworks/xstream/io/binary/ReaderDepthState.java

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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/annotations/AnnotationReflectionConverter.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/security/WildcardTypePermission.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/security/NullPermission.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/security/ArrayTypePermission.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/security/RegExpTypePermission.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/security/ExplicitTypePermission.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/security/ForbiddenClassException.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/security/AnyTypePermission.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/security/NoTypePermission.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/mapper/SecurityMapper.java

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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/security/ForbiddenClassException.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/security/AnyTypePermission.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/security/NoTypePermission.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/mapper/SecurityMapper.java

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  jar/com/thoughtworks/xstream/io/xml/Xpp3DomDriver.java
 * /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
   jar/com/thoughtworks/xstream/io/xml/KXml2DomDriver.java
 * /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
   jar/com/thoughtworks/xstream/io/xml/AbstractXppDomDriver.java

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jar/com/thoughtworks/xstream/converters/reflection/NativeFieldKeySorter.java
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jar/com/thoughtworks/xstream/converters/SingleValueConverter.java
* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/converters/basic/AbstractSingleValueConverter.java
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* /opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-
jar/com/thoughtworks/xstream/io/xml/Xpp3Driver.java
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*/opt/cola/permits/1173278269_1623545225.57/0/xstream-1-4-17-sources-jar/com/thoughtworks/xstream/io/naming/NameCoder.java

1.3665 string_decoder 1.1.1
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1.3666 log4j-to-slf4j 2.12.1
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1.3667 more-iteritems 7.2.0

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ISO C9x compliant stdint.h for Microsoft Visual Studio
Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124

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1.3669 unicodecsv 0.14.1

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Metadata-Version: 1.1
Name: unicodecsv
Version: 0.14.1
Summary: Python2's stdlib csv module is nice, but it doesn't support unicode. This module is a drop-in replacement which *does*.
Home-page: https://github.com/jdunck/python-unicodecsv
Author: Jeremy Dunck
Author-email: jdunck@gmail.com
License: BSD License
Description: unicodecsv

==========

The unicodecsv is a drop-in replacement for Python 2.7's csv module which supports unicode strings without a hassle. Supported versions are python 2.7, 3.3, 3.4, 3.5, and pypy 2.4.0.

More fully
Python 2's csv module doesn't easily deal with unicode strings, leading to the dreaded "'ascii' codec can't encode characters in position ..." exception.

You can work around it by encoding everything just before calling write (or just after read), but why not add support to the serializer?

.. code-block:: pycon

```python
>>> import unicodecsv as csv
>>> from io import BytesIO
>>> f = BytesIO()
>>> w = csv.writer(f, encoding='utf-8')
>>> _ = w.writerow((u'', u''))
>>> _ = f.seek(0)
>>> r = csv.reader(f, encoding='utf-8')
>>> next(r) == [u'', u'']
True
```

Note that unicodecsv expects a bytestream, not unicode -- so there's no need to use `codecs.open` or similar wrappers. Plain `open(..., 'rb')` will do.

(Version 0.14.0 dropped support for python 2.6, but 0.14.1 added it back. See c0b7655248c4249 for the mistaken, breaking change.)

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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/format/datetime/joda/LocalDateTimeParser.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/support/AbstractMessageSource.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/support/AbstractApplicationContext.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/InterceptorRegistry.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/support/GenericApplicationContext.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/support/SimpleApplicationEventMulticaster.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/annotation/ImportBeanDefinitionRegistrar.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/MessageSource.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/instrument/classloading/jboss/JBossLoadTimeWeaver.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/event/EventListenerMethodProcessor.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/support/DefaultMessageSourceResolvable.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/support/ResourceBundleMessageSource.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/support/AbstractCacheManager.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/jndi/support/SimpleJndiBeanFactory.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/validation/beanvalidation/SpringValidatorAdapter.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/annotation/DeferredImportSelector.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/annotation/ConfigurationClassPostProcessor.java

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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/MessageSource.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/instrument/classloading/jboss/JBossLoadTimeWeaver.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/event/EventListenerMethodProcessor.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/support/DefaultMessageSourceResolvable.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/support/ResourceBundleMessageSource.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/jndi/support/SimpleJndiBeanFactory.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/validation/beanvalidation/SpringValidatorAdapter.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/scripting/ScriptCompilationException.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/cache/support/NoOpCache.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/jndi/JndiTemplate.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/annotation/Bean.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/annotation/ComponentScanAnnotationParser.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/event/SmartApplicationListener.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/scripting/config/ScriptBeanDefinitionParser.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/cache/interceptor/AbstractCacheResolver.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/cache/annotation/CachingConfigurer.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/jndi/JndiObjectFactoryBean.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/support/GenericGroovyApplicationContext.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/remoting/rmi/RmiInvocationWrapper.java
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- /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/jmx/export/assembler/MetadataMBeanInfoAssembler.java
- /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/context/annotation/EnableLoadTimeWeaving.java
- /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/cache/annotation/CachingConfigurationSelector.java
- /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/format/annotation/NumberFormat.java
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- /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/context/event/EventExpressionEvaluator.java
- /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/context/annotation/ConfigurationClassEnhancer.java
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- /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/context/support/StaticMessageSource.java
- /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/context/support/PropertySourcesPlaceholderConfigurer.java
- /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/context/annotation/ComponentScanBeanDefinitionParser.java
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*/
/**
* Abstract the invocation of a cache operation.
* 
* <p>Does not provide a way to transmit checked exceptions but
* provide a special exception that should be used to wrap any
* exception that was thrown by the underlying invocation.
* Callers are expected to handle this issue type specifically.
* 
* @author Stephane Nicoll
* @since 4.1
*/

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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.
 * This FactoryBean is a direct alternative to {@link MBeanServerFactoryBean},
 * which uses standard JMX 1.2 API to access the platform's MBeanServer.
 * 
 * <p>See the javadocs for WebSphere's
 * 
 * @author Juergen Hoeller
 * @author Rob Harrop
 * @since 2.0.3
 * @see javax.management.MBeanServer
 * @see MBeanServerFactoryBean
 */

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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/remoting/RemoteConnectFailureException.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/ejb/config/JeeNamespaceHandler.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/context/NoSuchMessageException.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/context/annotation/ScopeMetadata.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/validation/beanvalidation/LocaleContextMessageInterpolator.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/jmx/MBeanServerNotFoundException.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/jmx/access/MBeanInfoRetrievalException.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/ejb/config/JndiLookupBeanDefinitionParser.java
* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/jmx/export/metadata/InvalidMetadataException.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1.jar/org/springframework/remoting/support/RemoteInvocationTraceInterceptor.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/remoting/rmi/CodebaseAwareObjectInputStream.java
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* /opt/cola/permits/1136607974_1613806654.72/0/spring-context-5-1-9-release-sources-1-jar/org/springframework/context/MessageSourceResolvable.java
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* Indicates that a component is only eligible for registration when all
* [ @linkplain #value specified conditions] match.
*
* &lt;p&gt;A &lt;em&gt;condition&lt;/em&gt; is any state that can be determined programmatically
* before the bean definition is due to be registered (see { @link Condition} for details).
* 
* &lt;p&gt;The { @code @Conditional} annotation may be used in any of the following ways:
* &lt;ul&gt;
* &lt;li&gt;as a type-level annotation on any class directly or indirectly annotated with
* { @code @Component}, including { @link Configuration @Configuration} classes&lt;/li&gt;
* &lt;li&gt;as a meta-annotation, for the purpose of composing custom stereotype
* annotations&lt;/li&gt;
* &lt;li&gt;as a method-level annotation on any { @link Bean @Bean} method&lt;/li&gt;
* &lt;/ul&gt;
* 
* &lt;p&gt;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.
* 
* &lt;p&gt;&lt;strong&gt;NOTE&lt;/strong&gt;: 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 &lt;em&gt;composed annotation&lt;/em&gt; 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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jar/org/springframework/context/annotation/Conditional.java

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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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* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-jar/freemarker/ext/beans/StringModel.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-jar/freemarker/template/Scalar.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-jar/freemarker/core/TemplateElement.java
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Used in: user

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jar/freemarker/ext/dom/JaxenXPathSupport.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/cache/StrongCacheStorage.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/cache/TemplateCache.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/ext/dom/CharacterDataNodeModel.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/core/BlockAssignment.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/template/TemplateModelListSequence.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/ext/dom/SunInternalXalanXPathSupport.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/core/CollectionAndSequence.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/template/utility/CaptureOutput.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/core/NumericalBuiltins.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/ext/dom/DocumentTypeModel.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/core/Environment.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/core/ArraySequence.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/core/Builtin.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/core/PropertySetting.java
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-
jar/freemarker/cache/SoftCacheStorage.java
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<xsd:enumeration value="CONFIDENTIAL"/>

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  jar/freemarker/template/Configuration.java
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options
{
  STATIC=false;
  UNICODE_INPUT=true;
  // DEBUG_TOKEN_MANAGER=true;
  // DEBUG_PARSER=true;
}
package freemarker.core;

import freemarker.template.*;
import freemarker.template.utility.StringUtil;
import freemarker.template.utility.DeepUnwrap;
import java.io.*;
import java.util.*;

/**
 * This class is generated by JavaCC from a grammar file.
 */
public class FMParser {

    // Necessary for adding macros and setting location info.
    Template template;
    private String templateName;

    // variables that keep track of whether we are in a loop or a switch.
    private int loopNesting, switchNesting;
    private boolean inMacro, inFunction, stripWhitespace, stripText;
    private LinkedList escapes = new LinkedList();
    private int contentNesting; // for stripText

    /**
     * Create an FM expression parser using a string.
     */
    static public FMParser createExpressionParser(String s) {
        SimpleCharStream scs = new SimpleCharStream(new StringReader(s), 1, 1, s.length());
        FMParserTokenManager token_source = new FMParserTokenManager(scs);
        token_source.SwitchTo(FMParserConstants.FM_EXPRESSION);
        return new FMParser(token_source);
    }

    /**
     * Constructs a new parser object.
     * @param template The template associated with this parser.
     * @param reader The character stream to use as input
     * @param strictEscapeSyntax Whether FreeMarker directives must start with a 
     */
    public FMParser(Template template, Reader reader, boolean strictEscapeSyntax, boolean stripWhitespace) {
        this(reader);
        this.template = template;
        token_source.strictEscapeSyntax = strictEscapeSyntax;
        this.templateName = template != null ? template.getName() : "";
    }
}
public FMParse(Template template, Reader reader, boolean strictEscapeSyntax, boolean stripWhitespace, int tagSyntax) {
    this(template, reader, strictEscapeSyntax, stripWhitespace);
    switch (tagSyntax) {
        case Configuration.AUTO_DETECT_TAG_SYNTAX:
            token_source.autodetectTagSyntax = true;
            break;
        case Configuration.ANGLE_BRACKET_TAG_SYNTAX:
            token_source.altDirectiveSyntax = false;
            break;
        case Configuration.SQUARE_BRACKET_TAG_SYNTAX:
            token_source.altDirectiveSyntax = true;
            break;
        default:
            throw new IllegalArgumentException("Illegal argument for tagSyntax");
    }
}

public FMParse(String template) {
    this(null, new StringReader(template), true, true);
}

private String getErrorStart(Token t) {
    return "Error in template: " + template.getName() + " on line " + t.beginLine + ", column " + t.beginColumn;
}

/**
 * Throw an exception if the expression passed in is a String
 * Literal
 */
private void notStringLiteral(Expression exp, String expected) throws ParseException {
    if (exp instanceof StringLiteral) {
        String msg = "Error " + exp.getLocation() + " Found string literal: " + exp + 
                        " Expecting: " + expected;
        throw new ParseException(msg, exp);
    }
}

/**
 * Throw an exception if the expression passed in is a Number
 * Literal
 */
private void notNumberLiteral(Expression exp, String expected) throws ParseException {
if (exp instanceof NumberLiteral) {
    String msg = "Error " + exp.getStartLocation()
        + "\nFound number literal: " + exp.getCanonicalForm()
        + "\nExpecting " + expected;
    throw new ParseException(msg, exp);
}
}

/**
 * Throw an exception if the expression passed in is a boolean
 * Literal
 */
private void notBooleanLiteral(Expression exp, String expected) throws ParseException {
    if (exp instanceof BooleanLiteral) {
        String msg = "Error " + exp.getStartLocation()
            + "\nFound: " + exp.getCanonicalForm()
            + "\nExpecting " + expected;
        throw new ParseException(msg, exp);
    }
}

/**
 * Throw an exception if the expression passed in is a Hash
 * Literal
 */
private void notHashLiteral(Expression exp, String expected) throws ParseException {
    if (exp instanceof HashLiteral) {
        String msg = "Error " + exp.getStartLocation()
            + "\nFound hash literal: " + exp.getCanonicalForm()
            + "\nExpecting " + expected;
        throw new ParseException(msg, exp);
    }
}

/**
 * Throw an exception if the expression passed in is a List
 * Literal
 */
private void notListLiteral(Expression exp, String expected) throws ParseException {
    if (exp instanceof ListLiteral) {
        String msg = "Error " + exp.getStartLocation()
            + "\nFound list literal: " + exp.getCanonicalForm()
            + "\nExpecting " + expected;
        throw new ParseException(msg, exp);
    }
}
private void numberLiteralOnly(Expression exp) throws ParseException {
    notStringLiteral(exp, "number");
    notListLiteral(exp, "number");
    notHashLiteral(exp, "number");
    notBooleanLiteral(exp, "number");
}

private void stringLiteralOnly(Expression exp) throws ParseException {
    notNumberLiteral(exp, "number");
    notListLiteral(exp, "number");
    notHashLiteral(exp, "number");
    notBooleanLiteral(exp, "number");
}

private void booleanLiteralOnly(Expression exp) throws ParseException {
    notStringLiteral(exp, "boolean (true/false)" );
    notListLiteral(exp, "boolean (true/false)" );
    notHashLiteral(exp, "boolean (true/false)" );
    notNumberLiteral(exp, "boolean (true/false)" );
}

private Expression escapedExpression(Expression exp) {
    if(!escapes.isEmpty()) {
        return ((EscapeBlock)escapes.getFirst()).doEscape(exp);
    }
    return exp;
}

private boolean getBoolean(Expression exp) throws ParseException {
    TemplateModel tm = null;
    try {
        tm = exp.getAsTemplateModel(null); 
    } catch (Exception e) {
        throw new ParseException(e.getMessage()
            + "Could not evaluate expression: ");
    }
    return tm.getBooleanValue();
}
+ exp.getCanonicalForm()
+ exp.getStartLocation(), exp);
}
if (tm instanceof TemplateBooleanModel) {
    try {
        return ((TemplateBooleanModel) tm).getAsBoolean();
    } catch (TemplateModelException tme) {
    }
}  
if (tm instanceof TemplateScalarModel) {
    try {
        return StringUtil.getYesNo(((TemplateScalarModel) tm).getAsString());
    } catch (Exception e) {
        throw new ParseException(e.getMessage()
                + "", exp.getCanonicalForm()
                + exp.getStartLocation(), exp);
    }
}  
throw new ParseException("Expecting boolean (yes/no) parameter" + exp.getStartLocation(), exp);
}

PARSER_END(FMParser)

/**
 * The lexer portion defines 5 lexical states:
 * DEFAULT, FM_EXPRESSION, IN_PAREN, NO_PARSE, and EXPRESSION_COMMENT.
 * The DEFAULT state is when you are parsing
 * text but are not inside a FreeMarker expression.
 * FM_EXPRESSION is the state you are in
 * when the parser wants a FreeMarker expression.
 * IN_PAREN is almost identical really. The difference
 * is that you are in this state when you are within
 * a FreeMarker expression and also within (...).
 * This is a necessary subtlety because the
 * "<" and "><=" symbols can only be used
 * within parentheses because otherwise, it would
 * be ambiguous with the end of a directive.
 * So, for example, you enter the FM_EXPRESSION state
 * right after a $[ and leave it after the matching ].
 * Or, you enter the FM_EXPRESSION state right after
 * an "<if" and then, when you hit the matching ">" that ends the if directive,
 * you go back to DEFAULT lexical state.
 * If, within the FM_EXPRESSION state, you enter a
 * parenthetical expression, you enter the IN_PAREN
 * state.
 * Note that whitespace is ignored in the
* FM_EXPRESSION and IN_PAREN states
* but is passed through to the parser as PCDATA in the DEFAULT state.
* NOPARSE and EXPRESSION_COMMENT are extremely simple
* lexical states. NO_PARSE is when you are in a comment
* block and EXPRESSION_COMMENT is when you are in a comment
* that is within an FTL expression.
*/

TOKEN_MGR_DECLS :
{
/**
The noparseTag is set when we enter
a block of text that the parser more or less ignores.
These are <noparse> and <comment>. This variable
tells us what the closing tag should be, and when
we hit that, we resume parsing. Note that with this
scheme, <comment> and <noparse> tags cannot nest
recursively, but it is not clear how important that is.
*/
    String noparseTag;
/**
    Keeps track of how deeply nested
    we have the hash literals.
    This is necessary since we need to be
    able to distinguish the } used to close
    a hash literal and the one used to
    close a ${
    */
    private int hashLiteralNesting;
    private int parenthesisNesting;
    private int bracketNesting;
    private boolean inFTLHeader;
    boolean strictEscapeSyntax,
    onlyTextOutput,
    altDirectiveSyntax,
    autodetectTagSyntax,
    directiveSyntaxEstablished,
    inInvocation;
    String templateName;

    // This method checks if we are in a strict mode where all
    // FreeMarker directives must start with <#
    private void strictSyntaxCheck(Token tok, int newLexState) {
        if (onlyTextOutput) {

tok.kind = PRINTABLE_CHARS;
return;
}
char firstChar = tok.image.charAt(0);
if (autodetectTagSyntax && !directiveSyntaxEstablished) {
altDirectiveSyntax = (firstChar == '[');
}
if ((firstChar == '[' && !altDirectiveSyntax) || (firstChar == '<' && altDirectiveSyntax)) {
tok.kind = PRINTABLE_CHARS;
return;
}
if (!strictEscapeSyntax) {
SwitchTo(newLexState);
return;
}
if (!altDirectiveSyntax) {
if (!tok.image.startsWith("<#") && !tok.image.startsWith("</#")) {
tok.kind = PRINTABLE_CHARS;
return;
}
}
directiveSyntaxEstablished = true;
SwitchTo(newLexState);
}
private void unifiedCall(Token tok) {
char firstChar = tok.image.charAt(0);
if (autodetectTagSyntax && !directiveSyntaxEstablished) {
altDirectiveSyntax = (firstChar == '[');
}
if (altDirectiveSyntax && firstChar == '<') {
tok.kind = PRINTABLE_CHARS;
return;
}
if (!altDirectiveSyntax && firstChar == '[') {
tok.kind = PRINTABLE_CHARS;
return;
}
directiveSyntaxEstablished = true;
SwitchTo(NO_SPACE_EXPRESSION);
}
private void unifiedCallEnd(Token tok) {
char firstChar = tok.image.charAt(0);
if (altDirectiveSyntax && firstChar == '<') {
tok.kind = PRINTABLE_CHARS;
return;
}

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if (!altDirectiveSyntax & firstChar == '\[') {
    tok.kind = PRINTABLE_CHARS;
    return;
}
}

private void closeBracket(Token tok) {
    if (bracketNesting > 0) {
        --bracketNesting;
    } else {
        tok.kind = DIRECTIVE_END;
        if (inFTLHeader) {
            eatNewline();
            inFTLHeader = false;
        }
        SwitchTo(DEFAULT);
    }
}

private void eatNewline() {
    int charsRead = 0;
    try {
        while (true) {
            char c = input_stream.readChar();
            ++charsRead;
            if (!Character.isWhitespace(c)) {
                input_stream.backup(charsRead);
                return;
            } else if (c == '\n') {
                char next = input_stream.readChar();
                ++charsRead;
                if (next != '\n') {
                    input_stream.backup(1);
                    return;
                }
            } else if (c == '\r') {
                char next = input_stream.readChar();
                ++charsRead;
                if (next != '\n') {
                    input_stream.backup(1);
                    return;
                }
            } else if (c == '\r') {
                return;
            }
        }
    } catch (IOException ioe) {
        input_stream.backup(charsRead);
    }
}

private void ftlHeader(Token matchedToken) {
    if (!directiveSyntaxEstablished) {
        altDirectiveSyntax = matchedToken.image.charAt(0) == '\[';
    }
}


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directiveSyntaxEstablished = true;
autodetectTagSyntax = false;
}
String img = matchedToken.image;
char firstChar = img.charAt(0);
char lastChar = img.charAt(img.length() - 1);
if ((firstChar == '[' && !altDirectiveSyntax) || (firstChar == '<' && altDirectiveSyntax)) {
    matchedToken.kind = PRINTABLE_CHARS;
}
if (matchedToken.kind != PRINTABLE_CHARS) {
    if (lastChar != '>' && lastChar != ']') {
        SwitchToFMI(FM_EXPRESSION);
inFTLHeader = true;
    } else {
        eatNewline();
    }
}
}
}

TOKEN:
{
    <#BLANK : [" ", "t", "n", "r"]>
    |
    <#START_TAG : "" | "#" | ":#">  
    |
    <#END_TAG : "/" | ":/#">  
    |
    <#CLOSE_TAG1 : (<BLANK>)* (">" | "]")>  
    |
    <#CLOSE_TAG2 : (<BLANK>)* ("/")? (">" | "]")>  
    |
    <ATTEMPT : <START_TAG> "attempt" <CLOSE_TAG1> {strictSyntaxCheck(matchedToken, DEFAULT);}  
    |
    <RECOVER : <START_TAG> "recover" <CLOSE_TAG1> {strictSyntaxCheck(matchedToken, DEFAULT);}  
    |
    <IF : <START_TAG> "if" <BLANK> {strictSyntaxCheck(matchedToken, FM_EXPRESSION);}  
    |
    <ELSE_IF : <START_TAG> "elseif" <BLANK> {strictSyntaxCheck(matchedToken, FM_EXPRESSION);}  
    |
    <LIST : <START_TAG> "list" <BLANK> {strictSyntaxCheck(matchedToken, FM_EXPRESSION);}  
    |
    <FOREACH : <START_TAG> "foreach" <BLANK> {strictSyntaxCheck(matchedToken, FM_EXPRESSION);}  
    |
    <SWITCH : <START_TAG> "switch" <BLANK> {strictSyntaxCheck(matchedToken, FM_EXPRESSION);}  
    |
    <CASE : <START_TAG> "case" <BLANK> {strictSyntaxCheck(matchedToken, FM_EXPRESSION);}}
<SIMPLE_NESTED : <START_TAG> "nested" <CLOSE_TAG2>> {strictSyntaxCheck(matchedToken, DEFAULT);}  
| <NESTED : <START_TAG> "nested" <BLANK>> {strictSyntaxCheck(matchedToken, FM_EXPRESSION);}  
| <SIMPLE_RECURSE : <START_TAG> "recurse" <CLOSE_TAG2>> {strictSyntaxCheck(matchedToken, DEFAULT);}  
| <RECURSE : <START_TAG> "recurse" <BLANK>> {strictSyntaxCheck(matchedToken, FM_EXPRESSION);}  
| <FALLBACK : <START_TAG> "fallback" <CLOSE_TAG2>> {strictSyntaxCheck(matchedToken, DEFAULT);}  
| <ESCAPE : <START_TAG> "escape" <BLANK>> {strictSyntaxCheck(matchedToken, FM_EXPRESSION);}  
| <END_ESCAPE : <END_TAG> "escape" <CLOSE_TAG1>> {strictSyntaxCheck(matchedToken, DEFAULT);}  
| <NOESCAPE : <START_TAG> "noescape" <CLOSE_TAG1>> {strictSyntaxCheck(matchedToken, DEFAULT);}  
| <END_NOESCAPE : <END_TAG> "noescape" <CLOSE_TAG1>> {strictSyntaxCheck(matchedToken, DEFAULT);}  
| <UNIFIED_CALL : "<@" | "[@" > {unifiedCall(matchedToken);}  
| <UNIFIED_CALL_END : ("<" | "[" )="/@" ((<ID>) (","<ID>)*)? <CLOSE_TAG1>} {unifiedCallEnd(matchedToken);}  
| <FTL_HEADER : (<#ftl" | "[#ftl") <BLANK>> {ftlHeader(matchedToken);}  
| <TRIVIAL_FTL_HEADER : (<#ftl" | "[#ftl") ("/")? (">" | "]")> {ftlHeader(matchedToken);}  
| <UNKNOWN_DIRECTIVE : ("[#" | "/#" | "<#" | "</#") (["a","z","A","Z", ",", "])">  
| { if (!directiveSyntaxEstablished) {  
| matchedToken.kind = PRINTABLE_CHARS;  
|} else {  
| char firstChar = matchedToken.image.charAt(0);  
| if (firstChar == '<' && altDirectiveSyntax) {  
| matchedToken.kind = PRINTABLE_CHARS;  
|} else if (firstChar == '[' && !altDirectiveSyntax) {  
| matchedToken.kind = PRINTABLE_CHARS;  
|} else if (strictEscapeSyntax) {  
| String s = matchedToken.image;  
| int index = s.indexOf('#');  
| s = s.substring(index);  
| String msg = "Unknown directive: "}
+s
+ " on line: " + matchedToken.beginLine
+ ", column: " + matchedToken.beginColumn +1
+ ", in template: " + templateName;
throw new TokenMgrError(msg, TokenMgrError.LEXICAL_ERROR);
}
}
}
}
<DEFAULT, NODIRECTIVE> TOKEN :
{
<WHITESPACE : (["\n", "\r", "\t", " "])+>
|
<PRINTABLE_CHARS : (~["$", "<", "#", "[", "{", "\n", "\r", "\t", " "])+>
|
<FALSE_ALERT : "$" | "#" | "<" | "[" | "{"> // to handle a lone dollar sign or "<" or "# or <@ with whitespace
after"
|
<OUTPUT_ESCAPE : "${"> : FM_EXPRESSION
|
<NUMERICAL_ESCAPE : "#{"> : FM_EXPRESSION
}
<FM_EXPRESSION, IN_PAREN, NAMED_PARAMETER_EXPRESSION> SKIP :
{
< ( " " | "\t" | "\n" | "\r" )+ >
|
< ["<", "["] ["#", "!"] "--"> : EXPRESSION_COMMENT
}
<EXPRESSION_COMMENT> SKIP:
{
< (~["-", ">", "]"])+ >
|
< ">">
|
< "]">
|
< "-">
|
< "-->" | "--]"> {if (parenthesisNesting >0) SwitchTo(IN_PAREN); else if (inInvocation)
SwitchTo(NAMED_PARAMETER_EXPRESSION); else SwitchTo(FM_EXPRESSION);}
}
<FM_EXPRESSION, IN_PAREN, NO_SPACE_EXPRESSION, NAMED_PARAMETER_EXPRESSION>
TOKEN :
{

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if (hashLiteralNesting == 0)
    SwitchTo(DEFAULT);
else
    --hashLiteralNesting;

< IN : "in">

< AS : "as">

< USING : "using">

< ID: <LETTER> (<LETTER>|<DIGIT>)* >

< #LETTER:

[ "\u0024", "\u0040"-"\u005a", "\u005f", "\u0061"-"\u007a", "\u00c0"-"\u00d6", "\u00d8"-"\u00f6", "\u00f8"-"\u00ff", "\u0100"-"\u1fff", "\u3040"-"\u318f", "\u3300"-"\u337f", "\u3400"-"\u3d2d", "\u4e00"-"\u9fff", "\uf900"-"\ufaff" ]

< #DIGIT:

[ "\u0030"-"\u0039", "\u0660"-"\u0669", "\u06f0"-"\u06f9", "\u0966"-"\u096f", "\u09e6"-"\u09ef", "\u0a66"-"\u0a6f", "\u0ae6"-"\u0ae7", "\u0be6"-"\u0bef", "\u00be7"-"\u00be7"]
"\u0e66"-"\u0e6f",
"\u0e6e"-"\u0e6f",
"\u0e70"-"\u0e79",
"\u0e7a"-"\u0e7b",
"\u0e7c"-"\u0e7f",
"\u0e80"-"\u0e8f",
"\u0e90"-"\u0e99",
"\u0e9a"-"\u0e9f",
"\u0eaa"-"\u0eb1",
"\u0eb2"-"\u0eb9",
"\u0ed0"-"\u0ed9",
"\u0ed8"-"\u0ed9",
"\u0ee0"-"\u0ee9",
"\u0eea"-"\u0eef",
"\u0ef0"-"\u0eff",
"\u1040"-"\u1049"
]
>
>

<FM_EXPRESSION, NO_SPACE_EXPRESSION, NAMED_PARAMETER_EXPRESSION> TOKEN :
{
<DIRECTIVE_END : "">"
{
if (inFTLHeader) eatNewline();
inFTLHeader = false;
if (altDirectiveSyntax) {
matchedToken.kind = NATURAL_GT;
} else {
SwitchTo(DEFAULT);
}
}

|<EMPTY_DIRECTIVE_END : "/> | "/" | "/"> {if (inFTLHeader) eatNewline(); inFTLHeader = false;
SwitchTo(DEFAULT);}
}

<IN_PAREN> TOKEN :
{
<NATURAL_GT : "">"
|
<NATURAL_GTE : "">=
}

<NO_SPACE_EXPRESSION> TOKEN :
{
<TERMINATING_WHITESPACE : (" ", "\r", "\n", " ")> : FM_EXPRESSION
}

<NAMED_PARAMETER_EXPRESSION> TOKEN :
{
<TERMINATING_EXCLAM : "!" (" ", "\r", "\n", " ")> : FM_EXPRESSION
}

<NO_PARSE> TOKEN :
{
<TERSE_COMMENT_END : "--" | "--"]
if (noparseTag.equals("--->")) {
boolean squareBracket = matchedToken.image.endsWith("[");
    SwitchTo(DEFAULT);
}

/*
 * This is the same as OrExpression, since
 * the OR is the operator with the lowest
 * precedence.
 */

Expression Expression() {
    Expression exp;
}

{ exp=OrExpression() } return exp;
expression PrimaryExpression() {
    Expression exp;
    }
    {
        exp=NumberLiteral()
        | exp=HashLiteral()
        | exp=StringLiteral(true)
        | exp=BooleanLiteral()
        | exp=ListLiteral()
        | exp=Identifier()
        | exp=Parenthesis()
        | exp=BuiltinVariable()
    }
    (LOOKAHEAD(<DOT>
        |<OPEN_BRACKET>
        |<OPEN_PAREN>
        |<BUILT_IN>
        |<EXCLAM>
        |<TERMINATING_EXCLAM>
        |<EXISTS>)
        exp=AddSubExpression(exp)
    )*
    {
        return exp;
    }
}

Expression Parenthesis() :
{
    Expression exp, result;
}
A primary expression preceded by zero or more unary operators. (The only unary operator we currently have is the NOT.)

```java
/**
 * A primary expression preceded by zero or more unary operators. (The only unary operator we currently have is the NOT.)
 */
Expression UnaryExpression() {
    Expression exp, result;
    boolean haveNot = false;
    Token t = null, start=null;
    }
    }
    (result=UnaryPlusMinusExpression()
     | result=NotExpression()
     | result=PrimaryExpression()
    )
    { return result;
    } /*
    ( t=<EXCLAM>
    { haveNot = !haveNot;
      if (start == null)
        start = t;
    } )*/
exp=PrimaryExpression()
{ result = exp;
  if (haveNot) {
```
booleanLiteralOnly(exp);
    result = new NotExpression(exp);
    result.setLocation(template, start, exp);
    }
    return result;
    }*/
}  

Expression NotExpression() :
{
    Token t;
    Expression exp, result=null;
    ArrayList nots = new ArrayList();
    }
    {  
        (  
        t=<EXCLAM> {nots.add(t);}  
    )+
    exp=PrimaryExpression()
    {
    for (int i=0; i<nots.size(); i++) {
        result = new NotExpression(exp);
        Token tok = (Token) nots.get(nots.size() -i -1);
        result.setLocation(template, tok, exp);
        exp = result;
    }
    return result;
    }
}

Expression UnaryPlusMinusExpression() :
{
    Expression exp, result;
    boolean isMinus = false;
    Token t;
    }
    {  
        (  
        t=<PLUS>  
        |  
        t=<MINUS> {isMinus = true;}
    )
    exp=PrimaryExpression()
    {
        result = new UnaryPlusMinusExpression(exp, isMinus);
        result.setLocation(template, t, exp);
        return result;
    }
Expression AdditiveExpression() :
{
    Expression lhs, rhs, result;
    boolean plus;
}
{
    lhs=MultiplicativeExpression() {result = lhs;}
    (LOOKAHEAD(<PLUS>|<MINUS>)
    ( ( <PLUS> {plus = true;}
    | <MINUS> {plus = false;}
    )
    )
    rhs=MultiplicativeExpression()
    {
        if (plus) {
            // plus is treated separately, since it is also
            // used for concatenation.
            result = new AddConcatExpression(lhs, rhs);
        }
        else {
            numberLiteralOnly(lhs);
            numberLiteralOnly(rhs);
            result = new ArithmeticExpression(lhs,
            rhs,
            ArithmeticExpression.SUBTRACTION);
        }
    result.setLocation(template, lhs, rhs);
    lhs = result;
    }*)
    {
    return result;
    }
}

/**
 * A unary expression followed by zero or more
 * unary expressions with operators in between.
 */
Expression MultiplicativeExpression() :
{
Expression lhs, rhs, result;
int operation = ArithmeticExpression.MULTIPLICATION;
{
    lhs=UnaryExpression() {result = lhs;}
    {
        LOOKAHEAD(<TIMES>|<DIVIDE>|<PERCENT>)
        (  
            (  
                <TIMES> {operation = ArithmeticExpression.MULTIPLICATION;}
                |  
                <DIVIDE> {operation = ArithmeticExpression.DIVISION;}
                |  
                <PERCENT>{operation = ArithmeticExpression.MODULUS;}
            )
        )
        rhs=UnaryExpression()
        {
            numberLiteralOnly(lhs);
            numberLiteralOnly(rhs);
            result = new ArithmeticExpression(lhs, rhs, operation);
            result.setLocation(template, lhs, rhs);
            lhs = result;
        }
    }*
    {
        return result;
    }
}

Expression EqualityExpression() :
{
    Expression lhs, rhs, result;
    Token t;
    }
{
    lhs=RelationalExpression() {result = lhs;}
    [  
        LOOKAHEAD(<NOT_EQUALS>|<EQUALS>|<DOUBLE_EQUALS>)
        (  
            t=<NOT_EQUALS>
            |  
            t=<EQUALS>
            |  
            t=<DOUBLE_EQUALS>
        )
    ]  
    rhs=RelationalExpression()
{ notHashLiteral(lhs, "scalar"); notHashLiteral(rhs, "scalar"); notListLiteral(lhs, "scalar"); notListLiteral(rhs, "scalar"); result = new ComparisonExpression(lhs, rhs, t.image); result.setLocation(template, lhs, rhs); }
}
{
return result;
}

Expression RelationalExpression() :
{
Expression lhs, rhs, result;
Token t;
}
{
lhs=RangeExpression() {result = lhs;}
[ LOOKAHEAD(<NATURAL_GTE>|<ESCAPED_GTE>|<NATURAL_GT>|<ESCAPED_GT>|<LESS_THAN_EQUALS>|<LESS_THAN_EQUALS>|<LESS_THAN>)
  
  t=<NATURAL_GTE>
  |
  t=<ESCAPED_GTE>
  |
  t=<NATURAL_GT>
  |
  t=<ESCAPED_GT>
  |
  t=<LESS_THAN_EQUALS>
  |
  t=<LESS_THAN>
 }
 rhs=RangeExpression()
{
notHashLiteral(lhs, "scalar"); notHashLiteral(rhs, "scalar"); notListLiteral(lhs, "scalar"); notListLiteral(rhs, "scalar"); notStringLiteral(lhs, "number"); notStringLiteral(rhs, "number"); result = new ComparisonExpression(lhs, rhs, t.image); result setLocation(template, lhs, rhs); }
Expression RangeExpression() :
{
    Expression lhs, rhs=null, result;
}
{
    lhs=AdditiveExpression() {result = lhs;}
    [ LOOKAHEAD(<DOT_DOT>)
      <DOT_DOT>
    ]
    LOOKAHEAD(Expression())
    rhs=AdditiveExpression()
}
{
    numberLiteralOnly(lhs);
    if (rhs != null) {
        numberLiteralOnly(rhs);
    }
    Range range = new Range(lhs, rhs);
    if (rhs != null) {
        range.setLocation(template, lhs, rhs);
    } else {
        range.setLocation(template, lhs, lhs);
    }
    result = range;
}
{
    return result;
}
}

Expression AndExpression() :
{
    Expression lhs, rhs, result;
}
{
    lhs=EqualityExpression() {result = lhs;}
    (
LOOKAHEAD(<AND>)
<AND>
rhs=EqualityExpression()
{
    booleanLiteralOnly(lhs);
    booleanLiteralOnly(rhs);
    result = new AndExpression(lhs, rhs);
    result.setLocation(template, lhs, rhs);
    lhs = result;
}
)*
{
    return result;
}
}

Expression OrExpression() :
{
    Expression lhs, rhs, result;
}
{
    lhs=AndExpression() {result = lhs;}
    (LOOKAHEAD(<OR>)
     <OR>
     rhs=AndExpression()
    {
        booleanLiteralOnly(lhs);
        booleanLiteralOnly(rhs);
        result = new OrExpression(lhs, rhs);
        result.setLocation(template, lhs, rhs);
        lhs = result;
    }
    )*
    {
        return result;
    }
}

ListLiteral ListLiteral() :
{
    ArrayList values = new ArrayList();
    Token begin, end;
}
{
    begin=<OPEN_BRACKET>
    values=PositionalArgs()
    end=<CLOSE_BRACKET>
{  
  ListLiteral result = new ListLiteral(values);
  result.setLocation(template, begin, end);
  return result;
}

Expression NumberLiteral() :
{
  Token op = null, t;
  {
    {
      t=<INTEGER>
      |
      t=<DECIMAL>
    }
    String s = t.image;
    Expression result = new NumberLiteral(template.getArithmeticEngine().toNumber(s));
    Token startToken = (op != null) ? op : t;
    result.setLocation(template, startToken, t);
    return result;
  }
}

Identifier Identifier() :
{
  Token t;
  {
    t=<ID>
    {
      Identifier id = new Identifier(t.image);
      id.setLocation(template, t, t);
      return id;
    }
  }
}

Expression IdentifierOrStringLiteral() :
{
  Expression exp;
  {
    (exp=Identifier())
    |
    exp=StringLiteral(false)
BuiltInVariable BuiltinVariable():
{
    Token dot, name;
}
{
    dot=<DOT>
    name=<ID>
    {
        BuiltInVariable result = null;
        try {
            result = new BuiltinVariable(name.image);
        } catch (ParseException pe) {
            pe.lineNumber = dot.beginLine;
            pe.columnNumber = dot.beginColumn;
            throw pe;
        }
        result.setLocation(template, dot, name);
        return result;
    }
}

/**
 * Production that builds up an expression
 * using the dot or dynamic key name
 * or the args list if this is a method invocation.
 */
Expression AddSubExpression(Expression exp):
{
    Expression result = null;
}
{
    (result=DotVariable(exp) |
     result=DynamicKey(exp) |
     result=MethodArgs(exp) |
     result=Builtin(exp) |
     result=DefaultTo(exp) |
     ...
result=Exists(exp)
)
{
    return result;
}

Expression DefaultTo(Expression exp) :
{
    Expression rhs = null;
    Token t;
}
{
    (t=<TERMINATING_EXCLAM>
    |
    (t=<EXCLAM>
    |
        LOOKAHEAD(Expression())
        rhs=Expression()
    )
    )
    )
    )
    )
    {
        DefaultToExpression result = new DefaultToExpression(exp, rhs);
        if (rhs ==null) {
            result.setLocation(template, exp, t);
        }
        else {
            result.setLocation(template, exp, rhs);
        }
        return result;
    }
}

Expression Exists(Expression exp) :
{
    Token t;
}
{
    (t=<EXISTS>
    {
        ExistsExpression result = new ExistsExpression(exp);
        result.setLocation(template, exp, t);
        return result;
    }
    )
Expression BuiltIn(Expression exp) : 
    { 
        Token t=null; 
        } 
        { 
            <BUILT_IN> 
            t=<ID> 
            { 
                BuiltIn result = null; 
                try { 
                    result = BuiltIn.newBuiltIn(exp, t.image, t, templateName); 
                } catch (ParseException pe) { 
                    pe.lineNumber = t.beginLine; 
                    pe.columnNumber = t.beginColumn; 
                    throw pe; 
                } 
                result.setLocation(template, exp, t); 
                return result; 
            } 
        } 
    } 
/** 
 * production for when a key is specified by <DOT> + keyname 
 */ 
Expression DotVariable(Expression exp) : 
    { 
        Token t; 
        } 
        { 
            <DOT> 
            ( 
                t=<ID> | t=<TIMES> | t=<DOUBLE_STAR> 
            | 
                ( 
                    t=<LESS_THAN> 
                | t=<LESS_THAN_EQUALS> 
                | t=<ESCAPED_GT> 
                | t=<ESCAPED_GTE> 
                | t=<FALSE> 
                | t=<TRUE> 
                | t=<IN> 
                | t=<AS> 
                | t=<USING> 
                ) 
            ) 
            
            if (!Character.isLetter(t.image.charAt(0))) {
String msg = getErrorStart(t) + "\n" + t.image + " is not a valid identifier.";
throw new ParseException(msg, t.beginLine, t.beginColumn);
}
}
{
notListLiteral(exp, "hash");
notStringLiteral(exp, "hash");
notBooleanLiteral(exp, "hash");
Dot dot = new Dot(exp, t.image);
dot.setLocation(template, exp, t);
return dot;
}
}

/**
 * production for when the key is specified
 * in brackets.
 */
Expression DynamicKey(Expression exp) :
{
Expression arg;
Token t;
}
{
<OPEN_BRACKET>
arg=Expression()
t=<CLOSE_BRACKET>
{
notBooleanLiteral(exp, "list or hash");
notNumberLiteral(exp, "list or hash");
DynamicKeyName dkn = new DynamicKeyName(exp, arg);
dkn setLocation(template, exp, t);
return dkn;
}
}

/**
 * production for an arglist part of a method invocation.
 */
MethodCall MethodArgs(Expression exp) :
{
ArrayList args = new ArrayList();
Token end;
}
{
<OPEN_PAREN>
args=PositionalArgs()
end=<CLOSE_PAREN>
{
    args.trimToSize();
    MethodCall result = new MethodCall(exp, args);
    result.setLocation(template, exp, end);
    return result;
}
}

stringLiteral stringLiteral(boolean interpolate) :
{
    Token t;
    boolean raw = false;
}
{
    (t=<string_literal>
    | t=<raw_string> {raw = true;})
    {
        String s = t.image;
        // Get rid of the quotes.
        s = s.substring(1, s.length() - 1);
        if (raw) {
            s = s.substring(1);
        } else try {
            s = StringUtil.FTLStringLiteralDec(s);
        } catch (ParseException pe) {
            pe.lineNumber = t.beginLine;
            pe.columnNumber = t.beginColumn;
            throw pe;
        }
        StringLiteral result = new StringLiteral(s);
        result.setLocation(template, t, t);
        if (interpolate && !raw) {
            if (t.image.indexOf("\$\{") >=0 || t.image.indexOf("#{\"} \}\" )>0)
                result.checkInterpolation();
        }
        return result;
    }
    }

expression booleanLiteral() :
{
    Token t;
Expression result;
}
{
(t=<FALSE> {result = new BooleanLiteral(false);}
 |
(t=<TRUE> {result = new BooleanLiteral(true);})
)
{
result.setLocation(template, t, t);
return result;
}
}

HashLiteral HashLiteral() :
{
Token begin, end;
Expression key, value;
ArrayList keys = new ArrayList();
ArrayList values = new ArrayList();
}
{
begin=<OPEN_BRACE>
[
key=Expression()
( <COMMA> | <COLON> )
value=Expression()
{
stringLiteralOnly(key);
keys.add(key);
values.add(value);
}
( <COMMA>
key=Expression()
( <COMMA> | <COLON> )
value=Expression()
{
stringLiteralOnly(key);
keys.add(key);
values.add(value);
}
)*
] end=<CLOSE_BRACE>
{
HashLiteral result = new HashLiteral(keys, values);
result.setLocation(template, begin, end);
return result;
}
}

/**
 * A production representing the ${...}
 * that outputs a variable.
 */
DollarVariable StringOutput() :
{
  Expression exp;
  Token begin, end;
}
{
  begin=<OUTPUT_ESCAPE>
  exp=Expression()
  {
    notHashLiteral(exp, "scalar");
    notListLiteral(exp, "scalar");
    notBooleanLiteral(exp, "scalar");
  }
  end=<CLOSE_BRACE>
  {
    DollarVariable result = new DollarVariable(exp, escapedExpression(exp));
    result.setLocation(template, begin, end);
    return result;
  }
}

NumericalOutput NumericalOutput() :
{
  Expression exp;
  Token fmt = null, begin, end;
}
{
  begin=<NUMERICAL_ESCAPE>
  exp=Expression() {numberLiteralOnly(exp);}
  [
    <SEMICOLON>
    fmt=<ID>
  ]
  end=<CLOSE_BRACE>
  {
    NumericalOutput result;
    if (fmt != null) {
      int minFrac = -1;  // -1 indicates that the value has not been set
      int maxFrac = -1;
    }
StringTokenizer st = new StringTokenizer(fmt.image, "mM", true);
char type = '-';
while (st.hasMoreTokens()) {
    String token = st.nextToken();
    try {
        if (type != '-') {
            switch (type) {
                case 'm':
                    if (minFrac != -1) throw new ParseException("invalid formatting string", fmt.beginLine,
                            fmt.beginColumn);
                    minFrac = Integer.parseInt(token);
                    break;
                case 'M':
                    if (maxFrac != -1) throw new ParseException("invalid formatting string", fmt.beginLine,
                            fmt.beginColumn);
                    maxFrac = Integer.parseInt(token);
                    break;
                default:
                    throw new ParseException();
            }
            type = '-';
        } else if (token.equals("m")) {
            type = 'm';
        } else if (token.equals("M")) {
            type = 'M';
        } else {
            throw new ParseException();
        }
    } catch (ParseException e) {
        String msg = getErrorStart(fmt)
                        + "invalid format specifier 
                        + fmt.image;
        throw new ParseException(msg, fmt.beginLine, fmt.beginColumn);
    }
    catch (NumberFormatException e) {
        String msg = getErrorStart(fmt)
                        + "invalid number in the format specifier 
                        + fmt.image;
        throw new ParseException(msg, fmt.beginLine, fmt.beginColumn);
    }
}
if (maxFrac == -1) {
    if (minFrac == -1) {
        String msg = getErrorStart(fmt)
                        + "invalid format specification, at least one of m and M must be specified!";
    }
}
throw new ParseException(msg, fmt.beginLine, fmt.beginColumn);
}
maxFrac = minFrac;
}
else if (minFrac == -1) {
    minFrac = 0;
}
if (minFrac > maxFrac) {
    String msg = getErrorStart(fmt)
        + "Invalid format specification, min cannot be greater than max!";
    throw new ParseException(msg, fmt.beginLine, fmt.beginColumn);
}
if (minFrac > 50 || maxFrac > 50) {// sanity check
    String msg = getErrorStart(fmt)
        + "Cannot specify more than 50 fraction digits";
    throw new ParseException(msg, fmt.beginLine, fmt.beginColumn);
}
result = new NumericalOutput(exp, minFrac, maxFrac);
}
else { // if format != null
    result = new NumericalOutput(exp);
}
result.setLocation(template, begin, end);
return result;

TemplateElement If() :
{
    Token start, end, t;
    Expression condition;
    TemplateElement block;
    IfBlock ifBlock;
    ConditionalBlock cblock;
}
{
    start=<IF>
    condition=Expression()
    <DIRECTIVE_END>
    block=OptionalBlock()
    {
        cblock = new ConditionalBlock(condition, block, true);
        cblock.setLocation(template, start, block);
        ifBlock = new IfBlock(cblock);
    }
    (t=<ELSE_IF>
    condition=Expression()
    LooseDirectiveEnd()
    block=OptionalBlock()
{  
cblock = new ConditionalBlock(condition, block, false);  
cblock.setLocation(template, t, block);  
ifBlock.addBlock(cblock);  
}
}/*
[  
t=<ELSE>  
block=OptionalBlock()  
|  
cblock = new ConditionalBlock(null, block, false);  
cblock.setLocation(template, t, block);  
ifBlock.addBlock(cblock);  
]  
]
end=<END_IF>
{  
ifBlock.setLocation(template, start, end);  
return ifBlock;  
}
}

AttemptBlock Attempt() :  
{  
Token start, end;  
TemplateElement block, recoveryBlock;  
}
{  
start=<ATTEMPT>  
block=OptionalBlock()  
recoveryBlock=Recover()  
(  
end=<END_RECOVER>  
|  
end=<END_ATTEMPT>  
)  
{  
AttemptBlock result = new AttemptBlock(block, recoveryBlock);  
result.setLocation(template, start, end);  
return result;  
}  
}

RecoveryBlock Recover() :  
{  
Token start;  
TemplateElement block;  
}
RecoveryBlock result = new RecoveryBlock(block);
    result.setLocation(template, start, block);
    return result;
}

IteratorBlock List() :
{
    Expression exp;
    Token index, start, end;
    TemplateElement block;
}
{
    start=<LIST> {++loopNesting;}
    exp=Expression()
    <AS>
    index=<ID>
    <DIRECTIVE_END>
    block=OptionalBlock()
    end=<END_LIST>
    {
        --loopNesting;
        IteratorBlock result = new IteratorBlock(exp,
            index.image, 
            block, 
            false);
        result.setLocation(template, start, end);
        return result;
    }
}

IteratorBlock ForEach() :
{
    Expression exp;
    Token index, start, end;
    TemplateElement block;
}
{
    start=<FOREACH> {++loopNesting;}
    index=<ID>
    <IN>
    exp=Expression()
    <DIRECTIVE_END>
    block=OptionalBlock()
end=<END_FOREACH>
{
--loopNesting;
IteratorBlock result = new IteratorBlock(exp,
    index.image,
    block,
    true);
result.setLocation(template, start, end);
return result;
}

VisitNode Visit() :
{
Token start, end;
Expression targetNode, namespaces=null;
}
{
start=<VISIT>
targetNode=Expression()
[
  <USING>
    namespaces=Expression()
  ]
end=LooseDirectiveEnd()
{
  VisitNode result = new VisitNode(targetNode, namespaces);
  result.setLocation(template, start, end);
  return result;
}

RecurseNode Recurse() :
{
Token start, end = null;
Expression node=null, namespaces=null;
}
{
(
  start=<SIMPLE_RECURSE>
  |
  (  
    start=<RECURSE>
    [
      node=Expression()
    ]
  )
  |
  <USING>
namespaces=Expression()
}
end=LooseDirectiveEnd()
)
)

if (end == null) end = start;
RecurseNode result = new RecurseNode(node, namespaces);  
result.setLocation(template, start, end);
return result;
}
}

FallbackInstruction FallBack() :
{
Token tok;
}
{  
tok=<FALLBACK>
{
if (!inMacro) {
throw new ParseException(getErrorStart(tok)
+ "Cannot fall back "+
+ " outside a macro.",
tok.beginLine, tok.beginColumn);
}
FallbackInstruction result = new FallbackInstruction();
result.setLocation(template, tok, tok);
return result;
}
}

/**<  
* Production used to break out of a loop or a switch block.  
*/  
BreakInstruction Break() :
{
Token start;
}
{  
start=<BREAK>
{
if (loopNesting < 1 && switchNesting <1)
{
String msg = getErrorStart(start) + 
+ start.image
+ " occurred outside a loop or a switch block.";
}
throw new ParseException(msg, start.beginLine, start.beginColumn);
}
BreakInstruction result = new BreakInstruction();
result.setLocation(template, start, start);
return result;
}
}

/**
 * Production used to jump out of a macro.
 * The stop instruction terminates the rendering of the template.
 */
ReturnInstruction Return() {
{
Token start, end=null;
Expression exp = null;
}
{

start=<SIMPLE_RETURN>{end = start;}
|
start=<RETURN> exp=Expression() end=LooseDirectiveEnd()
}
if (inMacro) {
if (exp != null) {
    String msg = getErrorStart(start)
        + "A macro cannot return a value";
    throw new ParseException(msg, start.beginLine, start.beginColumn);
}
}
else if (inFunction) {
if (exp == null) {
    String msg = getErrorStart(start)
        + "A function must return a value";
    throw new ParseException(msg, start.beginLine, start.beginColumn);
}
}
else {
if (exp == null) {
    String msg = getErrorStart(start)
        + "A return instruction can only occur inside a macro of function";
    throw new ParseException(msg, start.beginLine, start.beginColumn);
}
}
ReturnInstruction result = new ReturnInstruction(exp);
result.setLocation(template, start, end);
return result;
StopInstruction Stop() :
{
    Token start = null;
    Expression exp = null;
}
{
    (  
    start=<HALT>
    |
    start=<STOP> exp=Expression() LooseDirectiveEnd()
    )
    StopInstruction result = new StopInstruction(exp);
    result.setLocation(template, start, start);
    return result;
}

TemplateElement Nested() :
{
    Token t, end;
    ArrayList bodyParameters;
    BodyInstruction result = null;
}
{
    (  
    t=<SIMPLE_NESTED>
    |
    result = new BodyInstruction(null);
    result.setLocation(template, t, t);
    )
    |
    (  
    t=<NESTED>
    bodyParameters=PositionalArgs()
    end=LooseDirectiveEnd()
    |
    result = new BodyInstruction(bodyParameters);
    result.setLocation(template, t, end);
    )
    )
}
if (!inMacro) {
    throw new ParseException(getErrorStart(t) + "\nCannot use a " + t.image + "$ instruction outside a macro.",
    t.beginLine, t.beginColumn);
}
return result;
}

TemplateElement Flush() :
{
Token t;
{
   t=<FLUSH>
   {
    FlushInstruction result = new FlushInstruction();
    result.setLocation(template, t, t);
    return result;
   }
}

TemplateElement Trim() :
{
Token t;
TrimInstruction result=null;
{
{
   (t=<TRIM> {result = new TrimInstruction(true, true);}
   | t=<LTRIM> {result = new TrimInstruction(true, false);}
   | t=<RTRIM> {result = new TrimInstruction(false, true);}
   | t=<NOTRIM> {result = new TrimInstruction(false, false);}
    )
   {
    result.setLocation(template, t, t);
    return result;
   }
}}

TemplateElement Assign() :
{
Token start, end;
int scope;
Token id=null;
Expression nameExp, exp, nsExp=null;
String varName;
ArrayList assignments = new ArrayList();
Assignment ass;
TemplateElement block;
}
{
  (start=<ASSIGN> {scope = Assignment.NAMESPACE;})
  | start=<GLOBALASSIGN> {scope = Assignment.GLOBAL;}
  | start=<LOCALASSIGN> {scope = Assignment.LOCAL;}
  {
    scope = Assignment.LOCAL;
    if (!inMacro && !inFunction) {
      String msg = getErrorStart(start)
      + "Local variable assigned outside a macro."
      throw new ParseException(msg, start.beginLine, start.beginColumn);
    }
  }
  nameExp=IdentifierOrStringLiteral()
  {
    varName = (nameExp instanceof StringLiteral) ? ((StringLiteral) nameExp).getAsString() : nameExp.toString();
  }
  (<EQUALS>
  exp=Expression()
  {
    ass = new Assignment(varName, exp, scope);
    ass.setLocation(template, nameExp, exp);
    assignments.add(ass);
  }
  (LOOKAHEAD([<COMMA>]<ID>|<STRING_LITERAL>)<EQUALS>)
  [<COMMA>]
  nameExp=IdentifierOrStringLiteral()
  {
    varName = (nameExp instanceof StringLiteral) ? ((StringLiteral) nameExp).getAsString() : nameExp.toString();
  }
  <EQUALS>
  exp=Expression()
  {

ass = new Assignment(varName, exp, scope);
ass.setLocation(template, nameExp, exp);
assignments.add(ass);
}
)*
[

id=<IN>
nsExp=Expression() {if (scope != Assignment.NAMESPACE) throw new ParseException(getErrorStart(id) +
"Cannot assign to namespace here.", id.beginLine, id.beginColumn);}
]
end=LooseDirectiveEnd()
{
AssignmentInstruction ai = new AssignmentInstruction(scope);
for (int i = 0; i < assignments.size(); i++) {
    ai.addAssignment((Assignment) assignments.get(i));
}
ai.setNamespaceExp(nsExp);
ai.setLocation(template, start, end);
return ai;
}
|
(  
    id=<IN>
nsExp=Expression() {if (scope != Assignment.NAMESPACE) throw new ParseException(getErrorStart(id) +
"Cannot assign to namespace here.", id.beginLine, id.beginColumn);}
]
<DIRECTIVE_END>
block=OptionalBlock()
(
    end=<END_LOCAL> {if (scope != Assignment.LOCAL) throw new ParseException(getErrorStart(end) +
"Mismatched assignment tags.", end.beginLine, end.beginColumn);}
    end=<END_ASSIGN> {if (scope != Assignment.NAMESPACE) throw new
ParseException(getErrorStart(end) + "Mismatched assignment tags.", end.beginLine, end.beginColumn);}
    end=<END_GLOBAL> {if (scope != Assignment.GLOBAL) throw new
ParseException(getErrorStart(end) + "Mismatched assignment tags.", end.beginLine, end.beginColumn);}
    
    BlockAssignment ba = new BlockAssignment(block, varName, scope, nsExp);
    ba.setLocation(template, start, end);
    return ba;
  )
)}
}
Include Include() :
{
    Expression nameExp;
    Token att, start, end;
    Expression exp, parseExp = null, encodingExp = null;
}
{
    start=<INCLUDE>
    nameExp=Expression()
    [<SEMICOLON>]
    (   
    att=<ID>
    <EQUALS>
    exp=Expression()
    )
    String attString = att.image;
    if (attString.equalsIgnoreCase("parse")) {
        parseExp = exp;
    }
    else if (attString.equalsIgnoreCase("encoding")) {
        encodingExp = exp;
    }
    else {
        String msg = getErrorStart(att)
            + "unexpected parse= or encoding= to be specified."
            ;
        throw new ParseException(msg, att.beginLine, att.beginColumn);
    }
)*
    end=LooseDirectiveEnd()
    {
        Include result = new Include(template, nameExp, encodingExp, parseExp);
        result.setLocation(template, start, end);
        return result;
    }
}

LibraryLoad Import() :
{
    Token start, end, ns;
    Expression nameExp;
}
{
    start=<IMPORT>
    nameExp=Expression()
    <AS>
    ns=<ID>
    end=LooseDirectiveEnd()
{ LibraryLoad result = new LibraryLoad(template, nameExp, ns.image);
  result.setLocation(template, start, end);
  template.addImport(result);
  return result;
}

Macro Macro() :
{
  Token arg, start, end;
  Expression nameExp;
  String name;
  ArrayList argNames = new ArrayList();
  HashMap args = new HashMap();
  ArrayList defNames = new ArrayList();
  Expression defValue=null;
  TemplateElement block;
  boolean isFunction = false, hasDefaults=false;
  boolean isCatchAll = false;
  String catchAll = null;
}
{
  ( start=<MACRO>
    |
    start=<FUNCTION> {isFunction = true;}
  )
    |
    if (inMacro || inFunction) {
      throw new ParseException(getErrorStart(start)
        + "unMacros cannot be nested.", start.beginLine, start.endLine);
    }
    if (isFunction) inFunction = true; else inMacro = true;
  }
  nameExp=IdentifierOrStringLiteral()
  {
    name = (nameExp instanceof StringLiteral) ? ((StringLiteral) nameExp).getAsString() : nameExp.toString();
  }
  [<OPEN_PAREN>]
  ( arg=<ID> {defValue = null;}  [<ELLIPSIS> { isCatchAll = true; ]
    [ <EQUALS>
      defValue=Expression()
    {
      defNames.add(arg.image);
    }


hasDefaults = true;
}
]
[<COMMA>]
{
    if (catchAll != null) {
        throw new ParseException(getErrorStart(arg)
            + "There may only be one \"catch-all\" parameter in a macro declaration, 
            + \"and it must be the last parameter.\", arg.beginLine, arg.endLine);
    }
    if (isCatchAll) {
        if (defValue != null) {
            throw new ParseException(getErrorStart(arg)
                + \"catch-all\" macro parameter may not have a default value.,
                arg.beginLine, arg.endLine);
        }
        catchAll = arg.image;
    } else {
        argNames.add(arg.image);
        if (hasDefaults && defValue == null) {
            throw new ParseException(getErrorStart(arg)
                + \"In a macro declaration, parameters without a default value 
                + must all occur before the parameters with default values.\",
                arg.beginLine, arg.endLine);
        }
        args.put(arg.image, defValue);
    }
}
)*
[<CLOSE_PAREN>]
<DIRECTIVE_END>
block=OptionalBlock()
(
    end=<END_MACRO> { if(isFunction) throw new ParseException(getErrorStart(start) + \"Expected function 
        end tag here.\", start.beginLine, start.endLine); } 
    |
    end=<END_FUNCTION> { if(!isFunction) throw new ParseException(getErrorStart(start) + \"Expected 
        macro end tag here.\", start.beginLine, start.endLine); }
    )
    inMacro = inFunction = false;
    Macro result = new Macro(name, argNames, args, block);
    result.setCatchAll(catchAll);
    result.isFunction = isFunction;
    result.setLocation(template, start, end);
    template.addMacro(result);
    return result;
}
CompressedBlock Compress() :
{
    TemplateElement block;
    Token start, end;
}
{
    start=<COMPRESS>
    block=OptionalBlock()
    end=<END_COMPRESS>
    {
        CompressedBlock cb = new CompressedBlock(block);
        cb.setLocation(template, start, end);
        return cb;
    }
}

TemplateElement UnifiedMacroTransform() :
{
    Token start=null, end, t;
    HashMap namedArgs = null;
    ArrayList positionalArgs = null, bodyParameters = null;
    String directiveName = null;
    TemplateElement nestedBlock = null;
    Expression exp;
}
{
    start=<UNIFIED_CALL>
    exp=Expression()
    {
        if (exp instanceof Identifier || (exp instanceof Dot && ((Dot) exp).onlyHasIdentifiers())) {
            directiveName = exp.getCanonicalForm();
        }
    }
    [<TERMINATING_WHITESPACE>]
    (LOOKAHEAD(<ID><EQUALS>)
        namedArgs = NamedArgs()
    |  positionalArgs=PositionalArgs()
    )
    [
        <SEMICOLON>{bodyParameters = new ArrayList();}
    ]
    [<TERMINATING_WHITESPACE>t=<ID>  {bodyParameters.add(t.image);}
    ]
[<TERMINATING_WHITESPACE>]<COMMA>
[<TERMINATING_WHITESPACE>]t = <ID>{bodyParameters.add(t.image);}
)
]
]
]$(
end=<EMPTY DIRECTIVE_END>
| |<DIRECTIVE_END>
nestedBlock=OptionalBlock()
end=<UNIFIED_CALL_END>
{
String s = end.image.substring(3);
s = s.substring(0, s.length() -1).trim();
if (s.length() >0 & & !s.equals(directiveName)) {
    String msg = getErrorStart(end);
    if (directiveName == null) {
        throw new ParseException(msg + "\nExpecting \</@\>", end.beginLine, end.beginColumn);
    }
    else {
        throw new ParseException(msg + "\nExpecting \</@\> or \</@\> + directiveName + ">", end.beginLine, end.beginColumn);
    }
}
}
} (TemplateElement result = (positionalArgs != null) ? new UnifiedCall(exp, positionalArgs, nestedBlock, bodyParameters) :
new UnifiedCall(exp, namedArgs, nestedBlock, bodyParameters);
result.setLocation(template, start, end);
return result;
}

TemplateElement Call() :
{
Token start, end, id;
HashMap namedArgs = null;
ArrayList positionalArgs = null;
String macroName= null;
} (start=<CALL>
id=<ID> {macroName = id.image;

UnifiedCall result = null;
if (positionalArgs != null) {
    result = new UnifiedCall(new Identifier(macroName), positionalArgs, null, null);
} else {
    result = new UnifiedCall(new Identifier(macroName), namedArgs, null, null);
} result.legacySyntax = true;
result.setLocation(template, start, end);
return result;
}

HashMap NamedArgs() :
{
    HashMap result = new HashMap();
    Token t;
    Expression exp;
    }
    {
        t=<ID>
        <EQUALS>
        {
            token_source.SwitchTo(token_source.NAMED_PARAMETER_EXPRESSION);
            token_source.inInvocation = true;
        }
        exp=Expression()
        {
            result.put(t.image, exp);
        }
    )+
    {
        token_source.inInvocation = false;
    }
return result;
)
)

ArrayList PositionalArgs() :
{
ArrayList result = new ArrayList();
Expression arg;
}
{
arg=Expression() {result.add(arg);} ( {arg=Expression() {result.add(arg);})* return result;
}
)

Comment Comment() :
{
Token start, end;
StringBuffer buf = new StringBuffer();
}
{
start=<COMMENT>
|
start=<TERSE_COMMENT>
) end=UnparsedContent(buf)
{
Comment result = new Comment(buf.toString());
result.setLocation(template, start, end);
return result;
}
)

TextBlock NoParse() :
{
Token start, end;
StringBuffer buf = new StringBuffer();
}
TransformBlock Transform() :
{
    Token start, end, argName;
    Expression exp, argExp;
    TemplateElement content = null;
    HashMap args = null;
}

    start=<TRANSFORM>
    exp=Expression() [<SEMICOLON>]
    ( argName=<ID> <EQUALS> argExp = Expression() { if (args == null) args = new HashMap(); args.put(argName.image, argExp); }
    )*
    ( end=<EMPTY_DIRECTIVE_END> |
    (<DIRECTIVE_END>content=OptionalBlock()end=<END_TRANSFORM>)
    )

    TransformBlock result = new TransformBlock(exp, args, content);
    result.setLocation(template, start, end);
    return result;
}

SwitchBlock Switch() :
{
    SwitchBlock switchBlock;
    Case caseIns;
    Expression switchExp;
    Token start, end;
boolean defaultFound = false;

start=<SWITCH>
switchExp=Expression()
<DIRECTIVE_END>
{
  ++switchNesting;
  switchBlock = new SwitchBlock(switchExp);
}
(
  LOOKAHEAD(2)
  caseIns=Case()
  {
    if (caseIns.isDefault) {
      if (defaultFound) {
        String msg = getErrorStart(start)
          + "You can only have one default case in a switch statement";
        throw new ParseException(msg, start.beginLine, start.beginColumn);
      }
      defaultFound = true;
    }
    switchBlock.addCase(caseIns);
  }
)*
 [<WHITESPACE>]
end=<END_SWITCH>
{
  --switchNesting;
  switchBlock.setLocation(template, start, end);
  return switchBlock;
}

Case Case() :
{
  Expression exp = null;
  TemplateElement block;
  boolean isDefault = false;
  Token start;
}
{
[<WHITESPACE>]
start=<CASE>exp=Expression()<DIRECTIVE_END>
|
start=<DEFAUL> {isDefault = true;}
)
block=OptionalBlock()
{
    Case result = new Case(exp, block, isDefault);
    result.setLocation(template, start, block);
    return result;
}

EscapeBlock Escape() :
{
    Token variable, start, end;
    Expression escapeExpr;
    TemplateElement content;
}
{
    start=<ESCAPE>
    variable=<ID>
    <AS>
    escapeExpr=Expression()
    <DIRECTIVE_END>
    {
        EscapeBlock result = new EscapeBlock(variable.image, escapeExpr, escapedExpression(escapeExpr));
        escapes.addFirst(result);
    }
    content=OptionalBlock()
    {
        result.setContent(content);
        escapes.removeFirst();
    }
    end=<END_ESCAPE>
    {
        result.setLocation(template, start, end);
        return result;
    }
}

NoEscapeBlock NoEscape() :
{
    Token start, end;
    TemplateElement content;
}
{
    start=<NOESCAPE>
    {
        if(escapes.isEmpty()) {
            String msg = getErrorStart(start) 
            + "noescape with no matching escape encountered."
            throw new ParseException(msg, start.beginLine, start.beginColumn);
        }
        TemplateElement content = template
    }
}
Object escape = escapes.removeFirst();

content=OptionalBlock()
end=<END_NOESCAPE>

escapes.addFirst(escape);
NoEscapeBlock result = new NoEscapeBlock(content);
result.setLocation(template, start, end);
return result;

/**
 * Production to terminate potentially empty elements. Either a "\" or "/\" *
*/

Token LooseDirectiveEnd() :
{
    Token t;
}
{
    (t=<DIRECTIVE_END>
    |t=<EMPTY_DIRECTIVE_END>)
    {
        return t;
    }
}

PropertySetting Setting() :
{
    Token start, end, key;
    Expression value;
}
{
    start=<SETTING>
    key=<ID>
    <EQUALS>
    value=Expression()
    end=LooseDirectiveEnd()
    {
        PropertySetting result = new PropertySetting(key.image, value);
        result.setLocation(template, start, end);
        return result;
    }
/**
 * A production for FreeMarker directives.
 */

TemplateElement FreemarkerDirective() {
    TemplateElement tp;

    (tp=If() |
     tp=List() |
     tp=ForEach() |
     tp=Assign() |
     tp=Include() |
     tp=Import() |
     tp=Macro() |
     tp=Compress() |
     tp=UnifiedMacroTransform() |
     tp=Call() |
     tp=Comment() |
     tp=NoParse() |
     tp=Transform() |
     tp=Switch() |
     tp=Setting() |
     tp=Break() |
     tp=Return() |
     tp=Stop() |
     tp=Flush())}
tp=Trim()

tp=Nested()

tp=Escape()

tp=NoEscape()

tp=Visit()

tp=Recurse()

tp=FallBack()

tp=Attempt()

{ return tp; }

/**
 * Production for a block of raw text
 * i.e. text that contains no
 * FreeMarker directives.
 */

TextBlock PCData() :
{
    StringBuffer buf = new StringBuffer();
    Token t=null, start=null, prevToken = null;
}
{
    (LOOKAHEAD(<WHITESPACE>|<PRINTABLE_CHARS>|<FALSE_ALERT>)
    (prevToken = t;)
    t=<WHITESPACE>
    |
    t=<PRINTABLE_CHARS>
    |
    t=<FALSE_ALERT>
    )
    { buf.append(t.image);
    if (start == null) start = t;
    {if (prevToken != null) prevToken.next = null;}}
if (stripText && contentNesting == 1)
    return TextBlock.EMPTY_BLOCK;

TextBlock result = new TextBlock(buf.toString(), false);
result.setLocation(template, start, t);
return result;


/*
 * Production for dealing with unparsed content,
 * i.e. what is inside a comment or noparse tag.
 * It returns the ending token. The content
 * of the tag is put in buf.
 */

Token UnparsedContent(StringBuffer buf) {
    Token t;
    {
        ((t=<KEEP_GOING> | t=<MAYBE_END> | t=<TERSE_COMMENT_END> |
        t=<LONE_LESS_THAN_OR_DASH>)
        {
            buf.append(t.image);
        })+
        {
            buf.setLength(buf.length() - t.image.length());
            return t;
        }
    }

    TemplateElement Content() {
    {
        MixedContent nodes = new MixedContent();
        TemplateElement elem, begin=null;
        contentNesting++;
    }
    {
        (LOOKAHEAD(1) // Just tells javacc that we know what we're doing.
        (elem=PCData()
        | elem=StringOutput())
elem=NumericalOutput()

elem=FreemarkerDirective()

if (begin == null) {
    begin = elem;
}

nodes.addElement(elem);

}

contentNesting--;

nodes.setLocation(template, begin, elem);

return nodes;

/**
 * A production freemarker text that may contain
 * ${...} and #{...} but no directives.
 */

TemplateElement FreeMarkerText() :
{
    MixedContent nodes = new MixedContent();
    TemplateElement elem, begin = null;
}

{
    (elem=PCData() |
        elem=StringOutput() |
        elem=NumericalOutput())

    if (begin == null) {
        begin = elem;
    }

    nodes.addElement(elem);
}

contentNesting--;

nodes.setLocation(template, begin, elem);

return nodes;
TemplateElement OptionalBlock() :
{
    TemplateElement tp = TextBlock.EMPTY_BLOCK;
}
{
    
    LOOKAHEAD(1) // has no effect but to get rid of a spurious warning.
    tp = Content()
    
    return tp;
}
}

void HeaderElement() :
{
    Token key;
    Expression exp = null;
}
{
    
    [<WHITESPACE>]
    
    <TRIVIAL_FTL_HEADER>
    |
    
    <FTL_HEADER>
    |
    
    key = <ID>
    <EQUALS>
    exp = Expression()
    |
    
    String ks = key.image;
    TemplateModel value = null;
    try {
        value = exp.getAsTemplateModel(null);
    } catch (Exception e) {
        throw new ParseException("Could not evaluate expression: "
            + exp.getCanonicalForm() + " "
            + exp.getStartLocation()
Underlying cause: 

throw new ParseException(iae.getMessage() + " " + exp.getStartLocation(), exp);
}
}
} catch (TemplateModelException tme) {
}
}
else if (ks.equalsIgnoreCase("attributes")) {
    if (!(value instanceof TemplateHashModelEx)) {
        throw new ParseException("Expecting a hash of attribute names to values here. " + exp.getStartLocation(), exp);
    }
    TemplateHashModelEx attributeMap = (TemplateHashModelEx) value;
    try {
        TemplateCollectionModel keys = attributeMap.keys();
        for (TemplateModelIterator it = keys.iterator(); it.hasNext();) {
            String attName = ((TemplateScalarModel) it.next()).getAsString();
            Object attValue = DeepUnwrap.unwrap(attributeMap.get(attName));
            template.setCustomAttribute(attName, attValue);
        }
    } catch (TemplateModelException tme) {
    }
}
else {
    throw new ParseException("Unknown FTL header parameter: " + key.image, key.beginLine, key.beginColumn);
}
}
}
)*

LooseDirectiveEnd()
)
)

Map ParamList() :
{
    Identifier id;
    Expression exp;
    Map result = new HashMap();
}
{
    (id=Identifier() <EQUALS>
        exp=Expression() {result.put(id.toString(), exp);}
        [<COMMA>]
    )+
    )
return result;
}

/**
 * Root production to be used when parsing
 * an entire file.
 */
TemplateElement Root() :
{
    TemplateElement doc;
}
{
    [LOOKAHEAD(<WHITESPACE>(<TRIVIAL_FTL_HEADER>|<FTL_HEADER>))
     HeaderElement()]
    doc=OptionalBlock()<EOF>
    {
        doc.setParentRecursively(null);
        return doc.postParseCleanup(stripWhitespace);
    }
}

Found in path(s):
* /opt/cola/permits/1141561030_1615013701.78/0/freemarker-2-3-14-sources-1-jar/freemarker/core/FMParse.jj

1.3697 cffi 1.14.6
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1.3698 @babel/types 7.13.14

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1.3699 libhttp-negotiate-perl 6.01-1

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=head1 NAME

HTTP::Negotiate - choose a variant to serve
=head1 SYNOPSIS

use HTTP::Negotiate qw(choose);

# ID QS Content-Type Encoding Char-Set Lang Size
$variants =
[['var1', 1.000, 'text/html', undef, 'iso-8859-1', 'en', 3000],
 ['var2', 0.950, 'text/plain', 'gzip', 'us-ascii', 'no', 400],
 ['var3', 0.3, 'image/gif', undef, undef, undef, 43555],
];

@preferred = choose($variants, $request_headers);
$the_one   = choose($variants);

=head1 DESCRIPTION

This module provides a complete implementation of the HTTP content
negotiation algorithm specified in F<draft-ietf-http-v11-spec-00.ps> chapter 12. Content negotiation allows for the selection of a
preferred content representation based upon attributes of the
negotiable variants and the value of the various Accept* header fields
in the request.

The variants are ordered by preference by calling the function
choose().

The first parameter is reference to an array of the variants to
choose among.
Each element in this array is an array with the values [Id, $qs,
$content_type, $content_encoding, $charset, $content_language,
$content_length] whose meanings are described
below. The $content_encoding and $content_language can be either a
single scalar value or an array reference if there are several values.

The second optional parameter is either a HTTP::Headers or a HTTP::Request
object which is searched for "Accept*" headers. If this
parameter is missing, then the accept specification is initialized
from the CGI environment variables HTTP_ACCEPT, HTTP_ACCEPT_CHARSET,
HTTP_ACCEPT_ENCODING and HTTP_ACCEPT_LANGUAGE.

In an array context, choose() returns a list of [variant
identifier, calculated quality, size] tuples. The values are sorted by
quality, highest quality first. If the calculated quality is the same
for two variants, then they are sorted by size (smallest first). I<E.g.>:

(['var1', 1, 2000], ['var2', 0.3, 512], ['var3', 0.3, 1024]);

Note that also zero quality variants are included in the return list.
even if these should never be served to the client.

In a scalar context, it returns the identifier of the variant with the highest score or C<undef> if none have non-zero quality.

If the $HTTP::Negotiate::DEBUG variable is set to TRUE, then a lot of noise is generated on STDOUT during evaluation of choose().

=head1 VARIANTS

A variant is described by a list of the following values. If the attribute does not make sense or is unknown for a variant, then use C<undef> instead.

=item identifier

This is a string that you use as the name for the variant. This identifier for the preferred variants returned by choose().

=item qs

This is a number between 0.000 and 1.000 that describes the "source quality". This is what F<draft-ietf-http-v11-spec-00.ps> says about this value:

Source quality is measured by the content provider as representing the amount of degradation from the original source. For example, a picture in JPEG form would have a lower qs when translated to the XBM format, and much lower qs when translated to an ASCII-art representation. Note, however, that this is a function of the source - an original piece of ASCII-art may degrade in quality if it is captured in JPEG form. The qs values should be assigned to each variant by the content provider; if no qs value has been assigned, the default is generally "qs=1".

=item content-type

This is the media type of the variant. The media type does not include a charset attribute, but might contain other parameters. Examples are:

  text/html
  text/html;version=2.0
  text/plain
  image/gif
  image/jpg
This is one or more content encodings that has been applied to the variant. The content encoding is generally used as a modifier to the content media type. The most common content encodings are:

- gzip
- compress

This is the character set used when the variant contains text. The charset value should generally be C<undef> or one of these:

- us-ascii
- iso-8859-1 ...
- iso-8859-9
- iso-2022-jp
- iso-2022-jp-2
- iso-2022-kr
- unicode-1-1
- unicode-1-1-utf-7
- unicode-1-1-utf-8

This describes one or more languages that are used in the variant. Language is described like this in F<draft-ietf-http-v11-spec-00.ps>: A language is in this context a natural language spoken, written, or otherwise conveyed by human beings for communication of information to other human beings. Computer languages are explicitly excluded.

The language tags are defined by RFC 3066. Examples are:

- no    Norwegian
- en    International English
- en-US US English
- en-cockney

This is the number of bytes used to represent the content.
The following Accept* headers can be used for describing content preferences in a request (This description is an edited extract from F<draft-ietf-http-v11-spec-00.ps>):

=over 3

=item Accept

This header can be used to indicate a list of media ranges which are acceptable as a response to the request. The "*" character is used to group media types into ranges, with "/*" indicating all media types and "type/*" indicating all subtypes of that type.

The parameter q is used to indicate the quality factor, which represents the user's preference for that range of media types. The parameter mbx gives the maximum acceptable size of the response content. The default values are: q=1 and mbx=infinity. If no Accept header is present, then the client accepts all media types with q=1.

For example:

    Accept: audio/*;q=0.2;mbx=200000, audio/basic

would mean: "I prefer audio/basic (of any size), but send me any audio type if it is the best available after an 80% mark-down in quality and its size is less than 200000 bytes"

=item Accept-Charset

Used to indicate what character sets are acceptable for the response. The "us-ascii" character set is assumed to be acceptable for all user agents. If no Accept-Charset field is given, the default is that any charset is acceptable. Example:

    Accept-Charset: iso-8859-1, unicode-1-1

=item Accept-Encoding

Restricts the Content-Encoding values which are acceptable in the response. If no Accept-Encoding field is present, the server may assume that the client will accept any content encoding. An empty Accept-Encoding means that no content encoding is acceptable. Example:

    Accept-Encoding: compress, gzip
This field is similar to Accept, but restricts the set of natural languages that are preferred in a response. Each language may be given an associated quality value which represents an estimate of the user's comprehension of that language. For example:

Accept-Language: no, en-gb;q=0.8, de;q=0.55

would mean: "I prefer Norwegian, but will accept British English (with 80% comprehension) or German (with 55% comprehension).

NAME
HTTP::Negotiate - choose a variant to serve

SYNOPSIS
use HTTP::Negotiate qw(choose);

# ID QS Content-Type Encoding Char-Set Lang Size
$variants =

Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 22677
DESCRIPTION

This module provides a complete implementation of the HTTP content negotiation algorithm specified in draft-ietf-http-v11-spec-00.ps chapter 12. Content negotiation allows for the selection of a preferred content representation based upon attributes of the negotiable variants and the value of the various Accept* header fields in the request.

The variants are ordered by preference by calling the function choose().

The first parameter is reference to an array of the variants to choose among. Each element in this array is an array with the values [$id, $qs, $content_type, $content_encoding, $charset, $content_language, $content_length] whose meanings are described below. The $content_encoding and $content_language can be either a single scalar value or an array reference if there are several values.

The second optional parameter is either a HTTP::Headers or a HTTP::Request object which is searched for "Accept*" headers. If this parameter is missing, then the accept specification is initialized from the CGI environment variables HTTP_ACCEPT, HTTP_ACCEPT_CHARSET, HTTP_ACCEPT_ENCODING and HTTP_ACCEPT_LANGUAGE.

In an array context, choose() returns a list of [variant identifier, calculated quality, size] tuples. The values are sorted by quality, highest quality first. If the calculated quality is the same for two variants, then they are sorted by size (smallest first). *E.g.*:

([‘var1’, 1, 2000], [‘var2’, 0.3, 512], [‘var3’, 0.3, 1024]);

Note that also zero quality variants are included in the return list even if these should never be served to the client.

In a scalar context, it returns the identifier of the variant with the highest score or `undef' if none have non-zero quality.

If the $HTTP::Negotiate::DEBUG variable is set to TRUE, then a lot of noise is generated on STDOUT during evaluation of choose().

VARIANTS

A variant is described by a list of the following values. If the
attribute does not make sense or is unknown for a variant, then use `undef' instead.

identifier
   This is a string that you use as the name for the variant. This identifier for the preferred variants returned by choose().

qs This is a number between 0.000 and 1.000 that describes the "source quality". This is what draft-ietf-http-v11-spec-00.ps says about this value:

   Source quality is measured by the content provider as representing the amount of degradation from the original source. For example, a picture in JPEG form would have a lower qs when translated to the XBM format, and much lower qs when translated to an ASCII-art representation. Note, however, that this is a function of the source - an original piece of ASCII-art may degrade in quality if it is captured in JPEG form. The qs values should be assigned to each variant by the content provider; if no qs value has been assigned, the default is generally "qs=1".

ccontent-type
   This is the media type of the variant. The media type does not include a charset attribute, but might contain other parameters. Examples are:

   text/html
   text/html;version=2.0
   text/plain
   image/gif
   image/jpg

ccontent-encoding
   This is one or more content encodings that has been applied to the variant. The content encoding is generally used as a modifier to the content media type. The most common content encodings are:

   gzip
   compress

ccontent-charset
   This is the character set used when the variant contains text. The charset value should generally be `undef' or one of these:

   us-ascii
   iso-8859-1 ... iso-8859-9
   iso-2022-jp
   iso-2022-jp-2
This describes one or more languages that are used in the variant. Language is described like this in draft-ietf-http-v11-spec-00.ps: A language is in this context a natural language spoken, written, or otherwise conveyed by human beings for communication of information to other human beings. Computer languages are explicitly excluded.

The language tags are defined by RFC 3066. Examples are:

no Norwegian
en International English
en-US US English
en-cockney

This is the number of bytes used to represent the content.

ACCEPT HEADERS
The following Accept* headers can be used for describing content preferences in a request (This description is an edited extract from draft-ietf-http-v11-spec-00.ps):

Accept
This header can be used to indicate a list of media ranges which are acceptable as a response to the request. The "*" character is used to group media types into ranges, with "*/" indicating all media types and "type/*" indicating all subtypes of that type.

The parameter q is used to indicate the quality factor, which represents the user's preference for that range of media types. The parameter mbx gives the maximum acceptable size of the response content. The default values are: q=1 and mbx=Infinity. If no Accept header is present, then the client accepts all media types with q=1.

For example:

Accept: audio/*;q=0.2;mbx=200000, audio/basic

would mean: "I prefer audio/basic (of any size), but send me any audio type if it is the best available after an 80% mark-down in quality and its size is less than 200000 bytes"
Used to indicate what character sets are acceptable for the response. The "us-ascii" character set is assumed to be acceptable for all user agents. If no Accept-Charset field is given, the default is that any charset is acceptable. Example:

Accept-Charset: iso-8859-1, unicode-1-1

Accept-Encoding
Restricts the Content-Encoding values which are acceptable in the response. If no Accept-Encoding field is present, the server may assume that the client will accept any content encoding. An empty Accept-Encoding means that no content encoding is acceptable. Example:

Accept-Encoding: compress, gzip

Accept-Language
This field is similar to Accept, but restricts the set of natural languages that are preferred in a response. Each language may be given an associated quality value which represents an estimate of the user's comprehension of that language. For example:

Accept-Language: no, en-gb;q=0.8, de;q=0.55

would mean: "I prefer Norwegian, but will accept British English (with 80% comprehension) or German (with 55% comprehension).

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AUTHOR
Gisle Aas <gisle@aas.no>

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* /opt/cola/permits/1141297611_1614968758.22/0/libhttp-negotiate-perl-6-01-orig-1-tar-gz/HTTP-Negotiate-6.01/README

1.3700 olivere-elastic v5.0.70
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1.3701 django-taggit 1.1.0

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1.3702 sqlalchemy-vertica-python 0.4.1

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Metadata-Version: 1.1
Name: sqlalchemy-vertica-python
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 22688

Version: 0.4.1
Summary: Vertica dialect for sqlalchemy using vertica_python
Home-page: https://github.com/LocusEnergy/sqlalchemy-vertica-python
Author: Locus Energy
Author-email: dbio@locusenergy.com
License: MIT
Download-URL: https://github.com/LocusEnergy/sqlalchemy-vertica-python/tarball/0.4.1
Description: sqlalchemy-vertica-python

=================================
Vertica dialect for sqlalchemy. Forked from the `Vertica ODBC dialect <https://pypi.python.org/pypi/vertica-sqlalchemy>`_.

This module implements a Vertica dialect for SQLAlchemy using `vertica-python <https://github.com/uber/vertica-python>`_. Engine creation:

.. code-block:: python

    import sqlalchemy as sa
    sa.create_engine('vertica+vertica_python://user:pwd@host:port/database')

Installation

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

From PyPI: ::

    pip install sqlalchemy-vertica-python

From git: ::

    git clone https://github.com/LocusEnergy/vertica-sqlalchemy
    cd vertica-sqlalchemy
    python setup.py install

Platform: UNKNOWN

Found in path(s):
* /opt/cola/permits/1112456613_1607090120.22/0/sqlalchemy-vertica-python-0-4-1-tar-gz/sqlalchemy-vertica-python-0.4.1/sqlalchemy_vertica_python.egg-info/PKG-INFO
* /opt/cola/permits/1112456613_1607090120.22/0/sqlalchemy-vertica-python-0-4-1-tar-gz/sqlalchemy-vertica-python-0.4.1/PKG-INFO

1.3703 spring-boot-starter-jetty
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This is a free and open source implementation of ASN.1 types and codecs as a Python package. It has been first written to support particular protocol (SNMP) but then generalized to be suitable for a wide range of protocols based on [ASN.1 specification](https://www.itu.int/rec/dologin_pub.asp?lang=e&id=T-REC-X.208-198811-W!!PDF-E&type=items).

**Features**

* Generic implementation of ASN.1 types (X.208)
* Standards compliant BER/CER/DER codecs
* Dumps/loads ASN.1 structures from Python types
* 100% Python, works with Python 2.4 up to Python 3.7
* MT-safe
* Contributed ASN.1 compiler [Asn1ate](https://github.com/kimgr/asn1ate)

**Why using pyasn1**

ASN.1 solves the data serialisation problem. This solution was designed long ago by the wise Ancients. Back then, they did not have the luxury of wasting bits. That is why ASN.1 is designed to serialise data structures of unbounded complexity into something compact and efficient when it comes to processing the data.

That probably explains why many network protocols and file formats still rely on the 30+ years old technology. Including a number of high-profile Internet protocols and file formats.

Quite a number of books cover the topic of ASN.1. [Communication between heterogeneous systems](http://www.oss.com/asn1/dubuisson.html)
by Olivier Dubuisson is one of those high quality books freely available on the Internet.

The pyasn1 package is designed to help Python programmers tackling network protocols and file formats at the comfort of their Python prompt. The tool struggles to capture all aspects of a rather complicated ASN.1 system and to represent it on the Python terms.

How to use pyasn1

With pyasn1 you can build Python objects from ASN.1 data structures. For example, the following ASN.1 data structure:

```bash
Record ::= SEQUENCE {
   id        INTEGER,
   room  [0] INTEGER OPTIONAL,
   house [1] INTEGER DEFAULT 0
}
```

Could be expressed in pyasn1 like this:

```python
class Record(Sequence):
    componentType = NamedTypes(
        NamedType('id', Integer()),
        OptionalNamedType(
            'room', Integer().subtype(
                implicitTag=Tag(tagClassContext, tagFormatSimple, 0)
            ),
        ),
        DefaultedNamedType(
            'house', Integer(0).subtype(
                implicitTag=Tag(tagClassContext, tagFormatSimple, 1)
            ),
        ),
    )
```

It is in the spirit of ASN.1 to take abstract data description and turn it into a programming language specific form. Once you have your ASN.1 data structure expressed in Python, you can use it along the lines of similar Python type (e.g. ASN.1 `SET` is similar to Python `dict`, `SET OF` to `list`):

```python
```python
>>> record = Record()
>>> record['id'] = 123
>>> record['room'] = 321
>>> str(record)
Record:
id=123
room=321
```

Part of the power of ASN.1 comes from its serialisation features. You can serialise your data structure and send it over the network.

```python
>>> from pyasn1.codec.der.encoder import encode
>>> substrate = encode(record)
>>> hexdump(substrate)
00000: 30 07 02 01 7B 80 02 01 41
```

Conversely, you can turn serialised ASN.1 content, as received from network or read from a file, into a Python object which you can introspect, modify, encode and send back.

```python
>>> from pyasn1.codec.der.decoder import decode
>>> received_record, rest_of_substrate = decode(substrate, asn1Spec=Record())
>>> for field in received_record:
...    print('{} is {}'.format(field, received_record[field]))
id is 123
room is 321
house is 0
>>>
>>> record == received_record
True
>>> received_record.update(room=123)
>>> substrate = encode(received_record)
>>> hexdump(substrate)
00000: 30 06 02 01 7B 80 01 7B
```

The `pyasn1` classes struggle to emulate their Python prototypes (e.g. int, list, dict etc.). But ASN.1 types exhibit more complicated behaviour. To make life easier for a Pythonista, they can turn their `pyasn1` classes into Python built-ins:

```python
```
>>> from pyasn1.codec.native.encoder import encode
>>> encode(record)
{'id': 123, 'room': 321, 'house': 0}
```

Or vice-versa -- you can initialize an ASN.1 structure from a tree of
Python objects:
```
```python
>>> from pyasn1.codec.native.decoder import decode
>>> record = decode({'id': 123, 'room': 321, 'house': 0}, asn1Spec=Record())
>>> str(record)
Record:
    id=123
    room=321
```python

With ASN.1 design, serialisation codecs are decoupled from data objects,
so you could turn every single ASN.1 object into many different
serialised forms. As of this moment, pyasn1 supports BER, DER, CER and
Python built-ins codecs. The extremely compact PER encoding is expected
to be introduced in the upcoming pyasn1 release.

More information on pyasn1 APIs can be found in the
[documentation](http://snmplabs.com/pyasn1/),
compiled ASN.1 modules for different protocols and file formats
could be found in the [repo](https://github.com/etingof/pyasn1-modules).

How to get pyasn1
-----------------

The pyasn1 package is distributed under terms and conditions of 2-clause
BSD [license](http://snmplabs.com/pyasn1/license.html). Source code is freely
available as a GitHub [repo](https://github.com/etingof/pyasn1).

You could `pip install pyasn1` or download it from [PyPI](https://pypi.org/project/pyasn1).

If something does not work as expected,
[open an issue](https://github.com/etingof/pyasn1/issues) at GitHub or
post your question [on Stack Overflow](https://stackoverflow.com/questions/ask)
or try browsing pyasn1
[mailing list archives](https://sourceforge.net/p/pyasn1/mailman/pyasn1-users/).

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* /opt/cola/permits/1110812511_1607462013.57/0/pyasn1-0.4.8-tar-gz/pyasn1-0.4.8/pyasn1/codec/native/__main__.py
* /opt/cola/permits/1110812511_1607462013.57/0/pyasn1-0.4.8-tar-gz/pyasn1-0.4.8/pyasn1/codec/native/encoder.py
* /opt/cola/permits/1110812511_1607462013.57/0/pyasn1-0.4.8-tar-gz/pyasn1-0.4.8/pyasn1/type/error.py
* /opt/cola/permits/1110812511_1607462013.57/0/pyasn1-0.4.8-tar-gz/pyasn1-0.4.8/pyasn1/type/univ.py

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ASN.1 library for Python

.. toctree::

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Abstract Syntax Notation One (`ASN.1 <http://en.wikipedia.org/wiki/Abstract_Syntax_Notation_1>`_) is a technology for exchanging structured data in a universally understood, hardware agnostic way. Many industrial, security and telephony applications heavily rely on ASN.1.

The `pyasn1` library implements ASN.1 support in pure-Python.

What is ASN.1

----------

ASN.1 is a large, arguably over-engineered and extremely old data modelling and
serialisation tool. It is probably among the first serialisation protocols in the history of computer science and technology.

ASN.1 started its life over 30 years ago as a serialisation mechanism for the first electronic mail (known as X.400). Later on it was split off the e-mail application and became a stand-alone tech still being actively supported by its designers and widely used in industry and technology.

Since then ASN.1 is sort of haunted by its relations with the OSI model -- the first, unsuccessful, version of the Internet. You can read many interesting discussions [here](https://news.ycombinator.com/item?id=8871453) on that topic.

In the following years, generations of software engineers tackled the serialisation problem many times. We can see that in Google's [ProtoBuffers](https://developers.google.com/protobuf) or [FlatBuffers](https://google.github.io/flatbuffers), for example. Interestingly, many new takes on binary protocol design do not depart far from ASN.1 from technical perspective. It's more of a matter of striking a balance between processing overhead, wire format overhead and human readability.

Looking at what ASN.1 has to offer, it has three loosely coupled parts:

* Data types: the standard introduces a collection of basic data types (integers, bits, strings, arrays and records) that can be used for describing arbitrarily complex, nested data structures.

* Serialisation protocols: the above data structures could be converted into a series of octets for storage or transmission over the wire as well as recovered back into their structured form. The system is fully agnostic to hardware architectures differences.

* Schema language: ASN.1 data structures could be described in terms of a schema language for ASN.1 compiler to turn it into platform-specific implementation.

ASN.1 applications

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

Being an old and generally successful standard, ASN.1 is widely adopted for many uses. To give you an example, these technologies use ASN.1 for their data exchange needs:

* Signaling standards for the public switched telephone network (SS7 family)
* Network management standards (SNMP, CMIP)
* Directory standards (X.500 family, LDAP)
* Public Key Infrastructure standards (X.509, etc.)
* PBX control (CSTA)
* IP-based Videoconferencing (H.323 family)
* Biometrics (BIP, CBEFF, ACBio)
* Intelligent transportation (SAE J2735)
* Cellular telephony (GSM, GPRS/EDGE, UMTS, LTE)

ASN.1 gotchas
-------------

Apparently, ASN.1 is hard to implement properly. Quality open-source ASN.1 tools are rare, but ad-hoc implementations are numerous. Judging from the statistics `<http://cve.mitre.org/cgi-bin/cvekey.cgi?keyword=ASN.1>`_ on discovered security vulnerabilities, many people have implemented ASN.1 parsers and oftentimes fell victim to its edge cases.

On the bright side, ASN.1 has been around for a long time, it is well understood and security reviewed.

Documentation
-------------

.. toctree::
   :maxdepth: 2

   /pyasn1/contents

Use case
--------

.. toctree::
   :maxdepth: 2

   /example-use-case

Download & Install
------------------

.. toctree::
   :maxdepth: 2

   /download

Changes
-------

All changes and release history is maintained in changelog. There you could also download the latest unreleased pyasn1 tarball containing the latest fixes and improvements.
License
-------

The PyASN1 software is distributed under 2-clause BSD License.

Getting help
------------


Books on ASN.1
--------------

The pyasn1 implementation is largely based on reading up the following awesome books:

* `ASN.1 - Communication between heterogeneous systems <http://www.oss.com/asn1/dubuisson.html>` by Olivier Dubuisson

Here you can get the official standards which is hard to read:


On the other end of the readability spectrum, here is a quick and sweet write up:


If you are working with ASN.1, we'd highly recommend reading a proper book on the subject.
1.3720 wsit-api 2.4.0

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1.3726 slf4j-api 1.7.25
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* /opt/cola/permits/1110662277_1606842068.25/0/slf4j-api-1-7-25-sources-2-jar/org/slf4j/helpers/SubstituteLogger.java
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* /opt/cola/permits/1110662277_1606842068.25/0/slf4j-api-1-7-25-sources-2-jar/org/slf4j/spi/MDCAdapter.java
* /opt/cola/permits/1110662277_1606842068.25/0/slf4j-api-1-7-25-sources-2-jar/org/slf4j/slf4j/spi/MarkerFactoryBinder.java
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1.3729 change-emitter 0.1.6

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1.3730 babel-plugin-styled-components

1.10.6

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1.3731 httpcomponents-core 4.4.14

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* /opt/cola/permits/1136663870_1613850769.91/0/spring-tx-5-1-6-release-sources-1-jar/org/springframework/jca/context/BootstrapContextAwareProcessor.java
* /opt/cola/permits/1136663870_1613850769.91/0/spring-tx-5-1-6-release-sources-1-jar/org/springframework/jca/support/ResourceAdapterFactoryBean.java
* /opt/cola/permits/1136663870_1613850769.91/0/spring-tx-5-1-6-release-sources-1-jar/org/springframework/jca/connection/ConnectionFactory.java
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* /opt/cola/permits/1136663870_1613850769.91/0/spring-tx-5-1-6-release-sources-1-jar/org/springframework/transaction/transaction/support/TransactionCallbackPreferringPlatformTransactionManager.java
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* /opt/cola/permits/1136663870_1613850769.91.jar/spring-tx-5-1-6-release-sources-1.jar/org/springframework/transaction/dao/UncategorizedDataAccessException.java
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* /opt/cola/permits/1136663870_1613850769.91/0/spring-tx-5-1-6-release-sources-1.jar/org/springframework/transaction/CannotCreateTransactionException.java
* /opt/cola/permits/1136663870_1613850769.91/0/spring-tx-5-1-6-release-sources-1.jar/org/springframework/transaction/RecoverableDataAccessException.java
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* /opt/cola/permits/1136663870_1613850769.91/0/spring-tx-5-1-6-release-sources-1.jar/org/springframework/jca/core/InteractionCallback.java
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creates an executable that is a derivative of the Library (because it
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When a ``work that uses the Library'' uses material from a header file
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Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.
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@end enumerate

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@subheading END OF TERMS AND CONDITIONS

@page
@subheading How to Apply These Terms to Your New Libraries

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```
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@var{signature of Ty Coon}, 1 April 1989
Ty Coon, President of Vice
```

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 */

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  jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /opt/cola/permits/1189736552_1632886974.22/0/asm-analysis-9-0-sources-2-
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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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

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

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

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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

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

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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1.3760 libnl3 3.4.0 1

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

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Otherwise, if the work is a derivative of the Library, you may
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1.3764 libxml-libxml-perl 2.0134+dfsg-1

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1.3765 qs 6.7.0

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1.3768 spring-web-mvc 4.3.22.RELEASE

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* /opt/cola/permits/1110923431_1606872538.69/0/spring-webmvc-4-3-22-release-sources-1-jar/org/springframework/web/servlet/handler/SimpleServletPostProcessor.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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* /opt/cola/permits/1110923431_1606872538.69/0/spring-webmvc-4-3-22-release-sources-1-jar/org/springframework/web/servlet/tags/form/HiddenInputTag.java
* /opt/cola/permits/1110923431_1606872538.69/0/spring-webmvc-4-3-22-release-sources-1-jar/org/springframework/web/servlet/tags/form/AbstractHtmlInputElementTag.java
* /opt/cola/permits/1110923431_1606872538.69/0/spring-webmvc-4-3-22-release-sources-1-jar/org/springframework/web/servlet/HandlerAdapter.java
* /opt/cola/permits/1110923431_1606872538.69/0/spring-webmvc-4-3-22-release-sources-1-jar/org/springframework/web/servlet/tags/HtmlEscapeTag.java
* /opt/cola/permits/1110923431_1606872538.69/0/spring-webmvc-4-3-22-release-sources-1-jar/org/springframework/web/servlet/support/JstlUtils.java
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* /opt/cola/permits/1110923431_1606872538.69/0/spring-webmvc-4-3-22-release-sources-1-jar/org/springframework/web/servlet/theme/FixedThemeResolver.java
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/**
 * A contract for inspecting and potentially modifying request data values such
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 * view or before a redirect.
 * 
 * Implementations may use this contract for example as part of a solution
 * 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/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/support/DisposableBeanAdapter.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/AbstractNestablePropertyAccessor.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/support/RootBeanDefinition.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/config/PlaceholderConfigurerSupport.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/propertyeditors/PathEditor.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/support/AbstractBeanDefinition.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/groovy/GroovyBeanDefinitionReader.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/annotation/AutowiredAnnotationBeanPostProcessor.java

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  jar/org/springframework/beans/FatalBeanException.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/support/ManagedProperties.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/config/SetFactoryBean.java
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  jar/org/springframework/beans/factory/xml/XmlReaderContext.java
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  jar/org/springframework/beans/propertyeditors/ResourceBundleEditor.java
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  jar/org/springframework/beans/propertyeditors/CharacterEditor.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/xml/DocumentDefaultsDefinition.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/config/PropertiesFactoryBean.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/config/EmbeddedValueResolver.java
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  jar/org/springframework/beans/factory/config/MethodInvokingBean.java
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  jar/org/springframework/beans/propertyeditors/CharArrayPropertyEditor.java
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  jar/org/springframework/beans/factory/config/TypedStringValue.java
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  jar/org/springframework/beans/factory/config/BeanPostProcessor.java
* /opt/cola/permissions/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/annotation/InitDestroyAnnotationBeanPostProcessor.java
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  jar/org/springframework/beans/factory/xml/BeansDtdResolver.java
* /opt/cola/permissions/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
  jar/org/springframework/beans/factory/config/AutowireCapableBeanFactory.java
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  jar/org/springframework/beans/factory/config/BeanFactoryPostProcessor.java
* /opt/cola/permissions/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-
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* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-jar/org/springframework/beans/factory/xml/ResourceEntityResolver.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-jar/org/springframework/beans/factory/parsing/ReaderEventListener.java

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* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-jar/org/springframework/beans/factory/serviceloader/ServiceLoaderFactoryBean.java
* /opt/cola/permits/1202863993_1631645101.55/0/spring-beans-5-3-5-sources-1-jar/org/springframework/beans/factory/parsing/ReaderEventListener.java
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Manifest-Version: 1.0
Bnd-LastModified: 1618322558092
Build-Jdk: 1.8.0_282
Built-By: steve
Bundle-Description: A json schema validator that supports draft v4, v6
, v7 and v2019-09
Bundle-License: http://repository.jboss.org/licenses/apache-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: JsonSchemaValidator
Bundle-SymbolicName: com.networknt.json-schema-validator
Bundle-Version: 1.0.52
Created-By: Apache Maven Bundle Plugin
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
% .o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
% .o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec "$(GEN_DEPS.c) $< \|
| sed \"s/(\$\*)/\034\$@ :/g\" > $< \|
[ -s $@ ] \|\| rm -f $@"
%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \
| sed '\''s/\($*\)\.o[ :]*/\1.o $@ : /g'\'' > $@; \
[ -s $@ ] || rm -f $@'
## Versioned libraries rules
%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION) $@
## Bind internal references
# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic
# Dependencies [i.e. map files] for the final library
BIR_DEPS=
## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =
## End BSD-specific setup

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jar/org/springframework/security/core/token/KeyBasedPersistenceTokenService.java
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  */opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
jar/org/springframework/security/jackson2/UnmodifiableListDeserializer.java
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/jackson2/NullObjectPropertyFilterProviderProviderFactoryException.java
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/core/SpringSecurityCoreVersion.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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 */
/**
 * A token issued by {@link TokenService}.
 *
 * 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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* reviews the <code>Object</code> returned from a secure object invocation, being able to
* modify the <code>Object</code> or throw an @link AccessDeniedException\{. 
* 
* 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.
* 
* 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 getId(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.
* */

* @author Ben Alex
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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.
* For internal use only.

* @author Luke Taylor
* @since 3.0
* @deprecated Use java.util.Base64
*/

Found in path(s):
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/crypto/codec/Base64.java
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/crypto/keygen/SharedKeyGenerator.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/crypto/keygen/HexEncodingStringKeyGenerator.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/crypto/encrypt/BouncyCastleAesGcmBytesEncryptor.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/crypto/keygen/SecureRandomBytesKeyGenerator.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/crypto/keygen/KeyGenerators.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/crypto/encrypt/HexEncodingTextEncryptor.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/crypto/encrypt/AesBytesEncryptor.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/crypto/encrypt/TextEncryptor.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/crypto/keygen/StringKeyGenerator.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3.jar/org/springframework/security/crypto/keygen/BytesKeyGenerator.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3.jar/org/springframework/security/crypto/password/PasswordEncoder.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3.jar/org/springframework/security/crypto/encrypt/BouncyCastleAesCbcBytesEncryptor.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3.jar/org/springframework/security/crypto/encrypt/BouncyCastleAesBytesEncryptor.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3.jar/org/springframework/security/crypto/password/NoOpPasswordEncoder.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3.jar/org/springframework/security/crypto/encrypt/CipherUtils.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3.jar/org/springframework/security/access/hierarchicalroles/RoleHierarchyUtils.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3.jar/org/springframework/security/crypto/encrypt/StandardPasswordEncoder.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3.jar/org/springframework/security/crypto/encrypt/EncodingUtils.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3.jar/org/springframework/security/crypto/encrypt/BytesEncryptor.java

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  jar/org/springframework/security/jackson2/UsernamePasswordAuthenticationTokenDeserializer.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/access/intercept/MethodInvocationPrivilegeEvaluator.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/core/session/SessionRegistryImpl.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/authentication/DisabledException.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/access/vote/UnanimousBased.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-
  jar/org/springframework/security/access/method/MapBasedMethodSecurityMetadataSource.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
 */

Found in path(s):
* /opt/cola/permits/1202864066_1631645111_0/0/spring-security-core-5-4-5-sources-3-
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/core/authority/GrantedAuthoritiesContainer.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/access/method/DelegatingMethodSecurityMetadataSource.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/core/token/TokenService.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/core/package-info.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/crypto/codec/package-info.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/authentication/event/package-info.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/access/prepost/PreInvocationAuthorizationAdviceVoter.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/access/expression/method/MethodSecurityExpressionRoot.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/access/core/userdetails/cache/package-info.java
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/access/method/package-info.java
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/task/DelegatingSecurityContextAsyncTaskExecutor.java
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/access/core/hierarchicalroles/NullRoleHierarchy.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/access/core/authority/AuthorityUtils.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/access/core/authority/GrantedAuthoritiesMapper.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/access/core/authority/mapping/package-info.java
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/access/core/authority/mapping/SimpleAttributes2GrantedAuthoritiesMapper.java
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/core/userdetails/cache/SpringCacheBasedUserCache.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/core/userdetails/cache/package-info.java
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/core/authority/mapping/package-info.java
* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/core/authority/mapping/package-info.java
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* /opt/cola/permits/1202864066_1631645111.0/0/spring-security-core-5-4-5-sources-3-jar/org/springframework/security/core/authority/mapping/package-info.java
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* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-
  jar/org/springframework/expression/MethodFilter.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-
  jar/org/springframework/expression/ConstructorResolver.java

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* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-
  jar/org/springframework/expression/ExpressionParser.java

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* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/SpelParserConfiguration.java

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Found in path(s):
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/ExpressionInvocationTargetException.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/common/TemplateParserContext.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/ConstructorExecutor.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/MethodExecutor.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/MethodResolver.java

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Found in path(s):
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/Selection.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/TypeReference.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/CompoundExpression.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/OpOr.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/OpEQ.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/OpNE.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/expression/PropertyAccessor.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/standard/InternalSpelExpressionParser.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/LongLiteral.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/OpMultiply.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/OpGT.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/Elvis.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/NullLiteral.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/ConstructorReference.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/VariableReference.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/support/StandardTypeComparator.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/ast/OpGE.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/standard/Tokenizer.java
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Found in path(s):
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/OperatorOverloader.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/AccessException.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/standard/Token.java
* /opt/cola/permits/1202826290_1631639998.29/0/spring-expression-5-3-6-sources-1-jar/org/springframework/expression/spel/standard/Token.java
1.3794 greenlet 0.4.15

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`slp_platformselect.h`

files in platform/ directory


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  jar/org/springframework/scheduling/commonj/DelegatingWork.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4-3-25-release-sources-3-
  jar/org/springframework/mail/MailParseException.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4-3-25-release-sources-3-
  jar/org/springframework/scheduling/commonj/TimerManagerFactoryBean.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4-3-25-release-sources-3-
  jar/org/springframework/mail/MailAuthenticationException.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4-3-25-release-sources-3-
  jar/org/springframework/mail/MailPreparationException.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4-3-25-release-sources-3-
  jar/org/springframework/scheduling/quartz/JobMethodInvocationFailedException.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4-3-25-release-sources-3-
  jar/org/springframework/mail/MailException.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4-3-25-release-sources-3-
  jar/org/springframework/scheduling/commonj/DelegatingTimerListener.java
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* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4.3-25-release-sources-3-jar/org/springframework/scheduling/commonj/TimerManagerTaskScheduler.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4.3-25-release-sources-3-jar/org/springframework/cache/ehcache/EhCacheManagerFactoryBean.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4.3-25-release-sources-3-jar/org/springframework/scheduling/quartz/ResourceLoaderClassLoadHelper.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4.3-25-release-sources-3-jar/org/springframework/scheduling/quartz/CronTriggerFactoryBean.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4.3-25-release-sources-3-jar/org/springframework/scheduling/quartz/SpringBeanJobFactory.java
* /opt/cola/permits/1136828568_1613931087.48/0/spring-context-support-4.3-25-release-sources-3-jar/org/springframework/cache/caffeine/CaffeineCacheManager.java
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# Defaults for the Java Activation Framework (revised).
# Modified extensions registered in this file:
# text/plain			java c c++ cpp pl cc h
# image/png				png
#
# text/html				html htm HTML HTM
# text/plain				txt text TXT TEXT java c c++ cpp pl cc h
# image/gif				gif GIF
# image/ief				ief
# image/jpeg				jpeg jpg jpe JPG
# image/tiff				tiff tif
# image/x-xwindowdump			xwd
# application/postscript			ai eps ps
# application/rtf				rtf
# application/x-tex		
tex
# application/x-texinfo		
texinfo texi
# application/x-troff		
t roff
# audio/basic				u
# audio/midi				midi mid
# audio/x-aiff				aiff
# audio/x-aifc				aif aiff
# audio/x-mpeg				mpeg mpg
# audio/x-wav				wav
# video/mpeg				mpeg mpg mpe
# video/quicktime				mov
# video/x-msvideo				avi
#
# Additional file types adapted from
# https://www.utoronto.ca/webdocs/HTMLdocs/Book/Book-3ed/appb/mimetype.html
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#
# TEXT TYPES

text/x-speech	
text/css
# IMAGE TYPES

# X-Windows bitmap (b/w)
image/x-xbitmap
# X-Windows pixmap (8-bit color)
image/x-xpixmap
# Portable Network Graphics
image/png
# Image Exchange Format (RFC 1314)
image/ief
# RGB
image/rgb
# Group III Fax (RFC 1494)
image/g3fax
# X Windowdump 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-bitmappbm
# PNM (UNIX PPM package)
image/x-portable-anymappnm
# Microsoft Windows bitmap
image/x-ms-bmp
# CMU raster
image/x-cmu-raster
# Kodak Photo-CD
image/x-photo-cd
# Computer Graphics Metafile
image/cgm
# CALS Type 1 or 2
image/x-calsmil
# Fractal Image Format (Iterated Systems)
image/fif
# QuickSilver active image (Micrografx)
image/x-mgx-dsf
# CMX vector image (Corel)
image/x-cmx
# 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/basic
# Macintosh audio format (AIpple)
audio/x-aiff aiff aifc
# Microsoft audio
audio/x-wav wav
# MPEG audio
audio/x-mpeg mp3 mpeg
# MPEG-2 audio
audio/x-mpeg-2 mp2 mpega
# compressed speech (Echo Speech Corp.)
audio/echospeech
# Toolvox speech audio (Voxware)
audio/voxware
# RapidTransit compressed audio (Fast Man)
application/fastmanloc
# Realaudio (Progressive Networks)
animation/x-pn-realaudio ram
# MIDI music data
x-music/x-midi
# Koan music data (SSeyo)
animation/vnd.koan
# Speech synthesis data (MVP Solutions)
text/x-speechtalk

# VIDEO TYPES

# MPEG video
video/mpeg mpeg mpg mpe
# MPEG-2 video
video/mpeg-2 mpeg2 mp2v
# Macintosh Quicktime
video/quicktime mov
# Microsoft video
video/x-msvideo avi
# SGI Movie format
video/x-sgi-movie
# VDOlive streaming video (VDOnet)
video/vnd.vivo
# Vivo streaming video (Vivo software)
video/vnd.vivoviv
# SPECIAL HTTP/WEB APPLICATION TYPES

# Proxy autoconfiguration (Netscape browsers)
application/x-ns-proxy-autoconfig

# Netscape Cooltalk chat data (Netscape)
x-conference/x-cooltalk

# TEXT-RELATED

# PostScript
application/postscript ai eps ps

# Microsoft Rich Text Format
application/rtf

# Adobe Acrobat PDF
application/pdf

# Maker Interchange Format (FrameMaker)
application/vnd.mif

# Troff document
application/x-troff tr roff

# Troff document with MAN macros
application/x-troff-man

# Troff document with ME macros
application/x-troff-meme

# Troff document with MS macros
application/x-troff-msms

# LaTeX document
application/x-latex

# Tex/Latex
application/x-tex

# GNU TexInfo document
application/x-texinfo texi

# TeX dvi format
application/x-dvi

# MS word document
application/msword DOC

# Office Document Architecture
application/oda

# Envoy Document
application/envoy

# ARCHIVE/COMPRESSED ARCHIVES

# Gnu tar format
application/x-gtar

# 4.3BSD tar format
application/x-tar

# POSIX tar format
application/x-ustar
# Old CPIO format
application/x-bcpio
# POSIX CPIO format
application/x-cpio
# UNIX sh shell archive
application/x-shar
# DOS/PC - Pkzipped archive
application/zip
# Macintosh Binhexed archive
application/mac-binhex40
# Macintosh Stuffit Archive
application/x-stuffit
# Fractal Image Format
application/fractals
# "Binary UUencoded"
application/octet-stream
# PC executable
application/octet-stream
# "WAIS "sources"
application/x-wais-sources
# NCSA HDF data format
application/hdf

# DOWNLOADABLE PROGRAM/SCRIPTS

# Javascript program
text/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-powermedia

# PRESENTATION
# PowerPoint presentation (Microsoft)
application/mspowerpointppz

# ASAP WordPower (Software Publishing Corp.)
application/x-asapasp

# Astound Web Player multimedia data (GoldDisk)
application/astoundasasn

# 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-stream exe com

# Pointcast news data (Pointcast)
application/x-pcnpcn

# Excel spreadsheet (Microsoft)
application/vnd.ms-excelxsl

# 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/ccvcvv

# Spreadsheets (Visual Components)
workbook/formulaonevts

# 2D/3D DATA/VIRTUAL REALITY TYPES

# VRML data file
x-world/x-vrmlwrl vrml

# WIRL - VRML data (VREAM)
x-world/x-vreamvrw
# Play3D 3d scene data (Play3D)
application/x-p3dp3d
# Viscape Interactive 3d world data (Superscape)
x-world/x-svrsrvr
# 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

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

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.
In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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This package contains a modified version of ca-bundle.crt:

c-a-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $
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1.3800 jetty-webapp 9.3.25.v20180904

1.3801 xmlfilter 2.4.0

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1.3804 graphql-extensions 0.12.8

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1.3805 text-hex 1.0.0

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1.3808 jetty-spring 9.4.12.v20180830

1.3809 isarray 0.0.1

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1.3813 django-redis 4.8.0

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 * Latch used to implement waiting on a DefaultPromise's result.
 */
A `ClassTag[T]` stores the erased class of a given type `T`, accessible via the `runtimeClass` field. This is particularly useful for instantiating `Array`s whose element types are unknown at compile time.

`ClassTag`s are a weaker special case of `[scala.reflect.api.TypeTags#TypeTag]`s, in that they wrap only the runtime class of a given type, whereas a `TypeTag` contains all static type information. That is, `ClassTag`s are constructed from knowing only the top-level class of a type, without necessarily knowing all of its argument types. This runtime information is enough for runtime `Array` creation.

For example:

``` scala
//
// A `ClassTag[T]` stores the erased class of a given type `T`, accessible via the `runtimeClass` field. This is particularly useful for instantiating `Array`s whose element types are unknown at compile time.

// `ClassTag`s are a weaker special case of `[scala.reflect.api.TypeTags#TypeTag]`s, in that they wrap only the runtime class of a given type, whereas a `TypeTag` contains all static type information. That is, `ClassTag`s are constructed from knowing only the top-level class of a type, without necessarily knowing all of its argument types. This runtime information is enough for runtime `Array` creation.

// For example:

```
1.3817 pip 18.1

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 * This class of attributes, called custom data attributes, allows proprietary
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 * may be used by scripts. All such custom data are available via the HTMLElement
 * interface of the element the attribute is set on. The HTMLElement.dataset
 * property gives access to them.
 *
 * The * may be replaced by any name following the production rule of xml names
 * with the following restrictions:
 *
 * the name must not start with xml, whatever case is used for these letters;
 * the name must not contain any semicolon (U+003A);
 * the name must not contain capital A to Z letters.
 *
 * Note that the HTMLElement.dataset attribute is a StringMap and the name of the
 * custom data attribute data-test-value will be accessible via
 * HTMLElement.dataset.testValue as any dash (U+002D) is replaced by the capitalization
 * of the next letter (camelcase).
 *
 * MDN
 */

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1.3823 tomcat-annotations-api 8.5.43

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* /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/EventReleaser.java
* /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/EventReleaseAware.java

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  * /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/FixedSequenceGroup.java
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  * /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/Sequence.java
  * /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/dsl/ProducerType.java

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  * /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/EventTranslatorTwoArg.java
  * /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/EventProcessor.java
  * /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/IgnoreExceptionHandler.java
  * /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/EventTranslator.java
  * /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/collections/Histogram.java
  * /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/EventFactory.java
  * /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-jar/com/lmax/disruptor/EventTranslatorOneArg.java
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jar/com/lmax/disruptor/dsl/EventProcessorInfo.java
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* /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-
jar/com/lmax/disruptor/NoOpEventProcessor.java
* /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-
jar/com/lmax/disruptor/SequenceReportingEventHandler.java
* /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-
jar/com/lmax/disruptor/ExceptionHandler.java
* /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-
jar/com/lmax/disruptor/WaitStrategy.java
* /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-
jar/com/lmax/disruptor/dsl/ConsumerRepository.java
* /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-
jar/com/lmax/disruptor/MultiProducerSequencer.java
* /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-
jar/com/lmax/disruptor/dsl/EventHandlerGroup.java
* /opt/cola/permits/1110709814_1606844002.74/0/disruptor-3-2-0-sources-
jar/com/lmax/disruptor/EventTranslatorThreeArg.java

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jar/akka/dispatch/forkjoin/package-info.java
* /opt/cola/permits/1141503633_1614997333.59/0/akka-actor-2-11-2-5-26-sources-1-
jar/akka/dispatch/forkjoin/ForkJoinTask.java
* /opt/cola/permits/1141503633_1614997333.59/0/akka-actor-2-11-2-5-26-sources-1-
jar/akka/dispatch/forkjoin/ThreadLocalRandom.java
* /opt/cola/permits/1141503633_1614997333.59/0/akka-actor-2-11-2-5-26-sources-1-
jar/akka/dispatch/forkjoin/TransferQueue.java
* /opt/cola/permits/1141503633_1614997333.59/0/akka-actor-2-11-2-5-26-sources-1-
jar/akka/dispatch/forkjoin/RecursiveAction.java
* /opt/cola/permits/1141503633_1614997333.59/0/akka-actor-2-11-2-5-26-sources-1-
jar/akka/dispatch/forkjoin/ForkJoinWorkerThread.java
* /opt/cola/permits/1141503633_1614997333.59/0/akka-actor-2-11-2-5-26-sources-1-
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1.3828 pyyaml 3.13
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1.3829 config 1.3.1

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1.3830 libxcursor 1.1.15-2

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1.3831 history 4.10.1

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1.3832 openapi-codec 1.3.2

1.3833 @npmcli/move-file 1.1.2
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1.3834 object-keys 1.1.1
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1.3835 numba 0.48.0

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1.3836 metro-runtime-impl 2.4.0

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1.3837 azure-mgmt-core 1.2.2

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1.3838 aws-sdk-go v1.19.41

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1.3845 apollo-graphql 0.6.1

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1.3846 wsmc-impl 2.4.0

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# SFC64

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Adapted from a C++ implementation of Chris Doty-Humphrey's SFC PRNG.

https://gist.github.com/imneme/f1f7821f07cf76504a97f6537c818083

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Original algorithm for the implementation of rk_interval function from Richard J. Wagner's implementation of the Mersenne Twister RNG, optimised by Magnus Jonsson.

Constants used in the rk_double implementation by Isaku Wada.

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1.3849 lxml 4.6.3

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1.3850 typing-extensions 3.10.0.0

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

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# Date Range Picker for Bootstrap

![Improvely.com](http://i.imgur.com/LbAMf3D.png)

This date range picker component for Bootstrap creates a dropdown menu from which a user can select a range of dates. I created it while building the UI for [Improvely](http://www.improvely.com), which needed a way to select date ranges for reports.

Features include limiting the selectable date range, localizable strings and date formats, a single date picker mode, optional time picker (for e.g. making appointments or reservations), and styles that match the default Bootstrap 3 theme.

## [Documentation and Live Usage Examples](http://www.daterangepicker.com)

## [See It In a Live Application](https://awio.iljmp.com/5/drpdemogh)

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1.3875 dh-runit 2.8.6

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It is currently developed by a community of developers, as well as supported
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1.3878 patch 2.7.6 3+deb10u1
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 * Date: 2006-sep-08
>Returns the absolute positioning of one or more of the edges. This will be applied last in the layout cycle and will not
* affect the flow or grid positions. The positioning is relative to the parent and can not (as padding) be used
* to adjust the edges relative to the old value. May be <code>null</code> and elements may be <code>null</code>.
* <code>null</code> value(s) for the x2 and y2 will be interpreted as to keep the preferred size and thus the x1
* and x2 will just absolutely positions the component.
* <p>
* Note that { @link #setBoundsInGrid(boolean) } changes the interpretation of this property slightly.
* <p>
* For a more thorough explanation of what this constraint does see the white paper or cheat Sheet at
* @return The current value as a new array, free to modify.
* */

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/**
 * Returns the gaps as pixel values.
 * @param parent The parent. Used to get the pixel values.
 * @param defGap The default gap to use if there is no gap set on this object (i.e. it is null).
 * @param refSize The reference size used to get the pixel sizes.
 * @param before IF it is the gap before rather than the gap after to return.
 * @return The [min,preferred,max] sizes for the specified gap. Uses \{@link
 * net.miginfocom.layout.LayoutUtil#NOT_SET\}
 * for gap sizes that are <code>null</code>. Returns <code>null</code> if there was no gap specified. A new and
 * free to use array.
 */

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* /opt/ws_local/PERMITS_SQL/1069364553_1594647537.48/0/spring-rabbit-2-1-8-release-sources-1-jar/org/springframework/amqp/rabbit/config/DirectRabbitListenerContainerFactory.java
* /opt/ws_local/PERMITS_SQL/1069364553_1594647537.48/0/spring-rabbit-2-1-8-release-sources-1-jar/org/springframework/amqp/rabbit/config/ListenerContainerFactoryBean.java

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* /opt/ws_local/PERMITS_SQL/1069364553_1594647537.48/0/spring-rabbit-2-1-8-release-sources-1-jar/org/springframework/amqp/rabbit/retry/RepublishMessageRecoverer.java
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* either specially logging the event, logging out the current user, or invalidating the current user's account.
* }
* 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)
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* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/Log4JLoggerFactory.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/FileBasedAuthenticator.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/Validator.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/AbstractAccessReferenceMap.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/Log4JLogFactory.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/crypto/ReferenceEncryptedProperties.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/RandomAccessReferenceMap.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/OracleCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/DefaultSecurityConfiguration.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/Log4JLog.java

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 * 
 * @author Matt Seil (mseil .at. owasp.org)
 * @updated 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/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/PushbackString.java

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Found in path(s):

* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/EncryptionRuntimeException.java
* /opt/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/EnterpriseSecurityRuntimeException.java

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* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/EnterpriseSecurityRuntimeException.java

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* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/EnterpriseSecurityRuntimeException.java

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* /opt/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/EnterpriseSecurityRuntimeException.java

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* @created 2017
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* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/codecs/AbstractPushbackSequence.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
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* @created 2009
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 * @author Chris Schmidt (chris.schmidt@owasp.org)
 * @created 2010
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 * @author Patrick Higgins *
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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.

*/

Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/SecurityConfiguration.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>
* &lt;b&gt;CAUTION:&lt;/b&gt; If this algorithm for computing derived keys from the
* key derivation key is &lt;i&gt;ever&lt;/i&gt; 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!!!
* 
* &lt;b&gt;NOTE:&lt;/b&gt; 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 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.
* &lt;b&gt;Note:&lt;/b&gt; The derived key will have the same size as this.
* @param purpose The purpose for the derived key. For the ESAPI reference implementation,
* [@code JavaEncryptor], this &lt;i&gt;must&lt;/i&gt; 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 EncryptionExceptionIf "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.
*/

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~
~ @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
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* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/IntrusionDetector.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/ValidationException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/AvailabilityException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/IntegrityException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/AuthenticationAccountsException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/AccessControlException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/ValidationAvailabilityException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/MySQLCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/WindowsCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/LegacyHTMLEntityCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/crypto/DefaultEncryptedProperties.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>

<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>

<p>The constants defined in Base64 can be OR-ed together to combine options, so you
might make a call like this:</p>

<code>String encoded = Base64.encodeBytes( mybytes, Base64.GZIP | Base64.DONT_BREAK_LINES );</code>

<p>to compress the data before encoding it and then making the output have no newline characters.</p>

<p>Original change Log:</p>

<li>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.</li>

<li>v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0  23424

* when using very small files (~< 40 bytes).
* 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:
* <i> The default is RFC3548 format.</i>
* 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/rfc/rfc3548.html
* 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/rfc1940.html
* Special thanks to Jim Kellerman at <a href="http://www.powerset.com/">http://www.powerset.com/</a>
  for contributing the new Base64 dialects.
* v2.1 - Cleaned up javadoc comments and unused variables and methods. Added
  some convenience methods for reading and writing to and from files.
* v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems
  with other encodings (like EBCDIC).
* v2.0.1 - Fixed an error when decoding a single byte, that is, when the
  encoded data was a single byte.
* 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 (<tt>int</tt>s that you "OR" together).
* v1.5.1 - Fixed bug when decompressing and decoding to a
  byte[] using <tt>decode( String s, boolean gzipCompressed )</tt>.
  Added the ability to "suspend" encoding in the Output Stream so
  you can turn on and off the encoding if you need to embed base64
  data in an otherwise "normal" stream (like an XML file).
* v1.5 - Output stream pases on flush() command but doesn't do anything itself.
  This helps when using GZIP streams.
* Added the ability to GZip-compress objects before encoding them.
* v1.4 - Added helper methods to read/write files.
* v1.3.6 - Fixed OutputStream.flush() so that 'position' is reset.
* 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.
* v1.3.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.
* v1.3.3 - Fixed I/O streams which were totally messed up.
* v1.3.2 - Modified the Base64 class to support Base64 dialects.
  The default is RFC3548 format.
* 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/rfc/rfc3548.html
* 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/rfc1940.html
* Special thanks to Jim Kellerman at <a href="http://www.powerset.com/">http://www.powerset.com/</a>
  for contributing the new Base64 dialects.
* v1.3.1 - Fixed bug when decompressing and decoding to a
  byte[] using <tt>decode( String s, boolean gzipCompressed )</tt>.
  Added the ability to "suspend" encoding in the Output Stream so
  you can turn on and off the encoding if you need to embed base64
  data in an otherwise "normal" stream (like an XML file).
* v1.3 - Output stream pases on flush() command but doesn't do anything itself.
  This helps when using GZIP streams.
* Added the ability to GZip-compress objects before encoding them.
* v1.2 - Added helper methods to read/write files.
* v1.1.6 - Fixed OutputStream.flush() so that 'position' is reset.
* v1.1.5 - 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.
* v1.1.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.
* v1.1.3 - Fixed I/O streams which were totally messed up.
* v1.1.2 - Added helper methods to read/write files.
* v1.1.1 - Fixed OutputStream.flush() so that 'position' is reset.
* v1.1 - 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.
* v1.0 - Initial release.

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* plenty of well-wishing instead!
* Please visit <a href="http://iharder.net/base64">http://iharder.net/base64</a> periodically to check for updates or to contribute improvements.
* </p>
*
* @author Robert Harder
* @author rob@iharder.net
* @version 2.2.2
*/

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* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/logging/slf4j/Slf4JLogLevelHandlers.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/logging/cleaning/NewlineLogScrubber.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/logging/cleaning/CompositeLogScrubber.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/logging/cleaning/CodecLogScrubber.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/logging/slf4j/Slf4JLogFactory.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/logging/slf4j/Slf4JLogFactory.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/logging/slf4j/Slf4JLogBridge.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/logging/slf4j/Slf4JLogBridgeImpl.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/logging/slf4j/Slf4JLogBridgeImpl.java

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* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/DB2Codec.java

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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/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/Executor.java
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Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
jar/org/owasp/esapi/tags/EncodeForHTMLTag.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
jar/org/owasp/esapi/tags/BaseEncodeTag.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
jar/org/owasp/esapi/tags/EncodeForVBScriptTag.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
jar/org/owasp/esapi/tags/EncodeForHTMLAttributeTag.java
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 * @created 2007
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Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
jar/org/owasp/esapi/ValidationErrorList.java
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/**
 * The method is ESAPI's Key Derivation Function (KDF) that computes a
 * derived key from the { 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

---

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* 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
* and 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()
Found in path(s):
* `/opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/crypto/CryptoHelper.java`

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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
 */
/**
 * { @inheritDoc }
 *
 * 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/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/reference/DefaultExecutor.java`

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* @author Rogan Dawes<a href="http://www.aspectsecurity.com">Aspect Security</a>
* @created 2008
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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>
* </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 ESAPI.properties}
* property [@code Encryptor.cipher_modes.combined_modes] for details.)
* </p><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><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><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/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/crypto/SecurityProviderLoader.java
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 * @author Arshan Dabirsiaghi <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2008
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// version.

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 * @author Matt Seil (mseil .at. owasp.org)
 * @created 2017
 * *
 * @author Jeff Williams (jeff.williams .at. aspectsecurity.com) <a
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* @created 2007
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Found in path(s):
* /opt/cola/permits/1136636081_161107906.15/0/esapi-2.2.0-0-sources-4.jar/org/owasp/esapi/codecs/HTMLEntityCodec.java

### 1.3894 redux-saga-deferred 1.1.2

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tomb - support for clean goroutine termination in Go.

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1.3912 spring-web 5.1.14.RELEASE

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* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2.jar/org/springframework/http/server/reactive/JettyHttpHandlerAdapter.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2.jar/org/springframework/web/multipart/support/StandardMultipartHttpServletRequest.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2.jar/org/springframework/web/bind/annotation/RequestParam.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2.jar/org/springframework/web/jsf/DelegatingNavigationHandlerProxy.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2.jar/org/springframework/web/context/ContextLoader.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2.jar/org/springframework/web/context/request/ServletWebRequest.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2.jar/org/springframework/web/context/request/NestedServletException.java
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* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/bind/MissingRequestCookieException.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/http/server/ServletServerHttpServletRequest.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/http/server/reactive/TomcatHttpHandlerAdapter.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/util/ContentCachingRequestWrapper.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/http/server/reactive/ServerHttpRequest.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/context/AbstractContextLoaderInitializer.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/http/client/support/AsyncHttpAccessor.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/http/server/reactive/ServerHttpResponse.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/context/request/async/StandardServletAsyncWebRequest.java
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* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/context/request/async/StandardServletAsyncWebRequest.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/context/request/async/StandardServletAsyncWebRequest.java
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* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/cors/CorsUtils.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/bind/support/SpringWebConstraintValidatorFactory.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/server/WebFilter.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/context/request/DestructionCallbackBindingListener.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/bind/annotation/SessionAttributes.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/http/client/AbstractClientHttpRequestFactoryWrapper.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/http/converter/HttpMessageConversionException.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/http/converter/HttpMessageNotWritableException.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/multipart/MultipartResolver.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/bind/annotation/RequestMethod.java
* /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/multipart/MultipartResolver.java
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# 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.
#
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# MIME type (lowercased)Extensions
# ===========================================================================
# application/1d-interleaved-parityfec
# application/3gpdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
# application/alto-endpointprop+json
# application/alto-endpointpropparams+json
# application/alto-error+json
# application/alto-networkmap+json
# application/alto-networkmapfilter+json
# application/aml
application/andrew-insetez
# application/applefile
application/applixwareaw
# application/atf
# application/atfx
application/atom+xml
application/atomcat+xml
application/atomdeleted+xml
application/atomicmail
application/atomsvc+xml
application/atom+xml
application/xaml
application/xamlatom
application/xamlatomcat
# application/atomdeleted+xml
# application/atomicmail
application/atomsvc+xml
application/xamlomserv
# application/atxml
# application/auth-policy+xml
# application/bacnet-xdd+zip
# application/batch-smtp
# application/beep+xml
# application/calendar+json
# application/calendar+xml
# application/call-completion
# application/cals-1840
# application/cbor
# application/ccmp+xml
application/ccxml+xml				ccxml
# application/cdfx+xml
# application/cdmi-capabilitycdmia
application/cdmi-containercdmic
application/cdmi-domaincdmid
application/cdmi-objectcdmio
application/cdmi-queuedmiqu
# application/cdni
# application/cea
# application/cea-2018+xml
# application/cellml+xml
# application/cfwp
# application/cms
# application/cnrp+xml
# application/coap-group+json
# application/commonground
# application/conference-info+xml
# application/cpl+xml
# application/csrattrs
# application/csta+xml
# application/cstadata+xml
# application/csvm+json
application/cu-seeme				cu
# application/cybercash
# application/dash+xml
# application/dashdelta
application/davmount+xml		
davmount
# application/dca-rft
# application/dcd
# application/dec-dx
# application/dialog-info+xml
# application/dicom
# application/dii
# application/dit
# application/dns
application/docbook+xml				dbk
# application/dskpp+xml
application/dssc+der				dssc
# application/iotp
application/ipfix
# application/ipp
# application/isup
# application/its+xml
application/java-archive	jar
application/java-serialized-object	ser
application/java-vm	class
application/javascript	js
# application/jose
# application/jose+json
# application/jrd+json
application/jsonjson
# application/json-patch+json
# application/json-seq
application/jsonml+jsonjsonml
# application/jwk+json
# application/jwk-set+json
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# application/kpml-request+xml
# application/kpml-response+xml
# application/ld+json
# application/lgr+xml
# application/load-control+xml
application/lost+xmllostxml
# application/lostsync+xml
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# application/macwriteii
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# application/mbms-user-service-description+xml
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# application/media_control+xml
application/mediaservercontrol+xml		mscml
# application/merge-patch+json
application/metalink+xml
application/metalink4+xml		metalink
application/mets+xml		mets
# application/mf4
# application/mikey
application/mods+xml
# application/moss-keys
# application/moss-signature
# application/mosskey-data
# application/mosskey-request
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# application/mpeg4-generic
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# application/msc-ivr+xml
# application/msc-mixer+xml
application/msword		dot
application/mxf
# application/nasdata
# application/news-checkgroups
# application/news-groupinfo
# application/news-transmission
# application/nlsml+xml
# application/nss
# application/ocsp-request
# application/ocsp-response
application/octet-stream
dms lrf mar so dist distz pkg bpk dump elc deploy
application/oda
# application/odx
application/odeps-package+xml
application/ogg
application/omdoc+xml
application/onenote
application/onenoteonetoc onetoc2 onetmp onepkg
application/oxps
# application/p2p-overlay+xml
# application/parityfec
application/patch-ops-error+xml
application/pdf
# application/pdx
# application/tamp-community-update-confirm
# application/tamp-error
# application/tamp-sequence-adjust
# application/tamp-sequence-adjust-confirm
# application/tamp-status-query
# application/tamp-status-response
# application/tamp-update
# application/tamp-update-confirm
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Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 23536
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 * /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/context/support/ConfigurableWebApplicationContext.java
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 * /opt/cola/permits/1136978717_1613989372.2/0/spring-web-5-1-14-release-sources-2-jar/org/springframework/web/context/support/DefaultServletFilterContext.java
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  jar/org/springframework/web/context/support/ServletContextResourceLoader.java

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

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

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

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.
5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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

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

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

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for a work that has been modified or installed by the recipient, or for
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network may be denied when the modification itself materially and
adversely affects the operation of the network or violates the rules and
protocols for communication across the network.

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### 1.3921 async-retry 1.3.1

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 */

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* /opt/cola/permits/1110697669_1606843387.5/0/spring-boot-actuator-1-5-22-release-sources-2-
jar/org/springframework/boot/actuate/endpoint/mvc/MvcEndpoints.java
* /opt/cola/permits/1110697669_1606843387.5/0/spring-boot-actuator-1-5-22-release-sources-2-
jar/org/springframework/boot/actuate/metrics/export/MetricExportProperties.java
* /opt/cola/permits/1110697669_1606843387.5/0/spring-boot-actuator-1-5-22-release-sources-2-
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jar/org/springframework/boot/actuate/info/GitInfoContributor.java
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jar/org/springframework/boot/actuate/metrics/repository/InMemoryMultiMetricRepository.java
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 * /opt/cola/permits/1110697669_1606843387.5/0/spring-boot-actuator-1-5-22-release-sources-2-jar/org/springframework/boot/actuate/cloudfoundry/TokenValidator.java
 * /opt/cola/permits/1110697669_1606843387.5/0/spring-boot-actuator-1-5-22-release-sources-2-jar/org/springframework/boot/actuate/cloudfoundry/CloudFoundryHealthMvcEndpoint.java
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 * /opt/cola/permits/1110697669_1606843387.5/0/spring-boot-actuator-1-5-22-release-sources-2-jar/org/springframework/boot/actuate/info/SimpleInfoContributor.java
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 * /opt/cola/permits/1110697669_1606843387.5/0/spring-boot-actuator-1-5-22-release-sources-2-jar/org/springframework/boot/actuate/autoconfigure/CloudFoundryAutoConfiguration.java
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Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 23656
1.3924 e2fsprogs 1.44.5 1+deb10u3

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This is the Debian GNU/Linux prepackaged version of the static EXT2 file system consistency checker (e2fsck.static). The EXT2 utilities were written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

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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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Theodore Ts'o
23-June-2007

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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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Gadi Oxman, August 1995

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Refactored SqlBuilder class (SQL, AbstractSQL)

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

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
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1.3949 librole-tiny-perl 2.000006-1

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---
abstract: 'Roles. Like a nouvelle cuisine portion size slice of Moose.'
author:
   - 'mst - Matt S. Trout (cpan:MSTROUT) <mst@shadowcat.co.uk>'
built_requires:
Test::More: '0.88'
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 7.24, CPAN::Meta::Converter version 2.150005'
license: perl
meta-spec:
url: http://module-build.sourceforge.net/META-spec-v1.4.html
version: '1.4'
name: Role-Tiny
no_index:
directory:
   - t
   - xt
recommends:
Class::Method::Modifiers: '1.05'
requires:
Exporter: '5.57'
perl: '5.006'
resources:
IRC: irc://irc.perl.org/#moose
bugtracker: https://rt.cpan.org/Public/Dist/Display.html?Name=Role-Tiny
license: http://dev.perl.org/licenses/
repository: git://github.com/moose/Role-Tiny.git
version: '2.000006'
x_serialization_backend: 'CPAN::Meta::YAML version 0.018'

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NAME
   Role::Tiny - Roles. Like a nouvelle cuisine portion size slice of Moose.
SYNOPSIS

```perl
package Some::Role;

use Role::Tiny;

sub foo { ... }

sub bar { ... }

around baz => sub { ... };

1;

elsewhere

package Some::Class;

use Role::Tiny::With;

# bar gets imported, but not foo
with 'Some::Role';

sub foo { ... }

# baz is wrapped in the around modifier by Class::Method::Modifiers
sub baz { ... }

1;

If you wanted attributes as well, look at Moo::Role.
```

DESCRIPTION

"Role::Tiny" is a minimalist role composition tool.

ROLE COMPOSITION

Role composition can be thought of as much more clever and meaningful multiple inheritance. The basics of this implementation of roles is:

* If a method is already defined on a class, that method will not be composed in from the role. A method inherited by a class gets overridden by the role's method of the same name, though.

* If a method that the role "requires" to be implemented is not implemented, role application will fail loudly.

Unlike Class::C3, where the last class inherited from "wins," role composition is the other way around, where the class wins. If multiple roles are applied in a single call (single with statement), then if any
of their provided methods clash, an exception is raised unless the class provides a method since this conflict indicates a potential problem.

**IMPORTED SUBROUTINES**

```
requires qw(foo bar);
```

Declares a list of methods that must be defined to compose role.

```
with 'Some::Role1';

with 'Some::Role1', 'Some::Role2';
```

Composes another role into the current role (or class via Role::Tiny::With).

If you have conflicts and want to resolve them in favour of Some::Role1 you can instead write:

```
with 'Some::Role1';
with 'Some::Role2';
```

If you have conflicts and want to resolve different conflicts in favour of different roles, please refactor your codebase.

```
before foo => sub { ... };
```

See "before method(s) => sub { ... }” in Class::Method::Modifiers for full documentation.

Note that since you are not required to use method modifiers, Class::Method::Modifiers is lazily loaded and we do not declare it as a dependency. If your Role::Tiny role uses modifiers you must depend on both Class::Method::Modifiers and Role::Tiny.

```
around foo => sub { ... };
```

See "around method(s) => sub { ... }” in Class::Method::Modifiers for full documentation.

Note that since you are not required to use method modifiers, Class::Method::Modifiers is lazily loaded and we do not declare it as a dependency. If your Role::Tiny role uses modifiers you must depend on both Class::Method::Modifiers and Role::Tiny.
after
after foo => sub { ... };

See "after method(s) => sub { ... }" in Class::Method::Modifiers for full documentation.

Note that since you are not required to use method modifiers, Class::Method::Modifiers is lazily loaded and we do not declare it as a dependency. If your Role::Tiny role uses modifiers you must depend on both Class::Method::Modifiers and Role::Tiny.

Strict and Warnings
In addition to importing subroutines, using "Role::Tiny" applies strict and warnings to the caller.

SUBROUTINES
does_role
if (Role::Tiny::does_role($foo, 'Some::Role')) {
  ...
}

Returns true if class has been composed with role.

This subroutine is also installed as ->does on any class a Role::Tiny is composed into unless that class already has an ->does method, so

if ($foo->does('Some::Role')) {
  ...
}

will work for classes but to test a role, one must use ::does_role directly.

Additionally, Role::Tiny will override the standard Perl "DOES" method for your class. However, if "any" class in your class' inheritance hierarchy provides "DOES", then Role::Tiny will not override it.

METHODS
apply_roles_to_package
Role::Tiny->apply_roles_to_package(
  'Some::Package', 'Some::Role', 'Some::Other::Role'
);

Composes role with package. See also Role::Tiny::With.

apply_roles_to_object
Role::Tiny->apply_roles_to_object($foo, qw(Some::Role1 Some::Role2));
Composes roles in order into object directly. Object is reblessed into
the resulting class. Note that the object's methods get overridden by
the role's ones with the same names.

create_class_with_roles
  Role::Tiny->create_class_with_roles('Some::Base', qw(Some::Role1 Some::Role2));

Creates a new class based on base, with the roles composed into it in
order. New class is returned.

is_role
  Role::Tiny->is_role('Some::Role1')

Returns true if the given package is a role.

CAVEATS
  * On perl 5.8.8 and earlier, applying a role to an object won't apply
  any overloads from the role to other copies of the object.

  * On perl 5.16 and earlier, applying a role to a class won't apply any
  overloads from the role to any existing instances of the class.

SEE ALSO
  Role::Tiny is the attribute-less subset of Moo::Role; Moo::Role is a
  meta-protocol-less subset of the king of role systems, Moose::Role.

  Ovid's Role::Basic provides roles with a similar scope, but without
  method modifiers, and having some extra usage restrictions.

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=encoding utf-8

=head1 NAME
Role::Tiny - Roles. Like a nouvelle cuisine portion size slice of Moose.

=head1 SYNOPSIS

package Some::Role;

use Role::Tiny;

sub foo { ... }

sub bar { ... }

around baz =&gt; sub { ... };

1;

elsewhere

package Some::Class;
use Role::Tiny::With;

# bar gets imported, but not foo
with 'Some::Role';

sub foo { ... }

# baz is wrapped in the around modifier by Class::Method::Modifiers
sub baz { ... }

1;

If you wanted attributes as well, look at L<Moo::Role>.

=head1 DESCRIPTION

C<Role::Tiny> is a minimalist role composition tool.

=head1 ROLE COMPOSITION

Role composition can be thought of as much more clever and meaningful multiple inheritance. The basics of this implementation of roles is:

=over 2

=item *

If a method is already defined on a class, that method will not be composed in from the role. A method inherited by a class gets overridden by the role's method of the same name, though.

=item *

If a method that the role L</requires> to be implemented is not implemented, role application will fail loudly.

=back

Unlike L<Class::C3>, where the B<last> class inherited from "wins," role composition is the other way around, where the class wins. If multiple roles are applied in a single call (single with statement), then if any of their provided methods clash, an exception is raised unless the class provides a method since this conflict indicates a potential problem.

=head1 IMPORTED SUBROUTINES

=head2 requires
requires qw(foo bar);

Declares a list of methods that must be defined to compose role.

=head2 with

with 'Some::Role1';

with 'Some::Role1', 'Some::Role2';

Composes another role into the current role (or class via L<Role::Tiny::With>).

If you have conflicts and want to resolve them in favour of Some::Role1 you can instead write:

with 'Some::Role1';
with 'Some::Role2';

If you have conflicts and want to resolve different conflicts in favour of different roles, please refactor your codebase.

=head2 before

before foo => sub { ... };  
See L<< Class::Method::Modifiers/before method(s) => sub { ... } >> for full documentation.

Note that since you are not required to use method modifiers, L<Class::Method::Modifiers> is lazily loaded and we do not declare it as a dependency. If your L<Role::Tiny> role uses modifiers you must depend on both L<Class::Method::Modifiers> and L<Role::Tiny>.

=head2 around

around foo => sub { ... }; 
See L<< Class::Method::Modifiers/around method(s) => sub { ... } >> for full documentation.

Note that since you are not required to use method modifiers, L<Class::Method::Modifiers> is lazily loaded and we do not declare it as a dependency. If your L<Role::Tiny> role uses modifiers you must depend on both L<Class::Method::Modifiers> and L<Role::Tiny>.

=head2 after
after foo => sub { ... };

See LSSIP Class::Method::Modifiers/after method(s) => sub { ... } SS for full
documentation.

Note that since you are not required to use method modifiers,
LSSIP Class::Method::Modifiers is lazily loaded and we do not declare it as
a dependency. If your LSSIP Role::Tiny role uses modifiers you must depend on
both LSSIP Class::Method::Modifiers and LSSIP Role::Tiny.

=head2 Strict and Warnings

In addition to importing subroutines, using CSSIP Role::Tiny applies LSSIP strict and
LSSIP warnings to the caller.

=head1 SUBROUTINES

=head2 does_role

if (Role::Tiny::does_role($foo, 'Some::Role')) {
    ...
}

Returns true if class has been composed with role.

This subroutine is also installed as -does on any class a Role::Tiny is
composed into unless that class already has an -does method, so

if ($foo->does('Some::Role')) {
    ...
}

will work for classes but to test a role, one must use ::does_role directly.

Additionally, Role::Tiny will override the standard Perl CSSIP DOES method
for your class. However, if CSSIP any class in your class' inheritance
hierarchy provides CSSIP DOES, then Role::Tiny will not override it.

=head1 METHODS

=head2 apply_roles_to_package

Role::Tiny->apply_roles_to_package(
    'Some::Package', 'Some::Role', 'Some::Other::Role'
);

Composes role with package. See also LSSIP Role::Tiny::With.
=head2 apply_roles_to_object

Role::Tiny->apply_roles_to_object($foo, qw(Some::Role1 Some::Role2));

Composes roles in order into object directly. Object is reblessed into the resulting class. Note that the object's methods get overridden by the role's ones with the same names.

=head2 create_class_with_roles

Role::Tiny->create_class_with_roles('Some::Base', qw(Some::Role1 Some::Role2));

Creates a new class based on base, with the roles composed into it in order. New class is returned.

=head2 is_role

Role::Tiny->is_role('Some::Role1')

Returns true if the given package is a role.

=head1 CAVEATS

=over 4

=item * On perl 5.8.8 and earlier, applying a role to an object won't apply any overloads from the role to other copies of the object.

=item * On perl 5.16 and earlier, applying a role to a class won't apply any overloads from the role to any existing instances of the class.

=back

=head1 SEE ALSO

L<Role::Tiny> is the attribute-less subset of L<Moo::Role>; L<Moo::Role> is a meta-protocol-less subset of the king of role systems, L<Moose::Role>.

Ovid's L<Role::Basic> provides roles with a similar scope, but without method modifiers, and having some extra usage restrictions.

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0.001013-1

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**1.3968 supervisor 4.2.2**

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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Found in path(s):
* /opt/cola/permits/1142204929_1615324955.14/0/jul-to-slf4j-1-8-0-beta4-sources-1-jar/org/slf4j/bridge/SLF4JBridgeHandler.java

1.3975 pip 21.2.1

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

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

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

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes
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cia-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov  3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php_curl, or with an Apache+mod_ssl webserver for SSL client authentication. Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

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

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations (now Zope
Corporation, see http://www.zope.com). In 2001, the Python Software
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* /opt/cola/permits/1097313584_1611670802.24/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-
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$Id: crontab.1,v 2.4 1993/12/31 10:47:33 vixie Exp $

Found in path(s):
* /opt/cola/permits/1097313584_1611670802.24/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.org/crontab.1
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$Id: INSTALL,v 2.5 1994/01/15 20:43:43 vixie Exp $

Read the comments at the top of the Makefile, then edit the area marked
'configurable stuff'.

Edit config.h. The stuff I expect you to change is down a bit from the
top of the file, but it's clearly marked. Also look at pathnames.h.

You don't have to create the /var/cron or /var/cron/tabs directories, since
both the daemon and the `crontab' program will do this the first time they
run if they don't exist. You do need to have a /var, though -- just "mkdir
/var" if you don't have one, or you can "mkdir /usr/var; ln -s /usr/var /var"
if you expect your /var to have a lot of stuff in it.

You will also need /usr/local/etc and /usr/local/bin directories unless you
change the Makefile. These will have to be created by hand, but if you are
a long-time Usenet user you probably have them already. /usr/local/man is
where I keep my man pages, but I have the source for `man' and you probably
do not. Therefore you may have to put the man pages into /usr/man/man1,
which will be hard since there will be name collisions. (Note that the man
command was originally written by Bill Joy before he left Berkeley, and it
contains no AT&T code, so it is in UUNET's archive of freely-distributable
BSD code.)

LINUX note: /usr/include/paths.h on some linux systems shows _PATH_SENDMAIL
to be /usr/bin/sendmail even though sendmail is installed in /usr/lib.
you should check this out.

say:
make all

su and say:
make install

Note that if I can get you to "su and say" something just by asking, you have a very serious security problem on your system and you should look into it.

Edit your /usr/lib/crontab file into little pieces -- see the CONVERSION file for help on this.

Use the `crontab' command to install all the little pieces you just created. Some examples (see below before trying any of these!)

crontab -u uucp -r /usr/lib/uucp/crontab.src
crontab -u news -r /usr/lib/news/crontab.src
crontab -u root -r /usr/adm/crontab.src

Notes on above examples: (1) the .src files are copied at the time the command is issued; changing the source files later will have no effect until they are reinstalled with another `crontab -r' command. (2) The crontab command will affect the crontab of the person using the command unless `-u USER' is given; `-u' only works for root. When using most `su' commands under most BSD's, `crontab' will still think of you as yourself even though you may think of yourself as root -- so use `-u' liberally. (3) the `-r' option stands for 'replace'; check the man page for crontab(1) for other possibilities.

Kill your existing cron daemon -- do `ps aux' and look for /etc/cron.

Edit your /etc/rc or /etc/rc.local, looking for the line that starts up /etc/cron. Comment it out and add a line to start the new cron daemon -- usually /usr/local/etc/cron, unless you changed it in the Makefile.

Start up this cron daemon yourself as root. Just type /usr/local/etc/cron (or whatever); no `&' is needed since the daemon forks itself and the process you executed returns immediately.

ATT notes: for those people unfortunate enough to be stuck on a AT&T UNIX, you will need the public-domain "libndir", found in the B News source and in any comp.sources.unix archive. You will also need to hack the code some.

Found in path(s):
* /opt/cola/permits/1097313584_1611670802.24/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/INSTALL
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# */

Vixie Cron V3.0
December 27, 1993
[V2.2 was some time in 1992]
[V2.1 was May 29, 1991]
[V2.0 was July 5, 1990]
[V2.0-beta was December 9, 1988]
This is a version of 'cron' that is known to run on BSD 4.23 systems. It is functionally based on the SysV cron, which means that each user can have their own crontab file (all crontab files are stored in a read-protected directory, usually /var/cron/tabs). No direct support is provided for 'at'; you can continue to run 'atrun' from the crontab as you have been doing. If you don't have atrun (i.e., System V) you are in trouble.

A messages is logged each time a command is executed; also, the files "allow" and "deny" in /var/cron can be used to control access to the "crontab" command (which installs crontabs). It hasn't been tested on SysV, although some effort has gone into making the port an easy one.

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To use this: Sorry, folks, there is no cutesy 'Configure' script. You'll have to go edit a couple of files... So, here's the checklist:

Read all the FEATURES, INSTALL, and CONVERSION files
Edit config.h
Edit Makefile
(both of these files have instructions inside; note that some things in config.h are definable in Makefile and are therefore surrounded by ifndef...endif)
'make'
'su' and 'make install'
(you may have to install the man pages by hand)
kill your existing cron process
(actually you can run your existing cron if you want, but why?)
built new crontabs using /usr/lib/{crontab,crontab.local}
(either put them all in "root"s crontab, or divide it up and rip out all the 'su' commands, collapse the lengthy lists into ranges with steps -- basically, this step is as much work as you want to make it)
start up the new cron
(must be done as root)
watch it. test it with 'crontab -r' and watch the daemon track your changes.
if you like it, change your /etc/{rc,rc.local} to use it instead of the old one.
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/* $Id: crontab.5,v 2.4 1994/01/15 20:43:43 vixie Exp $ */

Found in path(s):
* /opt/cola/permits/1097313584_1611670802.24/0/cron-3-0p11-orig-tar-bz2/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/crontab.5
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/* $Id: cron.8,v 2.2 1993/12/28 08:34:43 vixie Exp $ */

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* /opt/cola/permits/1097313584_1611670802.24/0/cron-3-0p11-orig-tar-bz2/cron-3-0p11-orig-tar-gz/cron-3.0p11.orig/cron.8
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* @[(#)bitstring.h5.2 (Berkeley) 4/4/90
*/

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* /opt/cola/permits/1097313584_1611670802.24/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-
  3.0pl1.orig/bitstring.h

1.3978 pycparser 2.19
1.3978.1 Available under license :

pycparser -- A C parser in Python

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1.3979 junit 4.12

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1.3980 @babel/highlight 7.14.0

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1.3981 tomcat-jaspic-api 8.5.57

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* /opt/cola/permits/1135884557_1613624509.84/0/tomcat-jaspic-api-8-5-57-sources-2-
  jar/java/security/auth/message/ServerAuth.java
* /opt/cola/permits/1135884557_1613624509.84/0/tomcat-jaspic-api-8-5-57-sources-2-
  jar/java/security/auth/message/callback/CertStoreCallback.java
* /opt/cola/permits/1135884557_1613624509.84/0/tomcat-jaspic-api-8-5-57-sources-2-
  jar/java/security/auth/message/callback/PrivateKeyCallback.java
* /opt/cola/permits/1135884557_1613624509.84/0/tomcat-jaspic-api-8-5-57-sources-2-
  jar/java/security/auth/message/config/ClientAuthConfig.java
* /opt/cola/permits/1135884557_1613624509.84/0/tomcat-jaspic-api-8-5-57-sources-2-
  jar/java/security/auth/message/config/MessagePolicy.java
* /opt/cola/permits/1135884557_1613624509.84/0/tomcat-jaspic-api-8-5-57-sources-2-
  jar/java/security/auth/message/config/AuthConfigProvider.java
1.3982 django-countries 5.1.1

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1.3983 libb-hooks-endofsce-perl 0.24-1

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1.3991 django-classy-tags 0.8.0

1.3992 spring-websocket 5.1.14.RELEASE

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1.3994 jetty-io 9.4.19.v20190610

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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.orbitjavax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbitjavax.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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1.3995 jmespath 0.9.4

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1.3996 spring-web-mvc 5.2.15.RELEASE

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1.3998 spring-web-mvc 5.3.8

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* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/config/DefaultServletHandlerBeanDefinitionParser.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/view/ViewResolverComposite.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/resource/ResourceTransformer.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/Controller.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurerComposite.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/config/InterceptorsBeanDefinitionParser.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/config/MvcNamespaceHandler.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurerAdapter.java
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* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/condition/RequestCondition.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/method/annotation/StreamingResponseBody.java

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* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/config/annotation/CorsRegistration.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/resource/ResourceUrlProvider.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurer.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/config/annotation/ResourceHandlerRegistration.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/resource/PathResourceResolver.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/support/DefaultHandlerExceptionResolver.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/handler/HandlerMappingIntrospector.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/method/annotation/PathVariableMethodArgumentResolver.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/handler/PathPatternMatchableHandlerMapping.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/method/annotation/RequestBodyAdviceAdapter.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/i18n/AcceptHeaderLocaleResolver.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurationSupport.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/DispatcherServlet.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/function/DefaultAsyncServerResponse.java
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/**
* XSLT-driven View that allows for response context to be rendered as the
* result of an XSLT transformation.
*
* <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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* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
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* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/condition/NameValueExpression.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/tags/form/TextareaTag.java
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* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/method/AbstractHandlerMethodAdapter.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/annotation/ModelAndViewResolver.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/condition/NoHandlerFoundException.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/annotation/ModelAndViewResolver.java
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* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/condition/NameValueExpression.java
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 * A contract for inspecting and potentially modifying request data values such
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 *
 * <p>Implementations may use this contract for example as part of a solution
 * 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.
 *
 * <p>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/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/method/annotation/StreamingResponseBodyReturnValueHandler.java
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* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources.jar/org/springframework/web/servlet/handler/SimpleServletHandlerAdapter.java
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jar/org/springframework/web/servlet/FlashMapManager.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/mvc/method/annotation/AbstractMappingJacksonResponseBodyAdvice.java
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jar/org/springframework/web/servlet/tags/form/PasswordInputTag.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/support/SessionFlashMapManager.java
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jar/org/springframework/web/servlet/config/annotation/CorsRegistry.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/handler/HandlerInterceptorAdapter.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/handler/AbstractHandlerMethodExceptionResolver.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/mvc/method/annotation/RequestMappingHandlerAdapter.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/mvc/method/annotation/ServletCookieValueMethodArgumentResolver.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/mvc/condition/ConsumesRequestCondition.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/handler/AbstractHandlerExceptionResolver.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/i18n/LocaleChangeInterceptor.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/function/PathResourceLookupFunction.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/function/SseServerResponse.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-
jar/org/springframework/web/servlet/tags/form/ErrorsTag.java
Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 24043
jar/org/springframework/web/servlet/view/UrlBasedViewResolver.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/method/annotation/ServletRequestMethodArgumentResolver.java
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* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/view/RedirectView.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/view/ResourceBundleViewResolver.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/handler/RequestMatchResult.java
* /opt/cola/permits/1178485230_1625655682.95/0/spring-webmvc-5-3-8-sources-jar/org/springframework/web/servlet/mvc/condition/ParamsRequestCondition.java
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1.3999 query v1.0.0

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1.4000 scala 2.13.1

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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.

Either create a single parameter accepting the Tuple2,

val x: ((Int, Int) => Int) = (((a, b)) => a)
^
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple3,
   or consider a pattern matching anonymous function: `case (param1, ..., param3) => ...`
val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^ three errors found
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1.4001 play-functional 2.7.0-M1

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stdint.h (Windows version) License
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1.4005 libunistring 0.9.10 1

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Upstream-Name: libunistring
Upstream-Contact: Bruno Haible <bruno@clisp.org>
Source: http://ftp.gnu.org/gnu/libunistring/

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1.4006 libmnl 1.0.4 2
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import io
import re

VERSION = re.search("VERSION = '([^']+)'", io.open(
    path.join(path.dirname(__file__), 'webencodings', '__init__.py'),
    encoding='utf-8').read().strip()).group(1)

LONG_DESCRIPTION = io.open(
    path.join(path.dirname(__file__), 'README.rst'),
    encoding='utf-8').read()

setup(
    name='webencodings',
    version=VERSION,
    url='https://github.com/SimonSapin/python-webencodings',
    license='BSD',
    author='Simon Sapin',
    author_email='simon.sapin@exyr.org',
    maintainer='Geoffrey Sneddon',
    maintainer_email='me@gsnedders.com',
    description='Character encoding aliases for legacy web content',
    long_description=LONG_DESCRIPTION,
    classifiers=[
        'Development Status :: 4 - Beta',
        'Intended Audience :: Developers',
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        'Programming Language :: Python',
        'Programming Language :: Python :: 2',
        'Programming Language :: Python :: 2.6',
        'Programming Language :: Python :: 2.7',
    ]
)
'Programming Language :: Python :: 3',
'Programming Language :: Python :: 3.3',
'Programming Language :: Python :: 3.4',
'Programming Language :: Python :: 3.5',
'Programming Language :: Python :: 3.6',
'Programming Language :: Python :: Implementation :: CPython',
'Programming Language :: Python :: Implementation :: PyPy',
'Topic :: Internet :: WWW/HTTP',
],
packages=find_packages(),
)

Found in path(s):
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0.5.1-tar.gz/webencodings-0.5.1/setup.py
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```python
webencodings.mklabels
~~~~~~~~~~~~~~~~~~~~
Regenerate the webencodings.labels module.

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```nu

```python
import json
try:
    from urllib import urlopen
except ImportError:
    from urllib.request import urlopen

def assert_lower(string):
    assert string == string.lower()
    return string

def generate(url):
    parts = "\n
```nu

```python
webencodings.labels
~~~~~~~~~~~~~~~~~~
Map encoding labels to their name.
```
---

# XXX Do not edit!
# This file is automatically generated by mklabels.py

LABELS = {
  
  labels = [
    (repr(assert_lower(label)).lstrip('u'),
     repr(encoding['name']).lstrip('u'))
    for category in json.loads(urlopen(url).read().decode('ascii'))
    for encoding in category['encodings']
    for label in encoding['labels']
  ]

  max_len = max(len(label) for label, name in labels)
  parts.extend(
    '      %s:%s %s,
' % (label, ' ' * (max_len - len(label)), name)
    for label, name in labels)
  parts.append('  }

  return ''.join(parts)

if __name__ == '__main__':
  print(generate('http://encoding.spec.whatwg.org/encodings.json'))

Found in path(s):
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/mklabels.py

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

Metadata-Version: 1.1
Name: webencodings
Version: 0.5.1
Summary: Character encoding aliases for legacy web content
Home-page: https://github.com/SimonSapin/python-webencodings
Author: Geoffrey Sneddon
Author-email: me@gsnedders.com
License: BSD
Description: python-webencodings

====================

This is a Python implementation of the `WHATWG Encoding standard <http://encoding.spec.whatwg.org/>`

* Latest documentation: http://packages.python.org/webencodings/
In order to be compatible with legacy web content when interpreting something like `Content-Type: text/html; charset=latin1`, tools need to use a particular set of aliases for encoding labels as well as some overriding rules. For example, ``US-ASCII`` and ``iso-8859-1`` on the web are actually aliases for ``windows-1252``, and an UTF-8 or UTF-16 BOM takes precedence over any other encoding declaration.

The Encoding standard defines all such details so that implementations do not have to reverse-engineer each other.

This module has encoding labels and BOM detection, but the actual implementation for encoders and decoders is Pythons.

Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: BSD License
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.6
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.3
Classifier: Programming Language :: Python :: 3.4
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: Implementation :: CPython
Classifier: Programming Language :: Python :: Implementation :: PyPy
Classifier: Topic :: Internet :: WWW/HTTP

Found in path(s):
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0.5.1-1.tar-gz/webencodings-0.5.1/PKG-INFO
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0.5.1-1.tar-gz/webencodings-0.5.1/webencodings.egg-info/PKG-INFO

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```
python-webencodings
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This is a Python implementation of the `WHATWG Encoding standard <http://encoding.spec.whatwg.org/>`_,
In order to be compatible with legacy web content when interpreting something like "Content-Type: text/html; charset=latin1", tools need to use a particular set of aliases for encoding labels as well as some overriding rules. For example, "US-ASCII" and "iso-8859-1" on the web are actually aliases for "windows-1252", and an UTF-8 or UTF-16 BOM takes precedence over any other encoding declaration. The Encoding standard defines all such details so that implementations do not have to reverse-engineer each other.

This module has encoding labels and BOM detection, but the actual implementation for encoders and decoders is Python.

1.4008 openzipkin-zipkin-go-opentracing

v0.3.4

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1.4009 babel-plugin-styled-components

1.13.2

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1.4011 spring-aop 5.1.14.RELEASE

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  jar/org/bson/codecs/NumberCodecHelper.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/BsonMinKeyCodec.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/configuration/Optional.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/json/RelaxedExtendedJsonInt64Converter.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/EncoderContext.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/BsonValueCodecProvider.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/pojo/Conventions.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/EmptyBSONCallback.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/json/LegacyExtendedJsonDateTimeConverter.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/Transformer.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/pojo/ConventionAnnotationImpl.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/pojo/ConventionSetPrivateFieldImpl.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/pojo/annotations/BsonProperty.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/types/Decimal128.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/BsonInt32.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/pojo/CollectionPropertyCodecProvider.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/BsonMaxKey.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/BsonDecimal128Codec.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/BsonTimestamp.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/json/ExtendedJsonInt64Converter.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/BsonStringCodec.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-
  jar/org/bson/codecs/pojo/DiscriminatorLookup.java
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  jar/org/bson/json/JsonToken.java

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jar/org/bson/json/ExtendedJsonBinaryConverter.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/BsonMaximumSizeExceededException.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/json/ExtendedJsonMinKeyConverter.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/codecs/FloatCodec.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/io/ByteBufferBsonInput.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/diagnostics/SLF4JLogger.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/json/ExtendedJsonDateTimeConverter.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/codecs/BsonInt64Codec.java
jar/org/bson/codecs/pojo/PropertyAccessorImpl.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/json/JsonSymbolConverter.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/codecs/StringCodec.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/codecs/pojo/AutomaticPojoCodec.java

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Found in path(s):
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/codecs/jsr310/LocalDateTimeCodec.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/codecs/jsr310/Jsr310CodecProvider.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/codecs/jsr310/LocalDateCodec.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/codecs/jsr310/InstantCodec.java
* /opt/cola/permits/1141503643_1614996648.14/0/bson-3-7-0-sources-1-jar/org/bson/codecs/jsr310/LocalTimeCodec.java

1.4013 wheel 0.32.3-2
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1.4016 swagger-models 1.5.3
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   package io.swagger.models;

   public class License {
      private String name;
      private String url;

      public License name(String name) {
         setName(name);
         return this;
      }

      public License url(String url) {
         setUrl(url);
         return this;
      }

      public String getName() {
         return name;
      }

      public void setName(String name) {
         this.name = name;
      }

      public String getUrl() {
         return url;
      }

      public void setUrl(String url) {
         this.url = url;
      }
   }
```java
@Override
public int hashCode() {
    final int prime = 31;
    int result = 1;
    result = prime * result + ((name == null) ? 0 : name.hashCode());
    result = prime * result + ((url == null) ? 0 : url.hashCode());
    return result;
}

@Override
public boolean equals(Object obj) {
    if (this == obj) {
        return true;
    }
    if (obj == null) {
        return false;
    }
    if (getClass() != obj.getClass()) {
        return false;
    }
    License other = (License) obj;
    if (name == null) {
        if (other.name != null) {
            return false;
        } else if (!name.equals(other.name)) {
            return false;
        }
    } else if (!name.equals(other.name)) {
        return false;
    }
    if (url == null) {
        if (other.url != null) {
            return false;
        } else if (!url.equals(other.url)) {
            return false;
        }
    } else if (!url.equals(other.url)) {
        return false;
    }
    return true;
}
```

**1.4017 d3-geo 2.0.2**

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1.4019 w3c-keyname 2.2.4

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to use the modified definitions.)

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^L

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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

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Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

Attachments: Message as HTML
looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries unde= r=20
GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
=2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18
I understand that, and you're welcome to bring it up with Alec directly and see if he wants to relicense his code as LGPL... but at this point, it was enough to just get it consistent and documented as to what it was released under. This wasn't actually a license change, just a
clarification of the licensing that was already in place.

-- Nathan

Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:15 PM
> To: cracklib-devel@li...
> Subject: [Cracklib-devel] cracklib license
>
> looks like 2.8.11 is out and marked as "GPL-2" ... releasing
> libraries under
> GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
> -mike

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

On Monday 01 October 2007, Neulinger, Nathan wrote:
> I understand that, and you're welcome to bring it up with Alec directly
> and see if he wants to relicense his code as LGPL... but at this point,
> it was enough to just get it consistent and documented as to what it was
> released under. This wasn't actually a license change, just a
> clarification of the licensing that was already in place.

the original license (before moving to sourceforge -- aka, 2.7) was not
GPL-2 ... it was a modified artistic license ... i didnt notice the license=
change until it was mentioned in the latest notes.

unlike the old license, GPL-2 prevents people from using cracklib unless th=
eir=20
applications are also GPL-2 which imo is just wrong. it isnt the place of =
a=20
library to dictact to application writes what license they should be using.=
=20
thus LGPL-2.1 enters to fill this void.
=2Dmike
Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
Seems like the ideal thing here would be for you and the other distro maintainers to get together with Alec in a conversation and come to a decision as to what licensing scheme y'all want. I haven't really done much other than cleaning up the packaging and patches and a small bit of additional code, so whatever licensing y'all come up with is fine by me.

-- Nathan

Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:33 PM
> To: Neulinger, Nathan
> Cc: cracklib-devel@li...; Alec Muffett
> Subject: Re: [Cracklib-devel] cracklib license
>
> the original license (before moving to sourceforge -- aka, 2.7) was not
> GPL-2 ... it was a modified artistic license ... i didnt notice the
> license
> change until it was mentioned in the latest notes.
>
> unlike the old license, GPL-2 prevents people from using cracklib
> unless their
> applications are also GPL-2 which imo is just wrong. it isnt the
> place of a
> library to dictact to application writes what license they should
> be using.
> thus LGPL-2.1 enters to fill this void.
Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2007-10-02 08:57
> Seems like the ideal thing here would be for you and the other distro
> maintainers to get together with Alec in a conversation and come to a
> decision as to what licensing scheme y'all want. I haven't really done
> much other than cleaning up the packaging and patches and a small
> bit of
> additional code, so whatever licensing y'all come up with is fine
> by me.

I am sympathetic. Guys, what do you reckon?

What I am hearing so far is that LGPL makes sense, since it can be
linked with any code, not just GPL...

-a

Re: [Cracklib-devel] cracklib license
From: Devin Reade <gdr@gn...> - 2007-10-02 15:04
I would like to see it under LGPL as well. I think it is in everyone's
best interests to have as secure systems as possible, and I think tainting
it via GPL will just make it less likely that the library gets used, and
will not usually cause companies/developers to GPL the dependent code
(where it is not already GPL).

I like GPL, I use it when I can, but I don't think that it's the correct
license in this situation.

Devin
--
If it's sinful, it's more fun.

Re: [Cracklib-devel] cracklib license
From: Nalin Dahyabhai <nalin@re...> - 2008-01-28 16:32
On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> > Seems like the ideal thing here would be for you and the other distro
> > maintainers to get together with Alec in a conversation and come to a
> > decision as to what licensing scheme y'all want. I haven't really done
> > much other than cleaning up the packaging and patches and a small
> > bit of
> > additional code, so whatever licensing y'all come up with is fine
> > by me.
> I am sympathetic. Guys, what do you reckon?
> 
> > What I am hearing so far is that LGPL makes sense, since it can be
> > linked with any code, not just GPL...
>
> My apologies for not chiming in in anything resembling a reasonable
timeframe.

I'd also suggest the LGPL, for the reason you noted above. Alternately,
GPLv2 with the option of using the library under a later version of the
GPL would permit applications which were released under version 3 of the
GPL to use the library, too, which would be sufficient for the packages
which are included in Fedora. FWIW, I'd personally lean toward LGPL.

In any case, I thank you both for working on sorting this out.

Cheers,

Nalin

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@...> - 2008-10-05 21:27

Attachments: Message as HTML
On Monday 28 January 2008, Nalin Dahyabhai wrote:
> On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> >> Seems like the ideal thing here would be for you and the other distro
> >> maintainers to get together with Alec in a conversation and come to a
> >> decision as to what licensing scheme y'all want. I haven't really done
> >> much other than cleaning up the packaging and patches and a small
> >> bit of
> >> additional code, so whatever licensing y'all come up with is fine
> >> by me.
> >>
> > I am sympathetic. Guys, what do you reckon?
> >
> > What I am hearing so far is that LGPL makes sense, since it can be
> > linked with any code, not just GPL...
> >
> > My apologies for not chiming in in anything resembling a reasonable
timeframe.
> >
> I'd also suggest the LGPL, for the reason you noted above. Alternately,
> GPLv2 with the option of using the library under a later version of the
> GPL would permit applications which were released under version 3 of the
> GPL to use the library, too, which would be sufficient for the packages
> which are included in Fedora. FWIW, I'd personally lean toward LGPL.
In any case, I thank you both for working on sorting this out.  

looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make the change now?
-mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2008-10-05 23:18
>> In any case, I thank you both for working on sorting this out.
>  
> looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make the change now?

yes. go for it. thanks++

-a

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-25 22:34

Attachments: Message as HTML
On Sunday 05 October 2008, Alec Muffett wrote:
> >> In any case, I thank you both for working on sorting this out.
> >
> > looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make the change now?
> 
> yes. go for it. thanks++

Nathan Neulinger is the only one who can actually make said change ...
-mike

---------
Below is original licensing discussion re changing to GPL from Artistic.
---------

CrackLib was originally licensed with a variant of the Artistic license. In the interests of wider acceptance and more modern licensing, it was switched with the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed as of 2007-10-01 with the following email from Alec Muffett.
The below email references nneul@umr.edu address, as that is the address that was used at the time. For any future emails regarding this, please use nneul@neulinger.org.

From alecm@crypticide.com Mon Oct  1 12:26:03 2007
Received: from umr-exproto2.cc.umr.edu ([131.151.0.192]) by UMR-CMAIL1.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
    Mon, 1 Oct 2007 12:26:03 -0500
Received: from scansrv2.srv.mst.edu ([131.151.1.114]) by umr-exproto2.cc.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
    Mon, 1 Oct 2007 12:26:02 -0500
Received: (qmail 8022 invoked from network); 1 Oct 2007 16:59:55 -0000
Received: from smtp1.srv.mst.edu (131.151.1.43)
    by scanin-ipvs.cc.umr.edu with SMTP; 1 Oct 2007 16:59:55 -0000
Received: from spunkymail-mx8.g.dreamhost.com (mx1.spunky.mail.dreamhost.com [208.97.132.47])
    by smtp1.srv.mst.edu (8.13.1/8.13.1) with ESMTP id I91Gxpr020623
    for <nneul@umr.edu>; Mon, 1 Oct 2007 11:59:55 -0500
Received: from rutherford.zen.co.uk (rutherford.zen.co.uk [212.23.3.142])
    by spunkymail-mx8.g.dreamhost.com (Postfix) with ESMTP id 2C7734D311
    for <nneul@neulinger.org>; Mon, 1 Oct 2007 09:59:50 -0700 (PDT)
Received: from [82.68.43.14] (helo=[192.168.1.3])
    by rutherford.zen.co.uk with esmt (Exim 4.50)
    id 11cOcX-0004Qt-6L
    for nneul@neulinger.org; Mon, 01 Oct 2007 16:59:49 +0000
Mime-Version: 1.0 (Apple Message framework v752.2)
In-Reply-To: <1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
References: <1190922867.3457.147.camel@localhost.localdomain>
<EC90713277D2BE41B7110CCD74E235CEF44F38@UMR-CMAIL1.umr.edu>
<1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
Content-Type: text/plain; charset=US-ASCII; delsp=yes; format=flowed
Message-Id: <117A1264-F6DC-4E25-B0DD-56FBFEBE6E9F@crypticide.com>
Content-Transfer-Encoding: 7bit
From: Alec Muffett <alecm@crypticide.com>
Subject: Re: cracklib license
Date: Mon, 1 Oct 2007 17:59:46 +0100
To: Nathan Neulinger <nneul@neulinger.org>
X-Mailer: Apple Mail (2.752.2)
X-Originating-Rutherford-IP: [82.68.43.14]
Return-Path: alecm@crypticide.com
X-OriginalArrivalTime: 01 Oct 2007 17:26:03.0008 (UTC) FILETIME=[2420C000:01C80450]
Status: RO
Content-Length: 585
Lines: 21
Any chance you could write me a self-contained email stating clearly that the license is being changed to GPL, so I could include that email in the repository and clean up the repository/tarballs? I have all the original discussion, but something succinct and self contained would be ideal.

The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)

-a

1.4023 akka-parsing 10.1.12

1.4023.1 Available under license:

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* /opt/cola/permits/1112635616_1607381983.88/0/akka-parsing-2-12-10-1-12-sources-jar/akka/parboiled2/support/HListable.scala
* /opt/cola/permits/1112635616_1607381983.88/0/akka-parsing-2-12-10-1-12-sources-jar/akka/parboiled2/RuleDSLBasics.scala
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/**  
 * A very fast and memory efficient class to encode and decode to and from BASE64 in full accordance
 * with RFC 2045. <br>
 * On Windows XP sp1 with 1.4.2_04 and later ;), this encoder and decoder is about 10 times faster
 * on small arrays (10 - 1000 bytes) and 2-3 times as fast on larger arrays (10000 - 100000 bytes)
 * compared to <code>sun.misc.Encoder()/Decoder()</code>.  
 **/
On byte arrays the encoder is about 20% faster than Jakarta Commons Base64 Codec for encode and about 50% faster for decoding large arrays. This implementation is about twice as fast on very small arrays (&lt;30 bytes). If source/destination is a <code>String</code> this version is about three times as fast due to the fact that the Commons Codec result has to be recoded to a <code>String</code> from <code>byte[]</code>, which is very expensive.

This encode/decode algorithm doesn't create any temporary arrays as many other codecs do, it only allocates the resulting array. This produces less garbage and it is possible to handle arrays twice as large as algorithms that create a temporary array. (E.g. Jakarta Commons Codec). It is unknown whether Sun's <code>sun.misc.Encoder()/Decoder()</code> produce temporary arrays but since performance is quite low it probably does.

The encoder produces the same output as the Sun one except that the Sun's encoder appends a trailing line separator if the last character isn't a pad. Unclear why but it only adds to the length and is probably a side effect. Both are in conformance with RFC 2045 though.

Commons codec seem to always att a trailing line separator.

Note!

The encode/decode method pairs (types) come in three versions with the <b>exact</b> same algorithm and thus a lot of code redundancy. This is to not create any temporary arrays for transcoding to/from different format types. The methods not used can simply be commented out.

There is also a "fast" version of all decode methods that works the same way as the normal ones, but has a few demands on the decoded input. Normally though, these fast versions should be used if the source if the input is known and it hasn't bee tampered with.

If you find the code useful or you find a bug, please send me a note at base64 @ miginfocom . com.

Licence (BSD):

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*
* @version 2.2
* @author Mikael Grev
* Date: 2004-aug-02
* Time: 11:31:11
*
* Adapted in 2009 by Mathias Doenitz.
*/

Found in path(s):
* /opt/cola/permits/1112635616_1607381983.88/0/akka-parsing-2-12-10-1-12-sources-
jar/akka/parboiled2/util/Base64.java
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* /opt/cola/permits/1112635616_1607381983.88/0/akka-parsing-2-12-10-1-12-sources-
jar/akka/shapeless/hlists.scala
* /opt/cola/permits/1112635616_1607381983.88/0/akka-parsing-2-12-10-1-12-sources-
jar/akka/shapeless/syntax/hlists.scala
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1.4024 akka-actor 2.5.17
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1.4025 google-cloud-core 0.29.1
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1.4026 react-tooltip 3.10.1

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1.4027 quartz 2.3.2

1.4028 is-boolean-object 1.1.0

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1.4030 llvmlite 0.31.0
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# Object::MultiType #

Perl Objects as Hash, Array and Scalar at the same time.

# DESCRIPTION #

This module return an object that works like a Hash, Array and Scalar object at the same time.

** See POD for documentation.
# INSTALLATION#

To install this module type the following:

perl Makefile.PL
make
make test
make install

############

# AUTHOR#

Graciliano M. P. <gm@virtuasites.com.br>

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=head1 NAME

Object::MultiType - Perl Objects as Hash, Array, Scalar, Code and Glob at the same time.

=head1 SYNOPSIS

use Object::MultiType ;

my $scalar = 'abc' ;
my @array = qw(x y z);
my %hash = (A => 1 , B => 2) ;

my $obj = Object::MultiType->new(
    scalar => \$scalar ,
    array => \@array ,
    hash => \%hash ,
    code => sub{ return("I'm a sub ref!") ; }

glob => "/\*STDOUT",
);

print "Me as scalar: $obj\n";

my $array_1 = $obj->[1];
print "$array_1\n";

my $hash_B = $obj->{B};
print "$hash_B\n";

my $hash = $$obj->hash;
foreach my $Key (sort keys %$hash) {
    print "$Key = $$hash{$Key}\n";
}

&$obj(args);

=head1 DESCRIPTION

This module return an object that works like a Hash, Array, Scalar, Code and Glob object at the same time.

The usual way is to call it from your module at new():

package FOO;

use Object::MultiType;
use vars qw(@ISA);
@ISA = qw(Object::MultiType) ; ## Is good to 'Object::MultiType' be the last in @ISA!

sub new {
    my $class = shift;
    my $this = Object::MultiType->new();
    bless($this,$class);
}

=head1 METHODS

** See the methods of the L<Saver|/SAVER> too.

=head2 new

B<Arguments>:

=over 10

=item bool
The I<boolean> reference. Default: undef

=item boolcode|boolsub

Set the sub/function (CODE reference) that will return/generate the I<boolean> value.

=item scalar

The SCALAR reference. If not sent a null SCALAR will be created.

=item scalarcodescalarsub

Set the sub/function (CODE reference) that will return/generate the scalar data of the object.

=item array

The ARRAY reference. If not sent a null ARRAY will be created.

=item hash

The HASH reference. If not sent a null HASH will be created.

=item code

The CODE reference. If not sent a null sub{} will be created.

With this your object can be used as a sub reference:

my $multi = Object::MultiType->new( code => sub { print "Args: @_\n" ; } ) ;
&$multi();

Note that the first argument sent to the SUB is the object ($multi).

=item glob

The GLOB (HANDLE) reference. If not sent a null GLOB will be created.

** Note that you can't use the default (null) GLOB created when you don't paste this argument!
Since all the objects will share it, and was there just to avoid erros!

=item tiearray

Package name to create a TIEARRAY. The argument $this is sent to tie().

tie() is called as:

tie(@array,$args{tiearray},$this) ;
Note that is hard to implement the tie methods for PUSH, POP, SHIFT, UNSHIFT, SPLICE...
Unless you make just an alias to another array through the tie methods.

** See B<tiehash> too.

=item tiehash

Package name to create a TIEHASH. The argument $$this is sent to tie().

tie() is called as:

tie(%hash,$args{tiehash},$$this) ;

** $$this (the Saver) is sent, and not $this, to avoid the break of DESTROY (auto reference).

** $$this is a reference to the Saver object that save the SCALAR, ARRAY, HASH, CODE and GLOB.

sub TIEHASH {
    my $class = shift ;
    my $multi = shift ; ## $$this

    my $scalarref = $multi->scalar ; ## \${$multi}
    my $arrayref = $multi->array ; ## @{$multi}
    my $hashref = $multi->hash ; ## %{$multi}

    my $this = { s => $scalarref , a => $arrayref , h => $hashref } ;
    bless($this,$class) ;
}

=item tiehandle

Make the object works like a tied glob (TIEHANDLE).

If used with I<glob> will tie() it. If I<glob> is not sent a NULL GLOB is used:

    my $multi = Object::MultiType->new(
        glob => \*MYOUT ,  ## 'glob' is Optional.
        tiehandle => 'TieHandlePack',
    ) ;

=item tieonuse

The reference is only tied when it’s used! So, the HASH, ARRAY or GLOB (handle)
are only tied if/when they are accessed.

=item nodefault

If set to true tell to not create the default references inside the Saver, and it
will have only the references paste (scalar, array, hash, code, glob).

** This is good to save memory.

=back

=head2 is_saver

Return 0. Good to see if what you have is the Saver or the MultiType object.

=head1 SAVER

The MultiType object has a Saver object (L<Object::MultiType::Saver/Object::MultiType::Saver>), that save all the different data type (references). This saver can be accessed from the main object:

my $multi = Object::MultiType->new() ;

my $saver = $multi ;
print $saver->scalar ;

B<If you want to save attributes in your Object and you use I<tiehash>, you can’t set attributes directly in the MultiType object>!:

sub new {
    my $class = shift ;
    my $this = Object::MultiType->new(tiehash => 'TieHashPack') ;

    ## Dont do that! This will call the STORE() at TIEHASH, and not save it in the object:
    $this->{flagx} = 1 ;

    bless($this,$class) ;
}

So, if you use tiehash and want to save attributes (outside tie) use that:

    ## This save the attribute inside the Saver:
    $$this->{flagx} = 1 ;

Note that this set an attribute in the saver, and it has their own attributes!

    ## $saver = $$this ;

    $saver->{s} ## the sacalar ref.
    $saver->{a} ## the array ref.
    $saver->{h} ## the hash ref.
    $saver->{c} ## the code ref.
    $saver->{g} ## the glob ref.
** See I"Direct access to the data types".

=head1 DESTROY

When the object is DESTROYED, the Saver inside it is cleaned, so the tied objects can be DESTROYED automatically too.

=head1 Direct access to the data types

To access directly the reference of the different data types (SCALAR, ARRAY, HASH, CODE & GLOB) use:

my $multi = Object::MultiType->new() ;

my $saver = $multi ;

my $scalarref = $saver->scalar ; ## $saver->{s}
my $arrayref  = $saver->array  ; ## $saver->{a}
my $hashref   = $saver->hash   ; ## $saver->{h}
my $coderef   = $saver->code   ; ## $saver->{c}
my $globeref  = $saver->glob   ; ## $saver->{g}

## You can access the Saver directly from the main object:
$multi->hash  ;

Setting the data:

$saver->set_bool( 1 ) ;
$saver->set_scalar( 'xyz' ) ;
$saver->set_array( [qw(x y z)] ) ;
$saver->set_hash( {X => 1} ) ;
$saver->set_code( sub{ print "XYZ\n" ; } ) ;
$saver->set_glob( \*STDOUT ) ;

=head1 As SCALAR

You can use it as SCALAR when you put it inside quotes or make a copy of it:

my $multi = Object::MultiType->new( scalar => 'Foo' ) ;

## Quote:
print "Me as scalar: $multi\n" ;

## Copy:
my $str = $multi ;
$str .= '_x' ; ## Copy made when you change it! Until that $str works like $multi.
print "$str\n" ;

using the argument B<scalarsub> you can use a function that will generate the scalar data,
in the place of a reference to a SCALAR:

my $multi = Object::MultiType->new(scalarsub => sub{ return 'generated data' ;} ) ;

print "My scalar have $multi\n" ;

=head1 As ARRAY

You can use it as ARRAY directly from the object:

my $multi = Object::MultiType->new( array => [qw(FOO BAR)] ) ;
my $array_0 = $multi->[0] ;
$multi->[1] = 'foo' ;

=head1 As HASH

You can use it as HASH directly from the object:

my $multi = Object::MultiType->new( hash => {key => 'foo'} ) ;
my $k = $multi->[key] ;
$multi->{foo} = 'bar' ;

=head1 With TIE

To use your ARRAY and HASH part tied, you can paste the reference already tied of the HASH or ARRAY, or use the arguments tiehash and tiearray at L<new()>:

### Using the reference:
my %hash ;
tie(%hash,'TieHash') ;
my $multi = Object::MultiType->new(hash => \%hash) ;

### Or using directly the argument:
my $multi = Object::MultiType->new(tiehash => 'TieHashPack') ;

Note that using tiehash or tiearray is better, since your tied HASH or ARRAY can see the object Saver and the other data type of it. B<See the method L<new()> and their arguments>.

Here's an example of a TieHash package that is called from Object::MultiType->new():

### The call inside Object::MultiType->new():
tie(%hash,$args{tiehash},$$this) ;

### The package:
package TieHash ;

sub TIEHASH {
    my $class = shift ;
my $Saver = shift;  ## Object::MultiType paste as $this (only the Saver) to avoid break of DESTROY!
## $this = Object::MultiType >> $this = Object::MultiType::Saver

my $scalarref = $Saver->scalar;
my $arrayref  = $Saver->array;

## Note that $Saver->hash will return the tied hash, and is not needed here!
## my $hashref   = $Saver->hash;

## Saving the references inside the TIE object:
my $this = { scalar => $scalarref , array => $arrayref , hash => {} };

bless($this,$class);

sub FETCH { my $this = shift; return( 'key' );}

sub NEXTKEY { my $this = shift; return( 'key' );}

sub STORE { my $this = shift; $this->{hash}{$_[0]} = $_[1] }

sub DELETE { my $this = shift; delete $this->{hash}{$_[0]} }

sub CLEAR { my $this = shift; $this->{hash} = {} ;}

sub EXISTS { my $this = shift; defined $this->{hash}{$_[0]} ;}

sub FIRSTKEY { my $this = shift; (sort keys %{$this->{hash}})[0] }

sub DESTROY {}

B<Using tiehash, you need to save the attributes in the Saver, or you call the tie()>.

$this->{flagx} = 1;

=head1 Object::MultiType::Saver

This is a litte package where the Saver objects are created.
It will save the data types (SCALAR, ARRAY, HASH, CODE & GLOB) of the main objects (Object::MultiType).

B<METHODS:>

=head2 is_saver

Return 1. Good to see if what you have is the Saver or the MultiType object.
Return the BOOL reference inside the Saver.

=head2 scalar

Return the SCALAR reference inside the Saver.

=head2 array

Return the ARRAY reference inside the Saver.

=head2 hash

Return the HASH reference inside the Saver.

=head2 code

Return the CODE/sub reference inside the Saver.

=head2 glob

Return the GLOB/HANDLE reference inside the Saver.

=head2 set_bool

Set the boolean reference inside the Saver.

=head2 set_scalar

Set the SCALAR reference inside the Saver.

=head2 set_array

Set the ARRAY reference inside the Saver.

=head2 set_hash

Set the HASH reference inside the Saver.

=head2 set_code

Set the CODE/sub reference inside the Saver.

=head2 set_glob

Set the GLOB/HANDLE reference inside the Saver.

=head2 clean
Clean all the references saved in the Saver.

=head1 SEE ALSO

L<overload>, L<perltie>, L<Scalar::Util>.

This module/class was created for L<XML::Smart>.

=head1 AUTHOR

Graciliano M. P. <gm@virtuasites.com.br>

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DRuntime: Runtime Library for the D Programming Language
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Version 3.1, 31 March 2009

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

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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* /opt/cola/permits/1136608050_1613807132.11/0/spring-expression-5-1-9-release-sources-1-jar/org/springframework/expression/common/TemplateParserContext.java
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1.4077 spring-context 4.3.22.RELEASE

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  jar/org/springframework/context/ApplicationEventPublisherAware.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-
  jar/org/springframework/context/MessageSourceAware.java
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  jar/org/springframework/instrument/classloading/jboss/JBossClassLoaderAdapter.java
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*/
Abstract the invocation of a cache operation.

* Does not provide a way to transmit checked exceptions but
* provide a special exception that should be used to wrap any
* exception that was thrown by the underlying invocation.
* Callers are expected to handle this issue type specifically.

* @author Stephane Nicoll
* @since 4.1
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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.
*
* Exposes the [@code MBeanServer] for bean references.
* This FactoryBean is a direct alternative to [@link MBeanServerFactoryBean],
* which uses standard JMX 1.2 API to access the platform's MBeanServer.
*
* See the javadocs for WebSphere's
*
* @author Juergen Hoeller
* @author Rob Harrop
* @since 2.0.3
* @see javax.management.MBeanServer
* @see MBeanServerFactoryBean
*/

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* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/annotation/ConfigurationMethod.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/remoting/rmi/JndiRmiClientInterceptor.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/format/datetime/joda/DateTimeFormatterFactoryBean.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/i18n/SimpleTimeZoneAwareLocaleContext.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/instrument/classloading/jboss/JBossMCAdapter.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/annotation/Lazy.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/ejb/interceptor/SpringBeanAutowiringInterceptor.java
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* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/cache/annotation/SpringCacheAnnotationParser.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/support/PropertySourcesPlaceholderConfigurer.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/jmx/export/MBeanExporter.java
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* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/format/support/FormattingConversionService.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/weaving/AspectJWeavingEnabler.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/scheduling/config/ScheduledTaskRegistrar.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/cache/interceptor/CacheableOperation.java
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* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/cache/annotation/CacheEvict.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/support/GenericApplicationContext.java
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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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  jar/org/springframework/context/support/StaticMessageSource.java
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jar/org/springframework/jmx/export/assembly/AutodetectCapableMBeanInfoAssembler.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-
jar/org/springframework/jmx/export/MEBeanExporterListener.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-
jar/org/springframework/context/event/ContextStartedEvent.java
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* /opt/cola/permits/1141298164_1614968959.43/com/springframework/jmx/export/assembler/MBeanInfoAssembler.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/scheduling/TaskScheduler.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/scheduling/support/DelegatingErrorHandlingRunnable.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/validation/beanvalidation/LocaleContextMessageInterpolator.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/cache/interceptor/CompositeCacheOperationSource.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/jndi/JndiTemplateEditor.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/jmx/support/RegistrationPolicy.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/jndi/JndiTemplate.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/jmx/support/RegistrationPolicy.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/jnx/support/RegistrationPolicy.java
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* /opt/cola/permits/1141298164_1614968959.43/com/springframework/function/support/StaticScriptSource.java
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* /opt/cola/permits/1141298164_1614968959.43/com/springframework/jnx/support/RegistrationPolicy.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/instrument/classloading/SimpleLoadTimeWeaver.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/context/config/SpringConfiguredBeanDefinitionParser.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/jmx/MBeanServerNotFoundException.java
* /opt/cola/permits/1141298164_1614968959.43/com/springframework/scheduling/annotation/SchedulingConfigurer.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/jmx/support/MBeanServerConnectionFactoryBean.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/jmx/access/NotificationListenerRegistrar.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/remoting/soap/SoapFaultException.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/cache/interceptor/CacheOperationSourcePointcut.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/jmx/export/metadata/JmxAttributeSource.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/jmx/export/MBeanExportException.java
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* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/config/MBeanExportBeanDefinitionParser.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/remoting/rmi/RmiProxyFactoryBean.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/annotation/LoadTimeWeavingConfigurer.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/remoting/rmi/JndiRmiServiceExporter.java
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* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/ui/context/support/UiApplicationContextUtils.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/ApplicationContextAware.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/ejb/access/AbstractRemoteSlsbInvokerInterceptor.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/support/ApplicationObjectSupport.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/Phased.java

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* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/scheduling/concurrent/ScheduledExecutorTask.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/format/datetime/joda/JodaTimeFormatterRegistrar.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/annotation/ClassPathScanningCandidateComponentProvider.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/jmx/support/NotificationListenerHolder.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/instrument/classloading/websphere/WebSphereClassPreDefinePlugin.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/stereotype/Service.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/cache/annotation/EnableCaching.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/cache/interceptor/CacheOperation.java
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  jar/org/springframework/format/datetime/standard/MonthDayFormatter.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-
  jar/org/springframework/scripting/bsh/BshScriptEvaluator.java
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* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-
  jar/org/springframework/jmx/export/annotation/ManagedMetric.java
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  jar/org/springframework/context/event/EventExpressionRootObject.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-
  jar/org/springframework/scheduling/concurrent/DefaultManagedAwareThreadFactory.java
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  jar/org/springframework/format/datetime/joda/PeriodFormatter.java
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* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/support/ContextTypeMatchClassLoader.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/cache/interceptor/CacheErrorHandler.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/scheduling/concurrent/ForkJoinPoolFactoryBean.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/annotation/ConditionEvaluator.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/validation/ValidationUtils.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/remoting/support/RemoteInvocation.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/support/AbstractRefreshableConfigApplicationContext.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/annotation/ScannedGenericBeanDefinition.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/format/datetime/standard/DateTimeContext.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/cache/CacheManager.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/remoting/support/RemoteInvocationResult.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/instrument/classloading/SimpleThrowawayClassLoader.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/cache/config/CacheManagementConfigUtils.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/cache/interceptor/CacheOperationInvocationContext.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/context/expression/BeanFactoryAccessor.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/jmx/export/assembler/MethodExclusionMBeanInfoAssembler.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/format/datetime/standard/TemporalAccessorPrinter.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/format/FormatterRegistry.java
* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/format/AnnotationFormatterFactory.java
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* /opt/cola/permits/1141298164_1614968959.43/0/spring-context-4-3-22-release-sources-3-jar/org/springframework/scheduling/annotation/AsyncConfigurer.java
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1.4079 msrest 0.6.9
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Metadata-Version: 2.1
Name: msrest
Version: 0.6.9
Summary: AutoRest swagger generator Python client runtime.
Home-page: https://github.com/Azure/msrest-for-python
Author: Microsoft Corporation
License: MIT License
Description: AutoRest: Python Client Runtime

.. image:: https://travis-ci.org/Azure/msrest-for-python.svg?branch=master
   :target: https://travis-ci.org/Azure/msrest-for-python

.. image:: https://codecov.io/gh/azure/msrest-for-python/branch/master/graph/badge.svg
   :target: https://codecov.io/gh/azure/msrest-for-python

Installation
------------
To install:

.. code-block:: bash

   $ pip install msrest

Release History
---------------
2019-07-24 Versions 0.6.9

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**Features**
- Accept extensions of JSON mimetype as valid JSON  #167

2019-06-24 Version 0.6.8
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**BugFixes**

- Impossible to serialize XML if model contains UTF8 characters on Python 2.7  #165
- Impossible to deserialize a HTTP response as XML if body contains UTF8 characters on Python 2.7  #165
- Loading a serialized configuration fails with NameError on NoOptionError  #162

Thanks to cclauss for the contribution

2019-06-12 Version 0.6.7
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**Features**

- Add DomainCredentials credentials for EventGrid

Thanks to kalyanaj for the contribution

2019-03-21 Version 0.6.6
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**Bugfixes**

- Make 0.6.x series compatible with pyinstaller again
- sdist now includes tests

Thanks to dotlambda for the contribution

2019-03-11 Version 0.6.5
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**Bugfixes**

- Fix list of integers serialization if div is provided #151
- Fix parsing of UTF8 with BOM #145

Thanks to eduardomourar for the contribution

2019-01-09 Version 0.6.4
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**Bugfixes**
- Fix regression on credentials configuration if used outside of Autorest scope #135

2019-01-08 Version 0.6.3

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**Features**

- Updated **experimental** async support. Requires Autorest.Python 4.0.64.

2018-11-19 Version 0.6.2

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**Bugfixes**

- Fix circular dependency in TYPE_CHECKING mode #128

2018-10-15 Version 0.6.1

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**Bugfixes**

- Remove unnecessary verbose "warnings" log #126

2018-10-02 Version 0.6.0

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**Features**

- The environment variable AZURE_HTTP_USER_AGENT, if present, is now injected part of the UserAgent
- New **preview** msrest.universal_http module. Provide tools to generic HTTP management (sync/async, requests/aiohttp, etc.)
- New **preview** msrest.pipeline implementation:
  - A Pipeline is an ordered list of Policies than can process an HTTP request and response in a generic way.
  - More details in the wiki page about Pipeline: https://github.com/Azure/msrest-for-python/wiki/msrest-0.6.0-
    -Pipeline
- Adding new attributes to Configuration instance:
  - http_logger_policy - Policy to handle HTTP logging
  - user_agent_policy - Policy to handle UserAgent
  - pipeline - The current pipeline used by the SDK client
  - async_pipeline - The current async pipeline used by the async SDK client
- Installing "msrest[async]" now installs the **experimental** async support. Works ONLY for Autorest.Python 4.0.63.

**Breaking changes**
- The HTTPDriver API introduced in 0.5.0 has been replaced by the Pipeline implementation.

- The following classes have been moved from "msrest.pipeline" to "msrest.universal_http":
  - ClientRedirectPolicy
  - ClientProxies
  - ClientConnection

- The following classes have been moved from "msrest.pipeline" to "msrest.universal_http.requests":
  - ClientRetryPolicy

**Bugfixes**

- Fix "long" on Python 2 if used with the "object" type #121

Thanks to robgolding for the contribution

2018-09-04 Version 0.5.5
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**Bugfixes**

- Fix a serialization issue if additional_properties is declared, and "automatic model" syntax is used ("automatic model" being the ability to pass a dict to command and have the model auto-created) # 120

2018-07-12 Version 0.5.4
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**Features**

- Support additionalProperties and XML

**BugFixes**

- Better parse empty node and not string types
- Improve "object" XML parsing

2018-07-10 Version 0.5.3
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**BugFixes**

- Fix some XML serialization subtle scenarios

2018-07-09 Version 0.5.2
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**Features**

- deserialize/from_dict now accepts a content-type parameter to parse XML strings

**Bugfixes**

- Fix some complex XML Swagger definitions.

This release likely breaks already generated XML SDKs, that needs to be regenerated with autorest.python 3.0.58

2018-06-21 Version 0.5.1
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**Bugfixes**

- Lower Accept header overwrite logging message #110
- Fix 'object' type and XML format

Thanks to dharmab for the contribution

2018-06-12 Version 0.5.0
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**Disclaimer**

This released is designed to be backward compatible with 0.4.x, but there is too many internal refactoring and new features to continue with 0.4.x versionning

**Features**

- Add XML support
- Add many type hints, and MyPY testing on CI.
- HTTP calls are made through a HTTPDriver API. Only implementation is `requests` for now. This driver API is *not* considered stable
  and you should pin your msrest version if you want to provide a personal implementation.

**Bugfixes**

- Incorrect milliseconds serialization for some datetime object #94

**Deprecation**

That will trigger a DeprecationWarning if an old Autorest generated code is used.

- `_client.add_header is deprecated, and config.headers should be used instead
- `_client.send_formdata is deprecated, and `_client.put/get/delete/post + `_client.send should be used instead
**Bugfixes**

- Improve `SDKClient.__exit__` to take `exc_details` as optional parameters and not required #93
- `refresh_session` should also use the permanent HTTP session if available #91

**Features**

- msrest is now able to keep the "requests.Session" alive for performance. To activate this behavior:
  - Use the final Client as a context manager (requires generation with Autorest.Python 3.0.50 at least)
  - Use `client.config.keep_alive = True` and `client.close()` (requires generation with Autorest.Python 3.0.50 at least)
  - Use `client.config.keep_alive = True` and `client._client.close()` (not recommended, but available in old releases of SDK)

- All Authentication classes now define `signed_session` and `refresh_session` with an optional `session` parameter.
  To take benefits of the session improvement, a subclass of Authentication *MUST* add this optional parameter
  and use it if it's not `None`:

    ```python
    def signed_session(self, session=None):
        session = session or requests.Session()
        # As usual from here.
    ```

**Features**

- Disable HTTP log by default (security), add `enable_http_log` to restore it #86

**BugFixes**

- Fix incorrect date parsing if ms precision is over 6 digits #82
- Add TopicCredentials for EventGrid client

**Bugfixes**

- Fix minimal dependency of isodate
- Fix serialisation from dict if datetime provided

2018-01-08 Version 0.4.25
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**Features**

- Add LROPoller class. This is a customizable LRO engine.
  This is the poller engine of Autorest.Python 3.0, and is not used by code generated by previous Autorest version.

2018-01-03 Version 0.4.24
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**Bugfixes**

- Date parsing is now compliant with Autorest / Swagger 2.0 specification (less lenient)

**Internal optimisation**

- Call that does not return a streamable object are now executed in requests stream mode False (was True whatever the type of the call).
  This should reduce the number of leaked opened session and allow urllib3 to manage connection pooling more efficiently.
  Only clients generated with Autorest.Python >= 2.1.31 (not impacted otherwise, fully backward compatible)

2017-12-21 Version 0.4.23
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**Bugfixes**

- Accept to deserialize enum of different type if content string match #75
- Stop failing on deserialization if enum string is unknown. Return the string instead.

**Features**

- Model now accept kwargs in constructor for future kwargs models

2017-12-15 Version 0.4.22
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**Bugfixes**
- Do not validate additional_properties #73
- Improve validation error if expected type is dict, but actual type is not #73

2017-12-14 Version 0.4.21
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**Bugfixes**

- Fix additional_properties if Swagger was flatten #72

2017-12-13 Version 0.4.20
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**Features**

- Add support for additional_properties

  - By default, all additional_properties are kept.
  - Additional properties are sent to the server only if it was specified in the Swagger,
    or if "enable_additional_properties_sending" is called on the model we want it.
    This is a class method that enables it for all instance of this model.

2017-11-20 Version 0.4.19
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**Features**

- The interpretation of Swagger 2.0 "discriminator" is now lenient. This means for these two scenarios:
  - Discriminator value is missing from the received payload
  - Discriminator value is not defined in the Swagger

  Instead of failing with an exception, this now returns the base type for this "discriminator".

  Note that this is not a contradiction of the Swagger 2.0 spec, that specifies
  "validation SHOULD fail […] there may exist valid reasons in particular circumstances to ignore a particular
  item,
  but the full implications must be understood and carefully weighed before choosing a different course."

  This cannot be configured for now and is the new default behavior, but can be in the future if needed.

**Bugfixes**

- Optional formdata parameters were raising an exception (#65)
  - "application/x-www-form-urlencoded" form was sent using "multipart/form-data".
    This causes problems if the server does not support "multipart/form-data" (#66)
**Features**

- Add ApiKeyCredentials class. This can be used to support OpenAPI ApiKey feature.
- Add CognitiveServicesAuthentication class. Pre-declared ApiKeyCredentials class for Cognitive Services.

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**Bugfixes**

- Fix regression: accept "set<str>" as a valid "][str]" (#60)

---

**Features**

- Always log response body (#16)
- Improved exception message if error JSON is Odata v4 (#55)
- Refuse "str" as a valid "][str]" type (#41)
- Better exception handling if input from server is not JSON valid

---

**Features**

- Add Configuration.session_configuration_callback to customize the requests.Session if necessary (#52)
- Add a flag to Serializer to disable client-side-validation (#51)
- Remove "import requests" from "exceptions.py" for apps that require fast loading time (#23)

Thank you to jayden-at-arista for the contribution

2017-08-23 Version 0.4.14
""""""

**Bugfixes**

- Fix regression introduced in msrest 0.4.12 - dict syntax with enum modeled as string and enum used

2017-08-22 Version 0.4.13
""""""

**Bugfixes**

- Fix regression introduced in msrest 0.4.12 - dict syntax using isodate.Duration (#42)

2017-08-21 Version 0.4.12
""""""

**Features**

- Input is now more lenient
- Model have a "validate" method to check content constraints
- Model have now 4 new methods:

  - "serialize" that gives the RestAPI that will be sent
  - "as_dict" that returns a dict version of the Model. Callbacks are available.
  - "deserialize" the parses the RestAPI JSON into a Model
  - "from_dict" that parses several dict syntax into a Model. Callbacks are available.

More details and examples in the Wiki article on Github:
https://github.com/Azure/msrest-for-python/wiki/msrest-0.4.12---Serialization-change

**Bugfixes**

- Better Enum checking (#38)

2017-06-21 Version 0.4.11
""""""

**Bugfixes**

- Fix incorrect dependency to "requests" 2.14.x, instead of 2.x meant in 0.4.8

2017-06-15 Version 0.4.10
**Features**

- Add requests hooks to configuration

2017-06-08 Version 0.4.9

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**Bugfixes**

- Accept "null" value for paging array as an empty list and do not raise (#30)

2017-05-22 Version 0.4.8

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**Bugfixes**

- Fix random "pool is closed" error (#29)
- Fix requests dependency to version 2.x, since version 3.x is announced to be breaking.

2017-04-04 Version 0.4.7

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**Bugfixes**

- Refactor paging #22:
  - "next" is renamed "advance_page" and "next" returns only 1 element (Python 2 expected behavior)
  - paging objects are now real generator and support the "next()" built-in function without need for "iter()"
  - Raise accurate DeserializationError on incorrect RestAPI discriminator usage #27
  - Fix discriminator usage of the base class name #27
  - Remove default mutable arguments in Clients #20
  - Fix object comparison in some scenarios #24

2017-03-06 Version 0.4.6

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**Bugfixes**

- Allow Model sub-classes to be serialized if type is "object"

2017-02-13 Version 0.4.5

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**Bugfixes**
- Fix polymorphic deserialization #11
- Fix regexp validation if `\w` is used in Python 2.7 #13
- Fix dict deserialization if keys are unicode in Python 2.7

**Improvements**

- Add polymorphic serialisation from dict objects
- Remove chardet and use HTTP charset declaration (fallback to utf8)

2016-09-14 Version 0.4.4
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**Bugfixes**

- Remove paging URL validation, part of fix https://github.com/Azure/autorest/pull/1420

**Disclaimer**

In order to get paging fixes for impacted clients, you need this package and Autorest > 0.17.0 Nightly 20160913

2016-09-01 Version 0.4.3
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**Bugfixes**

- Better exception message (https://github.com/Azure/autorest/pull/1300)

2016-08-15 Version 0.4.2
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**Bugfixes**

- Fix serialization if "object" type contains None (https://github.com/Azure/autorest/issues/1353)

2016-08-08 Version 0.4.1
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**Bugfixes**

- Fix compatibility issues with requests 2.11.0 (https://github.com/Azure/autorest/issues/1337)
- Allow url of ClientRequest to have parameters (https://github.com/Azure/autorest/issues/1217)

2016-05-25 Version 0.4.0
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This version has no bug fixes, but implements new features of Autorest:
- Base64 url type
- unixtime type
- x-ms-enum modelAsString flag

**Behaviour changes**

- Add Platform information in UserAgent
- Needs Autorest > 0.17.0 Nightly 20160525

2016-04-26 Version 0.3.0
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**Bugfixes**

- Read only values are no longer in __init__ or sent to the server (https://github.com/Azure/autorest/pull/959)
- Useless kwarg removed

**Behaviour changes**

- Needs Autorest > 0.16.0 Nightly 20160426

2016-03-25 Version 0.2.0
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**Bugfixes**

- Manage integer enum values (https://github.com/Azure/autorest/pull/879)
- Add missing application/json Accept HTTP header (https://github.com/Azure/azure-sdk-for-python/issues/553)

**Behaviour changes**

- Needs Autorest > 0.16.0 Nightly 20160324

2016-03-21 Version 0.1.3
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**Bugfixes**

- Deserialisation of generic resource if null in JSON (https://github.com/Azure/azure-sdk-for-python/issues/544)

2016-03-14 Version 0.1.2
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**Bugfixes**

- urllib3 side effect (https://github.com/Azure/autorest/issues/824)
2016-03-04 Version 0.1.1
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**Bugfixes**
- Source package corrupted in Pypi (https://github.com/Azure/autorest/issues/799)

2016-03-04 Version 0.1.0
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**Behavioural Changes**
- Removed custom logging set up and configuration. All loggers are now children of the root logger 'msrest' with no pre-defined configurations.
  - Replaced _required attribute in Model class with more extensive _validation dict.

**Improvement**
- Removed hierarchy scanning for attribute maps from base Model class - relies on generator to populate attribute maps according to hierarchy.
- Base class Paged now inherits from collections.Iterable.
- Data validation during serialization using custom parameters (e.g. max, min etc).
- Added ValidationError to be raised if invalid data encountered during serialization.

2016-02-29 Version 0.0.3
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**Bugfixes**
- Source package corrupted in Pypi (https://github.com/Azure/autorest/issues/718)

2016-02-19 Version 0.0.2
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**Bugfixes**
- Fixed bug in exception logging before logger configured.

2016-02-19 Version 0.0.1
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- Initial release.

Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.4
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: 3.7
Classifier: License :: OSI Approved :: MIT License
Classifier: Topic :: Software Development
Provides-Extra: async

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* /opt/cola/permits/1110810298_1606856137.62/0/msrest-0-6-9-1-tar-gz/msrest-0.6.9/msrest/__init__.py
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1.4088 cython 0.29.15

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Located in ./vendor/QRCode
- project has been modified to work in Node and some refactoring was done for code cleanup

1.4097 quartz 2.3.1

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<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

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This is the perl5 TimeDate distribution. It requires perl version 5.003 or later

This distribution replaces my earlier GetDate distribution, which was only a date parser. The date parser contained in this distribution is far superior to the yacc based parser, and a *lot* faster.

The parser contained here will only parse absolute dates, if you want a date parser that can parse relative dates then take a look at the Time modules by David Muir on CPAN.

You install the library by running these commands:

    perl Makefile.PL
    make
    make test
    make install

Please report any bugs/suggestions to <gbarr@pobox.com>

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  * /opt/cola/permits/1102484013_1603771753.13/0/libtimedate-perl-2-3000-orig-1-tar-gz/TimeDate-2.30/lib/Date/Parse.pm
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=head1 NAME

Date::Language::Hungarian - Magyar format for Date::Format
=head1 SYNOPSIS

my $lang = Date::Language->new('Hungarian');
print $lang->time2str("%a %b %e %T %Y", time);

@lt = localtime(time);
print $lang->time2str($template, time);
print $lang->strftime($template, @lt);

print $lang->time2str($template, time, $zone);
print $lang->strftime($template, @lt, $zone);

print $lang->ctime(time);
print $lang->asctime(@lt);

print $lang->ctime(time, $zone);
print $lang->asctime(@lt, $zone);

See L<Date::Format>.

=head1 AUTHOR

Paula Goddard (paula -at- paulacska -dot- com)

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=cut

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* /opt/cola/permits/1102484013_1603771753.13/0/libtimedate-perl-2-3000-orig-1-tar-gz/TimeDate-2.30/lib/Date/Language/Hungarian.pm
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---
abstract: unknown
author:
- 'Graham Barr <gbarr@pobox.com>'
bld_requires:
ExtUtils::MakeMaker: 0
configure_requires:
ExtUtils::MakeMaker: 0
dynamic_config: 1
generated_by: 'ExtUtils::MakeMaker version 6.64, CPAN::Meta::Converter version 2.120921'
license: perl
meta-spec:
url: http://module-build.sourceforge.net/META-spec-v1.4.html
version: 1.4
name: TimeDate
no_index:
directory:
  - t
  - inc
requires: {}
resources:
  repository: http://github.com/gbarr/perl-TimeDate
version: 2.30

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=head1 NAME

Date::Language::Bulgarian - localization for Date::Format

=head1 DESCRIPTION

This is Bulgarian localization for Date::Format.
It is important to note that this module source code is in utf8.
All strings which it outputs are in utf8, so it is safe to use it
currently only with English. You are left alone to try and convert
the output when using different Date::Language::* in the same application.
This should be addressed in the future.

=head1 SYNOPSIS

use strict;
use warnings;
use Date::Language;
local $=/; 
my $template = '%a %b %e %T %Y (%Y-%m-%d %H:%M:%S)';
my $time=1290883821; #or just use time();
my @lt = localtime($time);
my %languages = qw(English GMT German EEST Bulgarian EET);
binmode(select, ':utf8');

foreach my $l(keys %languages){
  my $lang = Date::Language->new($l);
  my $zone = $languages{$l};
  print $/. "$l $zone"
  print $lang->time2str($template, $time);
print $lang->time2str($template, $time, $zone);
print $lang->strftime($template, \@lt);
}
=head1 AUTHOR
Krasimir Berov (berov@cpan.org)
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1.4111 javassist 3.22.0-GA
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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4jar/javassist/bytecode/analysis/FramePrinter.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/CodeConverter.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-

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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/util/proxy/FactoryHelper.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/SourceFileAttribute.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/compiler/ast/InstanceOfExpr.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/compiler/CodeGen.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/compiler/SymbolTable.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/expr/NewArray.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/ClassMap.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/util/proxy/ProxyObject.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/ConstPool.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/CodeAnalyzer.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/compiler/Lex.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/analysis/Executor.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/ParameterAnnotationsAttribute.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/runtime/Cflow.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/AnnotationDefaultAttribute.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/BadBytecode.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/compiler/ast/CallExpr.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/ClassFileWriter.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/tools/framedump.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/ClassPoolTail.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4.jar/javassist/bytecode/LineNumberAttribute.java
jar/javassist/NotFound Exception.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
jar/javassist/scopedpool/ScopedClassPoolFactoryImpl.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
jar/javassist/bytecode/annotation/NoSuchClassError.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
jar/javassist/tools/rmi/AppletServer.java

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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
jar/javassist/bytecode/annotation/CharMemberValue.java
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jar/javassist/bytecode/annotation/ShortMemberValue.java
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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
jar/javassist/bytecode/annotation/MemberValue.java
1.4112 naoina-go-stringutil v0.1.0

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1.4113 geo-ip 2.14.0

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```
public DomainResponse()
public DomainResponse()
```

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* /opt/cola/permits/1140689171_1614870592.56/0/geoip2-2-14-0-sources-1-jar/com/maxmind/geoip2/model/DomainResponse.java
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```
public DomainResponse domain(InetAddress ipAddress) throws IOException,
```

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* /opt/cola/permits/1140689171_1614870592.56/0/geoip2-2-14-0-sources-1-jar/com/maxmind/geoip2/DatabaseReader.java

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**1.4114 spring-boot-starter-log4j2**

**2.1.7.RELEASE**

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1.4115 warning 4.0.3

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1.4119 libsub-identify-perl 0.14-1+b1

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Upstream-Name: Sub-Identify
Upstream-Contact: Rafael Garcia-Suarez
Source: https://metacpan.org/release/Sub-Identify

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1.4120 spring-security-config

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* /opt/ws_local/PERMITS_SQL/1069297250_1594619133.54/0/spring-security-config-4-2-15-release-sources-jar/org/springframework/security/config/http/RememberMeBeanDefinitionParser.java
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  jar/org/springframework/beans/factory/config/PropertyPlaceholderConfigurer.java
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# PLY (Python Lex-Yacc)               Version 3.11

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Introduction
============

PLY is a 100% Python implementation of the common parsing tools lex 
and yacc. Here are a few highlights:

- PLY is very closely modeled after traditional lex/yacc. 
  If you know how to use these tools in C, you will find PLY 
  to be similar.

- PLY provides *very* extensive error reporting and diagnostic 
  information to assist in parser construction. The original 
  implementation was developed for instructional purposes. As 
  a result, the system tries to identify the most common types 
  of errors made by novice users.

- PLY provides full support for empty productions, error recovery, 
  precedence specifiers, and moderately ambiguous grammars.

- Parsing is based on LR-parsing which is fast, memory efficient, 
  better suited to large grammars, and which has a number of nice 
  properties when dealing with syntax errors and other parsing problems. 
  Currently, PLY builds its parsing tables using the LALR(1) 
  algorithm used in yacc.

- PLY uses Python introspection features to build lexers and parsers. 
  This greatly simplifies the task of parser construction since it reduces 
  the number of files and eliminates the need to run a separate lex/yacc 
  tool before running your program.
- PLY can be used to build parsers for "real" programming languages. Although it is not ultra-fast due to its Python implementation, PLY can be used to parse grammars consisting of several hundred rules (as might be found for a language like C). The lexer and LR parser are also reasonably efficient when parsing typically sized programs. People have used PLY to build parsers for C, C++, ADA, and other real programming languages.

How to Use
==========

PLY consists of two files: lex.py and yacc.py. These are contained within the 'ply' directory which may also be used as a Python package. To use PLY, simply copy the 'ply' directory to your project and import lex and yacc from the associated 'ply' package. For example:

```python
import ply.lex as lex
import ply.yacc as yacc
```

Alternatively, you can copy just the files lex.py and yacc.py individually and use them as modules. For example:

```python
import lex
import yacc
```

The file setup.py can be used to install ply using distutils.

The file doc/ply.html contains complete documentation on how to use the system.

The example directory contains several different examples including a PLY specification for ANSI C as given in K&R 2nd Ed.

A simple example is found at the end of this document

Requirements
==============

PLY requires the use of Python 2.6 or greater. However, you should use the latest Python release if possible. It should work on just about any platform. PLY has been tested with both CPython and Jython. It also seems to work with IronPython.

Resources
==========

More information about PLY can be obtained on the PLY webpage at:

http://www.dabeaz.com/ply
For a detailed overview of parsing theory, consult the excellent
book "Compilers : Principles, Techniques, and Tools" by Aho, Sethi, and
Ullman. The topics found in "Lex & Yacc" by Levine, Mason, and Brown
may also be useful.

The GitHub page for PLY can be found at:

https://github.com/dabeaz/ply

An old and relatively inactive discussion group for PLY is found at:

http://groups.google.com/group/ply-hack

Acknowledgments
================
A special thanks is in order for all of the students in CS326 who
suffered through about 25 different versions of these tools :-).

The CHANGES file acknowledges those who have contributed patches.

Elias Ioup did the first implementation of LALR(1) parsing in PLY-1.x.
Andrew Waters and Markus Schoepflin were instrumental in reporting bugs
and testing a revised LALR(1) implementation for PLY-2.0.

Special Note for PLY-3.0
========================
PLY-3.0 the first PLY release to support Python 3. However, backwards
compatibility with Python 2.6 is still preserved. PLY provides dual
Python 2/3 compatibility by restricting its implementation to a common
subset of basic language features. You should not convert PLY using
2to3--it is not necessary and may in fact break the implementation.

Example
=======

Here is a simple example showing a PLY implementation of a calculator
with variables.

# -----------------------------------------------------------------------------
# calc.py
# A simple calculator with variables.
# -----------------------------------------------------------------------------

tokens = ('NAME','NUMBER',
          'PLUS','MINUS','TIMES','DIVIDE','EQUALS',
          'LPAREN','RPAREN',
# Tokens

t_PLUS = r'\+'
t_MINUS = r'-'
t_TIMES = r'\*'  
t_DIVIDE = r'/'
t_EQUALS = r'='
t_LPAREN = r'('
t_RPAREN = r')'
t_NAME = r'[a-zA-Z_][a-zA-Z0-9_]*'

def t_NUMBER(t):
    r'[0-9]+'  
    t.value = int(t.value)
    return t

# Ignored characters

t_ignore = " \t"

def t_newline(t):
    r'[n]+'  
    t.lexer.lineno += t.value.count("\n")

def t_error(t):
    print("Illegal character '%s'" % t.value[0])
    t.lexer.skip(1)

# Build the lexer

import ply.lex as lex

lex.lex()

# Precedence rules for the arithmetic operators

precedence = (
    ('left','PLUS','MINUS'),
    ('left','TIMES','DIVIDE'),
    ('right','UMINUS'),
)

# dictionary of names (for storing variables)

names = { }

def p_statement_assign(p):
    'statement : NAME EQUALS expression'  
    names[p[1]] = p[3]

def p_statement_expr(p):
'statement : expression'
print(p[1])

def p_expression_binop(p):
    """expression : expression PLUS expression
    | expression MINUS expression
    | expression TIMES expression
    | expression DIVIDE expression"

def p_expression_uminus(p):
    'expression : MINUS expression %prec UMINUS'
    p[0] = -p[2]

def p_expression_group(p):
    'expression : LPAREN expression RPAREN'
    p[0] = p[2]

def p_expression_number(p):
    'expression : NUMBER'
    p[0] = p[1]

def p_expression_name(p):
    'expression : NAME'
    try:
        p[0] = names[p[1]]
    except LookupError:
        print("Undefined name '%s'" % p[1])
        p[0] = 0

def p_error(p):
    print("Syntax error at '%s'" % p.value)

import ply.yacc as yacc
yacc.yacc()

while True:
    try:
        s = raw_input('calc > ')   # use input() on Python 3
        yacc.parse(s)
    except EOFError:
        break

Bug Reports and Patches
My goal with PLY is to simply have a decent lex/yacc implementation for Python. As a general rule, I don't spend huge amounts of time working on it unless I receive very specific bug reports and/or patches to fix problems. I also try to incorporate submitted feature requests and enhancements into each new version. Please visit the PLY github page at https://github.com/dabeaz/ply to submit issues and pull requests. To contact me about bugs and/or new features, please send email to dave@dabeaz.com.

-- Dave

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1.4142 lsb 10.2019051400

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/**
 * Constructs a new \{ LocalVariablesSorter \}. \textit{Subclasses must not use this constructor}.  
 * Instead, they must use the \{ LocalVariablesSorter(int, int, String, MethodVisitor) \}
 * version.
 * 
 * @param access access flags of the adapted method.
 * @param descriptor the method's descriptor (see \{ Type \}).
 * @param methodVisitor the method visitor to which this adapter delegates calls.
 * @throws IllegalStateException if a subclass calls this constructor.
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/**
 * Constructs a new {@link GeneratorAdapter}. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
 * version.
 *
 * @param methodVisitor 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 descriptor the method's descriptor (see {@link Type}).
 * @throws IllegalStateException if a subclass calls this constructor.
 */

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/**
 * Constructs a new { @link SerialVersionUIDAdder}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the { @link #VersionUIDAdder(int, ClassVisitor)}
 * version.
 *
 * @param classVisitor a { @link ClassVisitor} to which this visitor will delegate calls.
 * @throws IllegalStateException If a subclass calls this constructor.
 */

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1.4147 jxmpp-util-cache 0.6.3

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* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/map/TransformedMap.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/set/ListOrderedSet.java

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* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/bidimap/TreeBidiMap.java  
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/list/AbstractLinkedList.java  
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/MapUtils.java  
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/bidimap/AbstractBidiMap.java  
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  jar/org/apache/commons/collections/list/TypedList.java
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<td>* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/set/CompositeSet.java</td>
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* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/collection/UnmodifiableCollection.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/collections/map/TypedSortedMap.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/set/AbstractSetDecorator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/bidimap/AbstractBidiMapDecorator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/list/AbstractListDecorator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/bag/SynchronizedBag.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/map/HashedMap.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/list/FixedSizeList.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/KeyValue.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/map/LazySortedMap.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/OrderedBidiMap.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/map/PredicatedSortedMap.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/iterators/AbstractListIteratorDecorator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/collection/PredicatedCollection.java
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* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/collection/TypedCollection.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/ResettableListIterator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/set/SynchronizedSet.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/MapIterator.java
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* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2.jar/org/apache/commons/collections/set/package.html
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2.jar/org/apache/commons/collections/keyvalue/package.html
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2.jar/org/apache/commons/collections/overview.html
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2.jar/org/apache/commons/collections/bag/package.html
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* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2.jar/org/apache/commons/collections/functors/NullPredicate.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2.jar/org/apache/commons/collections/functors/TransformedPredicate.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2.jar/org/apache/commons/collections/comparators/NullComparator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2.jar/org/apache/commons/collections/functors/InstanceOfPredicate.java
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* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2.jar/org/apache/commons/collections/ListUtils.java
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dir/org/apache/commons/collections/list/TreeList.java
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* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/buffer/UnboundedFifoBuffer.java
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* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/functors/AnyPredicate.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/functors/SwitchTransformer.java
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* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/iterators/ObjectGraphIterator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/collection/AbstractSerializableCollectionDecorator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/iterators/EmptyOrderedMapIterator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/iterators/EmptyIterator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/list/AbstractSerializableListDecorator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/iterators/EmptyListIterator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/iterators/LoopingListIterator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/iterators/AbstractEmptyIterator.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/map/CaseInsensitiveMap.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/map/MultiKeyMap.java
* /opt/cola/permits/1110923526_1606872995.34/0/commons-collections-3-2-sources-2-jar/org/apache/commons/collections/map/ReferenceIdentityMap.java

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1.4150 init-package-json 2.0.3

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* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/http/client/support/InterceptingHttpAccessor.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/http/client/support/ProxyFactoryBean.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/http/HttpEntity.java
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jar/org/springframework/web/context/support/HttpRequestHandlerServlet.java
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jar/org/springframework/web/context/request/WebRequestInterceptor.java
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jar/org/springframework/web/context/support/HttpMessageConverter.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-
jar/org/springframework/http/MediaTypeEditor.java
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jar/org/springframework/web/bind/annotation/ValueConstants.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-
jar/org/springframework/remoting/jaxws/LocalJaxWsServiceFactoryBean.java
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jar/org/springframework/web/bind/support/WebBindingInitializer.java
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jar/org/springframework/web/bind/support/SessionStatus.java

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* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/filter/Log4jNestedDiagnosticContextFilter.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/context/support/ContextExposingHttpServletRequest.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/multipart/support/ByteArrayMultipartFileEditor.java
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* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/http/converter/protobuf/ExtensionRegistryInitializer.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/http/client/ClientHttpRequestInterceptor.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/http/converter/xml/AbstractJaxb2HttpMessageConverter.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/multipart/support/AbstractMultipartHttpServletRequest.java
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* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3.jar/org/springframework/web/bind/annotation/RequestMapping.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3.jar/org/springframework/web/context/support/AnnotationConfigWebApplicationContext.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3.jar/org/springframework/web/bind/annotation/RequestMapping.java
* /opt/ cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3.jar/ org/springframework/web/context/support/AnnotationConfigWebApplicationContext.java
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* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/context/support/StandardServletEnvironment.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/context/support/AbstractRefreshableWebApplicationContext.java
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* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/http/server/ServerHttpResponse.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/remoting/async/AsyncRequestCallback.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/remoting/async/AsyncRequestCallback.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/remoting/jaxws/JaxWsPortClientInterceptor.java
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* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/remoting/caucho/HessianServiceExporter.java
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* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/remoting/jaxws/JaxWsPortClientInterceptor.java
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  */opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/context/support/ServletContextPropertySource.java
  */opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/method/annotation/ExpressionValueMethodArgumentResolver.java
  */opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/context/support/SessionStatusMethodArgumentResolver.java
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* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/bind/annotation/PutMapping.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/client/AsyncRestOperations.java
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* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/http/converter/xml/MarshallingHttpMessageConverter.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/context/annotation/SessionScope.java
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* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/http/client/AbstractBufferingAsyncClientHttpRequest.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/http/client/HttpComponentsAsyncClientHttpRequest.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/context/request/async/AsyncRequestTimeoutException.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/context/request/ServletRequestAttributes.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/http/client/HttpComponentsClientHttpResponse.java
* /opt/cola/permits/1110759686_1606849440.45/0/spring-web-4-3-25-release-sources-3-jar/org/springframework/web/context/support/WebApplicationContextUtils.java
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* /opt/cola/permits/1197630552_1630080660.21/0/slf4j-api-1-7-31-sources-jar/org/slf4j/spi/LoggerFactoryBinder.java
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(1)

ExceptionConverter:
The original version of this class was published in an article by Heinz Kabutz.
Read http://www.javaspecialists.eu/archive/Issue033.html

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(2)

SimpleXMLParser:
The original version of this class was published in a JavaWorld article by Steven Brandt:

Jennifer Orr (JavaWorld) wrote: "You have permission to use the code appearing in Steven Brandt's JavaWorld article, 'Java Tip 128: Create a quick-and-dirty XML parser.' We ask that you reference the author as the creator and JavaWorld as the original publisher of the code." Steven Brandt also agreed with the use of this class.

(3)

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In a mail sent to Bruno Lowagie on January 23, 2008, Brian Burkhalter (@sun.com) writes: "This code is under a BSD license and supersedes the older codec packages on which your code is based. It also includes numerous fixes among them being the ability to handle a lot of 'broken' TIFFs."

Note that numerous fixes were applied to the code used in iText by Paulo Soares, but apart from the fixes there were no essential changes between the code that was originally adapted and the code that is now available under the following license:

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FYI: Brian also added: "A bit of history might be in order. The codec classes that you used originally were based on some classes included with JAI but not strictly part of JAI. As of Java SE 1.4 an official Image I/O framework was added in javax.imageio.... This framework supports these formats:

Java 1.4: GIF (read only), JPEG, PNG
Java 1.5: Added support for BMP and WBMP
Java 1.6: Added support for writing GIF

The JAI Image I/O Tools packages (jai-imageio-core) were created to support formats handled by JAI but not included in Java SE as well as some new things like JPEG2000."

(4) the file com/itextpdf/text/pdf/codec/TIFFConstants and some other TIFF related code is derived from LIBTIFF:

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if you use the PdfCleanUp tool in the xtra package, you also need the
following Apache libraries:

- Apache Commons: commons-imaging
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1.4157 httpcomponents-client 4.5.6

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1.4159 object.getOwnPropertyDescriptor

2.1.2

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1.4161 api-descriptor 21.0.0-SNAPSHOT

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* /opt/ws_local/PERMITS_SQL/1066239468_1593562188.99/0/spring-aop-5-1-14-release-sources-1-jar/org/springframework/aop/aspectj/SingletonAspectInstanceFactory.java
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jar/org/springframework/aop/config/AspectJAutoProxyBeanDefinitionParser.java
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* /opt/ws_local/PERMITS_SQL/1066239468_1593562188.99/0/spring-aop-5-1-14-release-sources-1-jar/org/springframework/aop/config/AopConfigUtils.java
* /opt/ws_local/PERMITS_SQL/1066239468_1593562188.99/0/spring-aop-5-1-14-release-sources-1-jar/org/springframework/aop/aspectj/annotation/AbstractAspectJAdvisorFactory.java
* /opt/ws_local/PERMITS_SQL/1066239468_1593562188.99/0/spring-aop-5-1-14-release-sources-1-jar/org/springframework/aop/framework/autoproxy/AbstractBeanFactoryBasedTargetSource.java
* /opt/ws_local/PERMITS_SQL/1066239468_1593562188.99/0/spring-aop-5-1-14-release-sources-1-jar/org/springframework/aop/framework/autoproxy/AutoProxyUtils.java
* /opt/ws_local/PERMITS_SQL/1066239468_1593562188.99/0/spring-aop-5-1-14-release-sources-1-jar/org/springframework/aop/framework/autoproxy/AbstractBeanFactoryAwareAdvisingPostProcessor.java
* /opt/ws_local/PERMITS_SQL/1066239468_1593562188.99/0/spring-aop-5-1-14-release-sources-1-jar/org/springframework/aop/framework/AbstractSingletonProxyFactoryBean.java
1.4172 protobufjs-utf8 1.1.0

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1.4174 amqp-client 5.12.0
1.4174.1 Available under license:

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Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html, http:
PL/2.0/
Bundle-SymbolicName: com.rabbitmq.client
Built-By: root
Bnd-LastModified: 1617950671361
Specification-Title: AMQP
Bundle-DocURL: https://www.rabbitmq.com
Import-Package: com.codahale.metrics;version="[4.1.5)";resolution=opt
ional,com.fasterxml.jackson.core;version="[2.12,3)";resolution=optio
nal,com.fasterxml.jackson.databind;version="[2.12,3)";resolution=opti
onal,com.rabbitmq.client,com.rabbitmq.client.impl,com.rabbitm
q.client.impl.nio,com.rabbitmq.client.impl.recovery,com.rabbitmq.tool
s.json,com.rabbitmq.utility.io.metrics.core.instrument;resolution:
=optional,javax.naming,java.util.concurrent,java.net,java.net.ssl
,java.security.auth.callback,java.security.sasl,org.slf4j;version="
[1.7,2)"
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Export-Package: com.rabbitmq.client;uses="com.rabbitmq.client.impl.co

Bundle-Name: RabbitMQ Java Client
Bundle-Description: The RabbitMQ Java client library allows Java applications to interface with RabbitMQ.
Implementation-Title: RabbitMQ Java Client
Automatic-Module-Name: com.rabbitmq.client
Implementation-Version: 5.12.0
Bundle-ManifestVersion: 2
Specification-Vendor: AMQP Working Group (www.amqp.org)
Bundle-Vendor: VMware, Inc. or its affiliates.
Tool: Bnd-3.2.0.201605172007
Implementation-Vendor: VMware, Inc. or its affiliates.
Bundle-Version: 5.12.0
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_282
Implementation-URL: https://www.rabbitmq.com
Specification-Version: 0.9.1

Found in path(s):
* /opt/cola/permits/1179350201_1626075454.83/0/amqp-client-5-12-0-jar/META-INF/MANIFEST.MF

1.4175 jetty-io 9.4.39.v20210325
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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
The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
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org.apache.tomcat:tomcat-juli
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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1.4176 log4j-api 2.13.3

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  jar/org/springframework/web/multipart/MultipartHttpServletRequest.java
* /opt/cola/permits/1136535625_1613781424.81/0/spring-web-4-3-25-release-sources-4-
  jar/org/springframework/http/client/support/InterceptingHttpAccessor.java

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1.4185 cookie-signature 1.0.6

1.4185.1 Available under license:

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# cookie-signature
Sign and unsign cookies.

## Example

```js
var cookie = require('cookie-signature');

var val = cookie.sign('hello', 'tobiiscool');
val.should.equal('hello.DGDUkGlIkCzPz+C0B064FNgHdEjox7ch8tOBGslZ5QI');

var val = cookie.sign('hello', 'tobiiscool');
cookie.unsign(val, 'tobiiscool').should.equal('hello');
cookie.unsign(val, 'luna').should.be.false;
```

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1.4191 cryptography 2.2.1

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Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple2,
or consider a pattern matching anonymous function: `case (a, b) => ...`
val x: ((Int, Int) => Int) = (((a, b)) => a)
^

not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple2,
or consider a pattern matching anonymous function: `case (param1, param2) => ...`
val y: ((Int, Int, Int) => Int) = (((a, !)) => a)
^

not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple3,
or consider a pattern matching anonymous function: `case (param1, ..., param3) => ...`
val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^

three errors found
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Python was created in the early 1990s by Guido van Rossum at Stichting
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language called ABC. Guido is Python's principal author, although it
includes many contributions from others. The last version released
from CWI was Python 1.2. In 1995, Guido continued his work on Python
at the Corporation for National Research Initiatives (CNRI) in Reston,
Virginia where he released several versions of the software. Python
1.6 was the last of the versions released by CNRI. In 2000, Guido and
the Python core development team moved to BeOpen.com to form the
BeOpen PythonLabs team. Python 2.0 was the first and only release
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Following the release of Python 1.6, and after Guido van Rossum left
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## Harfbuzz v2.7.2

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----
include/GL/glxext.h
include/GL/wglxext.h
include/GL/wglext.h
include/KHR/khrplatform.h

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/* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/view/jasperreports/JasperReportsMultiFormatView.java */
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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-jar/org/springframework/web/servlet/resource/AbstractVersionStrategy.java
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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-jar/org/springframework/web/servlet/view/tiles3/TileConfigurer.java
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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
jar/org/springframework/web/servlet/mvc/AbstractController.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
jar/org/springframework/web/servlet/config/annotation/ResourceChainRegistration.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
jar/org/springframework/web/servlet/config/annotation/EnableWebMvc.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
jar/org/springframework/web/servlet/mvc/view/RedirectView.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
jar/org/springframework/web/servlet/config/annotation/EnableWebMvc.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
jar/org/springframework/web/servlet/view/DefaultRequestToViewNameTranslator.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
jar/org/springframework/web/servlet/mvc/method/annotation/CompletionStageReturnValueHandler.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
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Implementations may use this contract for example as part of a solution 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()`.

@since 3.1

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```
/opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-jar/org/springframework/web/servlet/support/RequestDataValueProcessor.java
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XSLT-driven View that allows for response context to be rendered as the result of an XSLT transformation.

<p>The XSLT Source object is supplied as a parameter in the model and then detected during response rendering. Users can either specify a specific entry in the model via the property or have Spring locate the Source object. This class also provides basic conversion of objects into Source implementations. See for more details.</p>

<p>All model parameters are passed to the XSLT Transformer as parameters. In addition the user can configure properties to be passed to the Transformer.</p>

@author Rob Harrop
@author Juergen Hoeller
@since 2.0
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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-jar/org/springframework/web/servlet/resource/ContentVersionStrategy.java

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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/mvc/condition/HeadersRequestCondition.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/view/AbstractUrlBasedView.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/i18n/CookieLocaleResolver.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/resource/WebJarsResourceResolver.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/support/AbstractFlashMapManager.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/view/freemarker/FreeMarkerView.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/config/annotation/ResourceHandlerRegistration.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/config/ViewResolversBeanDefinitionParser.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/mvc/method/annotation/ResponseBodyEmitterReturnValueHandler.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/config/annotation/InterceptorRegistry.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/mvc/method/annotation/ServletModelAttributeMethodProcessor.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/resource/ResourceTransformerSupport.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/tags/EscapeBodyTag.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/mvc/method/annotation/ResponseBodyEmitterReturnValueHandler.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/config/annotation/InterceptorRegistry.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/config/ViewResolversBeanDefinitionParser.java
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//opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
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jar/org/springframework/web/servlet/view/velocity/VelocityConfig.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
jar/org/springframework/web/servlet/view/velocity/VelocityToolboxView.java
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  jar/org/springframework/web/servlet/mvc/condition/ProducesRequestCondition.java
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* /opt/cola/permits/1141298140_1614968794.160/spring-webmvc-4-3-22-release-sources-2-
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* /opt/cola/permits/1141298140_1614968794.160/spring-webmvc-4-3-22-release-sources-2-
  jar/org/springframework/web/servlet/tags/form/SelectTag.java
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* /opt/cola/permits/1141298140_1614968794.160/spring-webmvc-4-3-22-release-sources-2-
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  jar/org/springframework/web/servlet/tags/form/AbstractDataBoundFormElementTag.java
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  jar/org/springframework/web/servlet/tags/form/SelectTag.java
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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/view/tiles2/TilesView.java
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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/mvc/method/annotation/ModelAndViewResolverMethodReturnValueHandler.java
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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2.jar/org/springframework/web/servlet/view/tiles3/TilesViewResolver.java
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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
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* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
jar/org/springframework/web/servlet/theme/FixedThemeResolver.java
* /opt/cola/permits/1141298140_1614968794.16/0/spring-webmvc-4-3-22-release-sources-2-
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* https://github.com/eclipse-ee4j/metro-xmlstreambuffer
* https://github.com/eclipse-ee4j/metro-policy
* https://github.com/eclipse-ee4j/metro-wsit
* https://github.com/eclipse-ee4j/metro-mimepull
* https://github.com/eclipse-ee4j/metro-ws-test-harness
* https://github.com/eclipse-ee4j/metro-package-rename-task
* https://github.com/eclipse-ee4j/metro-jax-ws
* https://github.com/eclipse-ee4j/metro-saaj
* https://github.com/eclipse-ee4j/metro-jwsdp-samples
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* Source: http://central.maven.org/maven2/org/apache/ant/ant-launcher/1.10.2/ant-launcher-1.10.2-sources.jar

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  https://github.com/apache/maven-plugin-tools/tree/maven-plugin-tools-3.5.1/maven-plugin-annotations

maven-plugin-api (3.5.2)
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ws-addr.wsd (1.0)

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xmlsec (1.5.8)

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jar/org/springframework/security/access/event/AbstractAuthorizationEvent.java
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jar/org/springframework/security/access/event/AbstractAuthenticationEvent.java
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jar/org/springframework/security/access/event/AuthenticationFailureProviderNotFoundEvent.java
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jar/org/springframework/security/access/event/LoggerListener.java
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jar/org/springframework/security/authentication/AuthenticationFailureProviderNotFoundException.java
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jar/org/springframework/security/authentication/jaas/JaasAuthenticationCallbackHandler.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1-
jar/org/springframework/security/authentication/jaas/AbstractJaasAuthenticationProvider.java
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jar/org/springframework/security/authentication/AbstractAuthenticationProvider.java
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 * @author Luke Taylor
 * @since 3.0
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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].
 *
 * 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.
 *
 * 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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  jar/org/springframework/security/authorization/ReactiveAuthorizationManager.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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* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1-
  jar/org/springframework/security/access/PermissionEvaluator.java
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  jar/org/springframework/security/crypto/encrypt/BytesEncryptor.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/password/NoOpPasswordEncoder.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/encrypt/CipherUtils.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/encrypt/BouncyCastleAesGcmBytesEncryptor.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/encrypt/StandardPasswordEncoder.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/encrypt/Encryptors.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/encrypt/BouncyCastleAesCbcBytesEncryptor.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/keygen/KeyGenerators.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/keygen/SecureRandomBytesKeyGenerator.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/keygen/HexEncodingStringKeyGenerator.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/keygen/StringKeyGenerator.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/encrypt/TextEncryptor.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/encrypt/AesBytesEncryptor.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/keygen/SharedKeyGenerator.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/password/PasswordEncoder.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1.jar/org/springframework/security/crypto/encrypt/HexEncodingTextEncryptor.java

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  jar/org/springframework/security/core/ComparableVersion.java
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  jar/org/springframework/security/core/parameters/AnnotationParameterNameDiscoverer.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1-

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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
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1-
jar/org/springframework/security/access/expression/SecurityExpressionOperations.java
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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
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1-jar/org/springframework/security/jackson2/UserDeserializer.java
* /opt/ws_local/PERMITS_SQL/1068602632_1594410711.74/0/spring-security-core-5-1-6-release-sources-1-jar/org/springframework/security/jackson2/UsernamePasswordAuthenticationTokenDeserializer.java

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1.4204 aniso8601 9.0.1

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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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/**
 * 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 programatically
 * before the bean definition is due to be registered (see [@link Condition] for details).
 *
 * 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</ul>
* as a meta-annotation, for the purpose of composing custom stereotype annotations</li>
* as a method-level annotation on any [link Bean @Bean] method</li>
*/

* 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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 */
/**
 * {@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.
 *
 * Exposes the {@code MBeanServer} for bean references.
 * This FactoryBean is a direct alternative to {@link MBeanServerFactoryBean},
 * which uses standard JMX 1.2 API to access the platform's MBeanServer.
 *
 * See the javadocs for WebSphere's
 * <a href="http://bit.ly/UzccDr">{@code AdminServiceFactory}</a> and
 *
 * @author Juergen Hoeller
 * @author Rob Harrop
 * @since 2.0.3
 * @see javax.management.MBeanServer
 * @see MBeanServerFactoryBean
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* /opt/cola/permits/1110923437_1606872451.97/0/spring-context-4-3-22-release-sources-1.jar/org/springframework/cache/config/CacheManagementConfigUtils.java
* /opt/cola/permits/1110923437_1606872451.97/0/spring-context-4-3-22-release-sources-1.jar/org/springframework/scheduling/annotation/AsyncConfigurer.java
* /opt/cola/permits/1110923437_1606872451.97/0/spring-context-4-3-22-release-sources-1.jar/org/springframework/scheduling/context/support/AbstractRefreshableConfigApplicationContext.java
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* /opt/cola/permits/1154208187_1618820243.61/0/spring-beans-5-3-6-sources.jar/org/springframework/beans/factory/support/SingleSecurityContextProvider.java
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  * /opt/cola/permits/1154208187_1618820243.61/0/spring-beans-5-3-6-sources-jar/org/springframework/beans/factory/parsing/DefaultsDefinition.java
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* /opt/cola/permits/1148544864_1617703657.35/0/spring-beans-5-3-5-sources-jar/org/springframework/beans/factory/config/Scope.java
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* /opt/cola/permits/1148544864_1617703657.35/0/spring-beans-5-3-5-sources-jar/org/springframework/beans/factory/xml/UtilNamespaceHandler.java
* /opt/cola/permits/1148544864_1617703657.35/0/spring-beans-5-3-5-sources-jar/org/springframework/beans/factory/parsing/SourceExtractor.java
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SNMP4J - PrivAES192.java

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## SNMP4J

### TableUtils.java

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1.4250 shadow 4.5-1.1

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1.4260 batik-awt-util 1.12

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* /opt/cola/permits/1155352659_1618955941.59/0/etingof-pysnmp-v4-4-9-0-gc393c0c-tar-gz/etingof-pysnmp-c393c0c/pysnmp/entity/rfc3413/context.py
* /opt/cola/permits/1155352659_1618955941.59/0/etingof-pysnmp-v4-4-9-0-gc393c0c-tar-gz/etingof-pysnmp-c393c0c/pysnmp/proto/rfc1902.py
* /opt/cola/permits/1155352659_1618955941.59/0/etingof-pysnmp-v4-4-9-0-gc393c0c-tar-gz/etingof-pysnmp-c393c0c/pysnmp/proto/secmod/rfc3414/priv/base.py
* /opt/cola/permits/1155352659_1618955941.59/0/etingof-pysnmp-v4-4-9-0-gc393c0c-tar-gz/etingof-pysnmp-c393c0c/pysnmp/proto/rfc3414/REFINEMENT.py
* /opt/cola/permits/1155352659_1618955941.59/0/etingof-pysnmp-v4-4-9-0-gc393c0c-tar-gz/etingof-pysnmp-c393c0c/pysnmp/proto/mibs/ASN1-REFINEMENT.py
* /opt/cola/permits/1155352659_1618955941.59/0/etingof-pysnmp-v4-4-9-0-gc393c0c-tar-gz/etingof-pysnmp-c393c0c/pysnmp/docs/source/contents.rst
No license file was found, but licenses were detected in source scan.

Revision 4.4.9, released 2019-02-09
--------------------------
- Made MIB loader ignoring file and directory access errors
- Added missing SNMP PDU error classes and their handling in Command Responder
- Fixed crash on MIB load failure in case of directory access error
- Fixed socket transparency option (IPV6_TRANSPARENT) to make IPv6 transparent operation functional

Revision 4.4.8, released 2018-12-30
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- Fixed Pythonized MIB load (in the source form) - made sure to turn it into a code object prior to its execution

Revision 4.4.7, released 2018-12-29
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- Copyright notice extended to the year 2019
- Exposed ASN.1 `Null` type through `rfc1902` module for convenience.
- Use `compile()` before `exec`ing MIB modules to attach filename to the stack frames (ultimately shown in traceback/debugger)
- Fixed hlapi/v3arch transport target caching to ensure transport targets are different even if just timeout/retries options differ
- Fixed hlapi LCD configurator to include `contextName`. Prior to this fix sending SNMPv3 TRAP with non-default `contextName` would fail.
- Fixed possible duplicate key occurrence in the `OrderedDict` following a race condition
- Fixed undefined name references in `inet_pton`/`inet_ntop` substitute routines for IPv6 in `TRANSPORT-ADDRESS-MIB.py`

Revision 4.4.6, released 2018-09-13
-----------------------------------

- Improved package build and dependency tracking
- Fixed missing LICENSE from the tarball distribution
- Fixed `CommandGeneratorLcdConfigurator.unconfigure()` to fully clean up internal caches, otherwise repetitive attempts to configure the target would fail.
- Fix to tolerate possible duplicate enumerations in `Bits` and `Integer` SMI types.
- Fix to tolerate non-initialised entries in SNMP community table. Once a bad entry sneaked into the SNMP community table, all the subsequent SNMP v1/v2c operations failed. The fix ignores incomplete SNMP community table entries in the course of building indices.

Revision 4.4.5, released 2018-08-05
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- Added PySnmpError.cause attribute holding parent exception tuple
- Fixed broken InetAddressType rendering caused by a pyasn1 regression
- Fixed typo in RFC1158 module
- Fixed possible infinite loop in GETBULK response PDU builder
- Fixed memory leak in the `config.delContext()` VACM management harness
- Fixed `Bits` class initialization when enumeration values are given
- Fixed crash caused by incoming SNMPv3 message requesting SNMPv1/v2c security model
- Fixed out-of-scope OIDs leaking at the end of SNMP table at hlapi `nextCmd` and `bulkCmd` calls when `lexicographicMode = False`

Revision 4.4.4, released 2018-01-03
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- Copyright notice extended to the year 2018
- Fixed short local key expansion at 3DES key localization implementation.

Revision 4.4.3, released 2017-12-22
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- Migrated references from SourceForge
- Added missing SHA2 support for Blumenthal key localization
- Fixed named bits handling at rfc1902.Bits
- Fixed missing SmiError exception class at pysnmp.proto.rfc1155
- Fixed SNMP v1->v2c PDU proxy -- error-status & error-index fields from v1 PDU get copied over to v2c PDU in addition to the exception sentinels being set

Revision 4.4.2, released 2017-11-11
-----------------------------------
- The pysnmp version being used gets exposed to the MIB modules via the `MibBuilder` instance
- The `.setObjects()` method of the SMI types now accepts `append=False` parameter to let the caller adding more than 255 elements over the course of multiple calls
- Added support for some more missing fields of SMIV2 MACRO types
- Example scripts rearranged in a way that IPv6 requirement is clearly encoded in the script's name
- Fixed SNMPv2-SMI.NotificationType to expose `.set/getReference()` instead of `.set/getRevision()` which should not be there in the first place
- Fixed non-implied-OID encoding in SNMP table indices
- Fixed inconsistent SNMPv3 discovery and retrying algorithm

Revision 4.4.1, released 2017-10-23
-----------------------------------
- HMAC-SHA-2 Authentication Protocols support added (RFC-7860)
- The pycryptodome dependency replaced with pycryptodomex as
it is recommended by the upstream to avoid unwanted interference with PyCrypto package should it also be installed
- Sphinx theme changed to Alabaster in the documentation
- Minor adjustments towards pyasn1 0.4.x compatibility
- Fixed ObjectIdentifier-into-ObjectIdentity casting at
  rfc1902.ObjectType MIB resolution harness
- Fixed NetworkAddress object handling in SNMP table indices
- Fixed MIB lookup by module:object.indices MIB object with
  InetAddressIPv{4,6} objects being in the index
- Fixed non-translated PDU being retries at CommandGenerator what
  leads to wrong PDU version being sent and even a crash on
  incompatible PDU/SNMP message combination

Revision 4.3.10, released 2017-10-06
------------------------------------
- Refactored partial SNMP message decoding to make it less dependent
  on unpublished pyasn1 API features.
- Fix to MibTableRow.setFromName() to keep the input parameter type when
  it propagates to the return value. Before this fix
  ObjectIdentity.prettyPrint() may crash when rendering malformed SNMP
  table indices.
- Fixed NotificationReceiver to include SNMPv1 TRAP Message community
  string into SNMPv2c/v3 TRAP PDU
- Fixed multiple bugs in SNMP table indices rendering, especially
  the InetAddressIPv6 type which was severely broken.
- Fixed crashing Bits.prettyPrint() implementation
- Fixed crashing Bits.clone()/subtype() implementation
- Fixed leaking exceptions bubbling up from the asyncio and Twisted adapters

Revision 4.3.9, released 2017-07-26
-----------------------------------
- Deprecated UsmUserData initialization parameters removed
- Adapted to pyasn1 API changes introduced by release 0.3.1
- Fix to a crash happening on inbound SNMP message having non-initialized fields
- Fix to (persistent SNMP engine ID) file writing on Windows

Revision 4.3.8, released 2017-06-15
-----------------------------------
- Security fix to the bug introduced in 4.3.6: msgAuthoritativeEngineTime
  stopped changing over time and was returning the same timestamp (process
  start time). This fix makes it growing as it should.

Revision 4.3.7, released 2017-05-29
-----------------------------------
* Fixed import error in legacy NotificationOriginator implementation

Revision 4.3.6, released 2017-05-28
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- More instrumentation hooks added addressing security failures auditing needs.
- SNMP table indices correlation implemented within SMI framework. The opaque InetAddress type implemented. INET-ADDRESS-MIB included into the distribution.
- SNMP table indices resolution logic made more robust against malformed indices.
- Fixes to *lexicographicMode* option documentation to make it unambiguous.
- The ‘ErrorIndication’ object is now derived from `Exception` so that it could be raised in exceptions.
- The ‘errorIndication’ values produced by various parts of SNMP engine unified to be ‘ErrorIndication’ instances. This fixes an issue with Twisted.
- Embedded MIB modules rebuilt with the latest pysmi adding previously missing attributes like `status`, `description` etc.
- Fixed potential SNMP engine crash on handling incoming message at unsupported security level

Revision 4.3.5, released 2017-03-24
-----------------------------------

- The getNext() and getBulk() calls of Twisted interface. now support ignoreNonIncreasingOid option.
- TextualConvention is now a new-style class.
- Fix to accidentally reset error-status when building confirmed class SNMPv1 PDU.
- Fix to possible infinite recursion in TextualConvention.prettyIn().
- Fixed crash when attempting to report unsupported request/notification PDU back to sender.

Revision 4.3.4, released 2017-03-01
-----------------------------------

- Fix to low-level SNMP API example to accommodate changed pyasn1 SEQUENCE supporting iterator protocol.
- The pyasn1 version dependency bumped (0.2.3), SEQUENCE/SEQUENCE OF API calls adjusted to accommodate changed pyasn1 API (in part of `.setComponentBy*()` kw flags).
- Fixed crash on SNMP engine's invalid message counter increment.

Revision 4.3.3, released 2017-02-04
-----------------------------------
- Switched from now unmaintained PyCrypto to PyCryptodome.
- Switched to new-style classes.
- NotificationType now allows additional var-binds specified as MIB objects. A side effect of this change is that additional var-binds can only be added prior to .resolveMibObjects() is run.
- Non-standard (but apparently used by many vendors) Reeder AES192/256 key localization algorithm implemented and set as default for usmAesCfb192Protocol and usmAesCfb256Protocol identifiers. Original and more standard implementation can still be used with the usmAesBlumenthalCfb192Protocol and usmAesBlumenthalCfb192Protocol IDs respectively.
- TextualConvention.prettyOut() improved to produce prettier and more SMI-compliant output.
- TextualConvention.prettyIn() implemented to handle DISPLAY-HINT based value parsing.
- Fix to NotificationType to make additional var-binds overriding MIB objects implicitly included through NOTIFICATION-TYPE OBJECTS.
- Fix to SNMP engine boots counter persistence on Python 3.
- Fix to Pythonized MIBs loading when only .pyc files are present (e.g. py2exe/cx_freeze environments).
- Fix broken 3DES key localization and encryption procedures.
- Updated IP address for demo.snmplabs.com in examples.
- Missing index added to bundled RFC1213::atEntry MIB table.
- Twisted integration made Python3 compatible.
- Accommodated ASN.1 SEQUENCE iteration rules change in upcoming pyasn1 version.
- Author's email changed, copyright extended to 2017.

Revision 4.3.2, released 2016-02-12

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- Copyright notice added to non-trivial source code files.
- SNMP table row consistency check added. This change may break valid SNMP SET operations on tables if RowStatus column is not passed at the very end of var-binds.
- All SNMP counters now incremented via ’+= 1’ rather than ’x = x + 1’ to simplify their tracking by third-party code.
- Notification originator examples re-pointed to Notification Receiver at demo.snmplabs.com.
- Two more execution observer points added: rfc2576.processIncomingMsg and rfc3414.processIncomingMsg to give an insight on security modules internals.
- TEXTUAL-CONVENTION's DISPLAY-HINT text formatting reworked for better performance and encoding accuracy of ’a’ and ’f’ formats.
- WARNING: security fix to USM - extra user entry clone removed on incoming message processing. It made USM accepting SNMPv3 TRAPs from unknown SNMP engine IDs.
- Fix to snmpInInvalidMsgs and snmpUnknownSecurityModels MIB symbols import at SNMPv3 MP model.
- Fix to NotificationOriginator to cope with unspecified user callable.
- Fix to OctetString.prettyOut() to pretty-print Python 3 bytes without 'b' qualifier.
- Fix to better pysmi import errors handling.
- Fix to missing next() in Python 2.5 at pysnmp.hlapi

Revision 4.3.1, released 2015-11-12

- Added recursive resolution of ObjectIdentifier values at ObjectType by converting it to ObjectIdentity.
- A bunch of convenience shortcuts to rfc1902.ObjectIdentity added from rfc1902.ObjectType and rfc1902.NotificationType
  (.addAsn1MibSource(), .addMibSource(), .loadMibs())
- When pretty printing indices at rfc1902.ObjectType, quote only strings.
- SNMP overview and PySNMP hlapi tutorial added to documentation.
- Fix to __doc__ use in setup.py to make -O0 installation mode working.
- Fix to ObjectIdentity->ObjectIdentifier attributes handover
- Fixed crash at oneliner compatibility code on EOM response.
- Fixed crash in hlapi.transport module.
- Fixed OID resolution issues that roots at node 0 and 2.
- Fix to MIB builder to fail gracefully on corrupted MIB package encounter.
- Fix to docs distribution -- now the are Sphinx-buildable out-of-the-box.
- Source code re-linted

Revision 4.3.0, released 2015-09-28

- Critical error fixed in key localization procedure for AES192/AES256/3DES cyphers. Previous versions might never worked properly in this respect.
- Initial PySMI integration. Original ASN.1 MIBs could now be parsed, stored at a local pysnmp MIBs repository and loaded into SNMP Engine. Relevant example scripts added. Obsolete libsmi-based scripts removed.
- Major rewrite of native SNMPv3 CommandGenerator and NotificationOriginator applications towards the following goals:

  * avoid binding to specific SNMP engine instance to promote single SNMP app instance using many SNMP engine instances
  * support two APIs for working with request data: one operates on the whole PDU object while the other on PDU contents
  * keep callback context data in stack rather than in stateful application cache
  * newly introduced sendVarBinds() method offers a more functional and logical signatures.
  * Promote the use of dedicated classes for dealing with OID-value pairs.

Instances of those classes resemble OBJECT-IDENTITY, OBJECT-TYPE and
NOTIFICATION-TYPE MIB structures.

* Oneliner API reworked to become more generic: its LCD configuration shortcuts and and var-bindings processing code split off SNMP apps classes to stand-alone objects. The whole API also moved up in package naming hierarchy and becomes 'pysnmp.hlapi.asyncore' (hlapi is apparently an African fish). Old oneliner API remains fully operational at its original location.

* Synchronous oneliner apps redesigned to offer Python generator-based API along with a more comprehensive set of accepted parameters.

* Asyncore-based asynchronous apps reworked to become functions.

* Twisted API moved entirely into high-level domain to be aligned with other high-level APIs. This WILL BREAK backward compatibility for those apps that use Twisted API.

* Keep backward compatibility for all existing major/documented interfaces

- Sphinx documentation added to source code and example scripts. Library documentation converted from .html into RsT markup.

- Execution Observer facility implemented to give app an inside view of SNMP engine inner workings. This is thought to be a generic framework for viewing (and modifying) various internal states of pysnmp engine. Previously introduced non-standard APIs (like getting peer's transport endpoint which is not suggested in RFCs) will be gradually migrated to this new framework.

- Initial support for the asyncio & Trollius frameworks and coroutines-based SNMP Applications interfaces added. Both IPv4 and IPv6 datagram transports are currently supported.

- Original asynsock transport and AsynsockDispatcher renamed into asyncio and AsyncoreDispatcher respectively to provide better hint to fellow devs on the underlying transport being used. Backward compatibility preserved.

- The asyncore-based transport subsystem extended to support POSIX sendmsg()/recvmsg() based socket communication what could be used, among other things, in the context of a transparent SNMP proxy application. Technically, the following features were brought into pysnmp with this update:

  * Sending SNMP packets from a non-local IP address
  * Receiving IP packets for non-local IP addresses
  * Responding to SNMP requests from exactly the same IP address the query was sent to. This proves to be useful when listening on both primary and secondary IP interfaces.

- Internal oneliner apps configuration cache moved from respective apps objects to [a singular] snmpEngine "user context" object. That would allow for better cache reuse and allow for a single app working with many snmpEngine instances.

- Oneliner GETBULK Command Generator now strips possible excessive OIDs off the bottom of returned var-binds table.
- Constraints assignment shortcut added to some base rfc1902 types (Integer, Integer32, OctetString, Bits). That formally constitutes ASN.1 sub-typing.
- Built-in debugging is now based on Python logging module.
- Examples on a single Transport Dispatcher use with multiple SnmpEngine instances applications added.
- Example script on transport timeout & retries manipulation added.
- Example script explaining incoming message's communityName re-mapping added.
- Broadcast socket option can now be enabled with the .enableBroadcast() call for any datagram-based transport (namely, UDP and UDP6).
- AbstractTransportDispatcher's jobStarted() and jobFinished() methods now accept optional 'count' parameter which is a way for an app to indicate how many responses are expected or have been processed in bulk.
- Example script on SNMP Agents UDP broadcast-based discovery added.
- Oneliner transport object now supports setLocalAddress() method to force socket binding to specified local interface.
- New public DgramSocketTransport.getLocalAddress() returns local endpoint address underlying BSD socket is currently bound to.
- Passing request details to access control callback at CommandResponder reworked towards more robust and simple design with the execution observer facility.
- All MIBs rebuilt with pysmi.
- MIB instrumentation example improved to cover table index building facility.
- Handle the case of null writer at Debug printer.
- Do not cache snmpEngineId & snmpAdminString at CommandGenerator to let it be reused with many different snmpEngines.
- TRAP PDU agent address evaluation at proto.api made lazy to improve startup time.
- Multiple fixes to verify pyasn1 decoder.decode() return to withstand broken SNMP messages or its components.
- First attempt made to make some of SNMP Engine settings persistent across reboots.
- Make config.delTransport() returning detached transport object. Asyncio examples now use this facility to explicitly shutdown transport object.
- Parts of SMIV1 remnant MIBs (RFC1213-MIB, RFC1158-MIB) added to provide complete compatibility with SMIV1. Symbols defined in these MIBs only present in SMIV1 so they can't be substituted with their SMIV2 analogues.
- MibBuilder.addMibSources() convenience method added.
- The smi.MibBuilder() will now raise more specific exceptions (MibLoadError, MibNameNotFoundError) on MIB loading problems rather than more generic SmiError.
- The oneliner's MibVariable MIB lookup subsystem redesigned for more generality to mimic OBJECT-TYPE macro capabilities related to SNMP PDU handling. The two new classed are ObjectIdentity and ObjectType.
  The ObjectIdentity class additionally supports just a MIB module name initializer in which case if resolves into either first or last symbol in given MIB. Another option is just a MIB symbol initializer without specifying MIB module.
- This new subsystem is moved from the scope of oneliner to more common
pysnmp.smi.rfc1903 scope to more naturally invoke it from whatever part of pysnmp requires MIB services.
- MibBuilder now prepends the contents of environment variables it recognizes (PYSNMP_MIB_DIR, PYSNMP_MIB_DIRS, PYSNMP_MIB_PKGS) rather than using them instead of its default core MIBs.
- Removed RowStatus default value as it may collide with possible subclass constraints.
- A few additional MIB tree management methods added to MibViewController to better address ordered nature of MIB tree nodes (namely, getFirst*, getLast* family of methods).
- Wheel distribution format now supported.
- Fix to authoritative engine side snmpEngineID discovery procedure: respond with notInTimeWindows rather then with unsupportedSecurityLevel at time synchronization phase.
- Fix to rfc1902.Bits type to make it accepting hex and binary initializers, cope with missing bits identifiers at prettyPrint().
- Memory leak fixed in CommandForwarder examples.
- Fix to BULK CommandGenerator to use the same nonRepeaters OIDs across multiple GETBULK iterations so returned table for nonRepeaters columns would hold the same var-bind.
- Fix to CommandGenerator to make sendRequestHandle persistent across multiple iterations of GETNEXT/GETBULK queries.
- Fix to sendNotification() error handling at NotificationOriginator.
- Fix to preserve possible 'fixed length' setting atrfc1902.OctetString on clone()'ing and subtype()'ing.
- Fix to rfc1902.OctetString & Bits to base them on OctetString class to make the 'fixed length' property working.
- Fix to .clone() method of rfc1902.Bits class to make its signature matching the rest of classes. This may broke code which used to pass namedValue parameter positionally rather than binding it by name.
- Fix to PDU translation service (proto.proxy.rfc2576) to make it initializing errorIndex & errorStatus components of the resulting PDU.
- Fix to MsgAndPduDispatcher.sendPdu() to clean up request queue on pysnmp-level processing failure.
- Fix to SNMPv1/v2c message processing subsystem to make it serving unique PDU request-id's in both outgoing and incoming confirmed and response PDU types. Duplicate request-id's in unrelated PDUs may cause cache errors otherwise.
- Fix to licensing terms of multiple twisted backend modules to make the whole pysnmp package licensed under BSD 2-Clause license. This change has been explicitly permitted by the original modules authors.
- Fix to asyncore-based transport not to use asyncore's cheap inheritance from socket object what caused warnings.
- Fix at NotificationOriginator to make is using MibInstrumentationController when expanding Notification OBJECTS into Managed Objects Instances.
- Missing wrongLength and wrongEncoding SMI errors added.
- Fix to file descriptor leak at MibBuilder.
- Fix to rfc2576.v2ToV1() to ignore impossible errorStatus.
- Fix to rfc2576.v1ToV2() to reset ErrorStatus==noSuchName on proxying.
- Fix to smi.builder to explicitly fail on any MIB file access error
  (but ENOENT) and raise IOError uniformly on any directory/egg access
  failure.
- Fix to infinite loop at config.delV3User().

Revision 4.2.5, released 2013-10-02

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- License updated to vanilla BSD 2-Clause to ease package use
  (http://opensource.org/licenses/BSD-2-Clause).
- A dozen of lightweight Twisted-based example scripts replaced more
  complex example implementations used previously.
- SNMP Proxy example apps separated into a larger set of more specialized
  ones.
- Most of Command Generator examples re-pointed to a live SNMP Agent
  at demo.snmplabs.com to ease experimentation and adoption.
- Multithreaded oneliner CommandGenerator example added.
- Packet-level SNMP API (pysnmp.proto.api) getErrorIndex() method can now
  be instructed to ignore portentially malformed errorIndex SNMP packet
  value what sometimes happens with buggy SNMP implementations.
- Standard SNMP Apps and built-in proxy now ignores malformed errorIndex
  value.
- Built-in logging now includes timestamps.
- Multi-lingual capabilities of all CommandGenerator & NotificationOriginator
  apps re-worked and improved. For instance it is now it's possible to run
  getBulk() against a SNMPv1 Agent invoking built-in SNMP Proxy behind the
  scene.
- The $PYSNMP_MIB_DIR & $PYSNMP_MIB_DIRS & $PYSNMP_MIB_PKGS path separator
  made platform-specific.
- Change to rfc2576.v1tov2() logic: errorStatus = noSuchName is now
  translated into rfc1905.noSuchObject exception value for *all* var-bindings
  at once. Although RFC2576 does not suggest error-status -> v2c exception
  translation, historically pysnmp used to perform it for a long time so we
  can't easily stop doing that.
- Exception re-raising improved at MibInstrumController.flipFlopFsm() and
  asynsock/twisted dispatchers so that original traceback is preserved.
- A single instance of transport dispatcher can now serve multiple
  receivers (identified by IDs) chosen by a public data routing method.
- SnmpEngine.[un]registerTransportDispatcher() methods now accept optional
  receiver ID token to be used by transport dispatcher's data router. This
  allows for multiple SNMP engines registration with a single transport
  dispatcher.
- Distribute is gone, switched to setuptools completely.
- The snmpCommunityTable row selection improved to follow RFC2576, clause
  5.2.1.
- Asyncore-based dispatcher attempts to use poll() whenever available
  on the platform. It would help handling a really large number (>1024)
of file descriptors.
- AsynCommandGenerator.makeReadVarBinds() generalized into a new
makeVarBinds() method which replaces somewhat redundant code at setCmd()
and AsynNotificationOriginator.sendNotification().
- AsynCommandGenerator.ucfgCmdGen() & AsynNotificationOriginator.ucfgCmdGen()
methods now accept optional authData parameter to remove specific entries
from LCD. This can be useful for modifying security parameters for
specific securityName.
- SNMP credentials management reworked to separate userName from securityName
in snmpCommunityEntry and usmUserEntry tables. Changes made to addV1System(),
addV3User() functions as well as to their oneliner's wrappers.
- The contextEngineId parameter of config.addV3User() and auth.UsmUserData()
renamed into securityEngineId as it's semantically correct
- Oneliner UsmUserData() and CommunityData() classes now support clone()'ing
to facilitate authentication data management in user applications.
- Oneliner transport target classes now support the getTransportInfo()
method that returns network addresses used on protocol level.
- Oneliner CommandGenerator.getNext() & .getBulk() methods now support the
maxCalls kwarg to limit the maximum number of iterations to perform.
- The config.addSocketTransport() helper renamed into config.addTransport()
and improved by automatically instantiating compatible TransportDispatcher
making it dispatcher-agnostic. As an additional bonus, application may not
call registerTransportDispatcher() as it would be called by addTransport().
- The SnmpV3MessageProcessingModel.getPeerEngineInfo() method is implemented
to communicate discovered peer SNMP engine information to SNMP apps what
can be used for fine usmUserTable configuration.
- AsynNotificationOriginator.cfgCmdGen() does not take into account
securityModel & securityLevel when reducing LCD access via addTrapUser().
This improves LCD consistency on sparse add/del operatons but also
does not let you to configure different securityModels per securityName
at VACM though the cfgCmdGen() wrapper.
- MIB builder traceback formatting and reporting improved.
- SNMP Engine object now has a snmpEngineID attribute exposed.
- Fix to inet_ntop()/inet_pton() support on Windows at TRANSPORT-ADDRESS-MIB.
- Fix to usmUserSecurityName table column implementation -- automatic value
generation from index value removed.
- Fix and significant logic rework of snmpCommunityTable to make it working
in both Generator and Responder modes and better follow RFC2576
requirements on sequential entries lookup and selection. As a side effect,
untagged snmpCommunityTable entries will *not* match tagged
snmpTargetAddrTable entries and vice versa.
- Fix to Twisted-based NotificationOriginator to make it serving INFORMs again.
- Fix to rfc2576.v1tov2() logic: errorStatus = noSuchName is now translated
into rfc1905.noSuchObject exception value for *all* var-bindings. Although
this is not mentioned in RFC, it looks as a more consistent approach.
- Fix of rounding error to base I/O dispatcher's next timer call calculation.
- Explicit twisted dispatcher's timer resolution (of 1 sec) removed to make
use of global default of 0.5 sec.
- Fix to twisted/udp non-default local endpoint binding features. Common socket ('host', port) notation is now supported.
- Fix to Twisted-based transport to make it closing UDP port / UNIX pipe on shutdown.
- Fix to Twisted-based dispatcher not to close transport on unregistration at dispatcher as transports can potentially be reused elsewhere.
- Fix to asyncore-based transport to work only with AsynsockDispatcher's socket map and not to touch default asyncore's one. The latter have caused dispatcher/transport restarting issues.
- The delV3User() function improved to drop all rows from USM table that were cloned from the target one.
- Fix to exceptions handling at MsgAndPduDispatcher.sendPdu() to avoid sendPduHandle miss (followed by system crash) on cache expiration run.
- Break cyclic references at CommandResponder and NotificationReceiver apps through close() method.
- Fix to octet string typing at 3DES codec (used to throw an exception).
- Fix to SnmpAdminString, SnmpTagList, SnmpTagValue types to make them supporting UTF-8 initializers.
- Fix to v1/v2c message processing module which used to refer to a bogus stateReference in some cases what causes SNMP engine crashes.
- Fix to IPv6 transport to zero ZoneID, FlowID and ScopeID components sometimes coming along with incoming packet.
- Fix to SNMPv1 MP module to pass stateReference to registered app on unconfirmed notifications reception (to let NotificationReceiver Apps browsing request details).
- Asyncsock sockets now configured with SO_REUSEADDR option to fix possible Windows error 10048.
- Gracefully handle malformed SnmpEngineID at USM coming from SNMPv3 header.
- Typos fixed in error-status constants at CommandResponder
- Missing import added to oneliner auth module.
- Cosmetic changes to v3arch example scripts.

Revision 4.2.4, released 2013-01-30

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- SNMPv3 high-level and native API examples reworked and extended to cover many use cases.
- The missing functionality of NOTIFICATION-TYPE objects being looked up at local Management Instrumentation and attached to TRAP/INFORM message by Notification Originator is now fully implemented.
- The missing functionality of passing Response PDU contents of INFORM request is now implemented at Notification Originator app. The return value of NotificationOriginator.sendNotification is now a composite object that includes errorStatus, errorIndex and varBinds.
- The missing functionality of passing lookupNames &lookupValues params to Notification Originator is now implemented. It may make sense for INFORMs.
- The missing functionality of passing contextName to oneliner version of NotificationOriginator.sendNotification is now implemented.
- Oneliner example apps now include cases where non-default SNMP ContextEngineId/ContextName/SecurityEngineId is used.
- The contextName parameter of SnmpContext.getMibInstrum made optional.
- AbstractMibInstrumController class added as a base class for all possible kinds of Management Instrumentation controllers.
- Report package version on debugging code initialization.
- MibInstrumController.getMibBuilder() added.
- I/O sockets buffer sizes made configurable, minimum default is now forced to be no less than $2^{17}$ (to fit two huge datagrams).
- Catch possible exceptions on pyasn1 encoder invocation.
- VACM modules converted from a function into an object to let it keep state (caches) in the future.
- Unnecessary MibSource explicit initialization calls removed at MibBuilder.
- Example configuration for Net-SNMP's snmptrapd added.
- Cast additionalVarBinds into ObjectIdentifier type at NotificationOriginator.sendNotification()
- Standard SNMPv3 Apps hardened to catch protocol-related exceptions and report them as errorIndication's.
- Catch and mute possible failure of getsockname(), that seems to happen on Windows only so far.
- Memory leak fixed at oneliner cache of already configured targets.
- Fixes to at AsynNotificationOriginator.sendNotification() to make a) the notificationType param mandatory b) the varBinds param really optional
- Fixes to ContextEngineId/ContextName support at the oneliner API: now both items should be passed to request PDU through Cmd() request initiation method, the items of authData object should be used only for LCD configuration.
- Fix to MibVariable handling of the MIB, <empty-symbol> initializers.
- Fix to outgoing queue processing order at socket transport. Now it's a FIFO discipline rather than LIFO.
- Fix to NotificationOriginator's additionalVarBinds parameter - it is not mandatory anymore with the oneliner API. Also additionalVarBinds defaulted value changed from None to () meaning no var-binds.
- Attempt to convert Windows style EOL into UNIX ones in MIB source modules appeared to be unnecessary and even destructive to modules data in some cases. So the conversion code removed altogether.
- Fix to isAccessAllowed() error handling at NotificationOriginator. System used to crash on access denied condition.
- Fix to NotificationOriginator to make it use system uptime and trap OID values from SNMP engine's instrumentation rather than from SNMP context.
- Fix a couple of bugs at MibTable* logic involved for table instances creation.
- Fix to Management Instrumentation code to handle cases of non-initialized or not-compliant-to-constraints Managed Objects Instances.
- Fix to Management Instrumentation code to make table row removal through
SNMP working again. Wrong method (instumClone) was probed at terminal MIB nodes values instead of the right one (setValue).

Revision 4.2.3, released 2012-09-06

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- SECURITY FIX: USM subsystem did not verify securityLevel of a request to an authoritative SNMP engine against auth/priv protocols configured for the user in question. That allowed unauthenticated/unciphered access to pysnmp-based Agent even if USM user is configured to provide one.
- Oneliner [Asyn]CommandGenerator now supports optional keyword args lookupNames, lookupValues that enable response OID / value looked up at MIB and reported as a MibVariable container object carrying relevant MIB info.
- Oneliner [Asyn]CommandGenerator now supports symbolic MIB object names to be passed within a MibVariable container object which would do a deferred MIB lookup for name resolution. This is a new and preferred API which obsoletes the tuple-based one (it is still supported though).
- Oneliner CommandGenerator's class attributes lexicographicMode, maxRows and ignoreNonIncreasingOid moved to optional keyword args of nextGen() and bulkGen() methods.
- IPv6/UDP and Local Domain Socket transport interfaces added to the oneliner API.
- Mib Instrumentation subsystem re-worked to replace excessive MibNode's smiCreate()/smiWrite()/smiDestroy() methods with MibScalarInstance's getValue()/setValue()
- MibTree.readTest[Get]Next() reworked to be called uniformly so user could tap on these methods at any level of the MIB tree.
- MibTableColumn.getNextNodeWithValue() unpublished API method obsoleted and removed for clarity.
- Hex dumps of binary parts of the protocol added to ease system operations analysis.
- SnmpEngineId autogeneration does not call DNS resolver but uses local hostname not to depend upon local IP availability and performance.
- Example apps reworked, additional SNMPv3 auth/priv protocols and transports added.
- Package version is now available as __init__.__version__ and it is in-sync with distutils.
- Package meta-information updated.
- The __init__.py's made non-empty (rumors are that they may be optimized out by package managers).
- Multiple fixes to UNIX domain socket transport to make it fully operational again.
- Use sysUpTime value whenever it is included in Notification PDU, otherwise resort to SNMP engine uptime reading.
- SNMPv2c Message is now defined in rfc1901.py what matches standard definition.
- Types defined within SNMPv1/v2c data structures (rfc1157.py/rfc1905.py)
moved to module scope to become accessible by wrapper routines (v1.py/v2c.py). This is used for setting strictly typed default values to corresponding SNMP data structures.

- The obsolete and unpublished MibInstrumController.readVarsFast() method removed for API clarity.
- MibBuilder now distinguishes case of MIB modules filenames even if underlying OS does not.
- LCD configuration caching is implemented at pysnmp.entity.rfc3413.config that improves performance of repetitive calls by 10% and might hugely improve NotificationOriginator's performance when working on a large number of targets.
- A caching maps implemented at rfc2576 subsystem to speed-up communityName to/from securityName resolution. The also makes transport tags processing better compliant to the standard.
- Community and Transport tags processing changed at the oneliner interface to make the whole mechanism more compliant with the standard. Most importantly, it is now possible to tag authentication and transport information separately.
- The NoSuchInstanceError exception class is no more inherits from NoSuchObjectError to make class hierarchy closer to SNMP specification which states that these errors are separate and independent.
- The Next & BulkCommandGenerator's split onto single-run and iterative implementations. The former just process a single interaction and complete while the latter run as many interactions as user callback function indicates to.
- The pysnmp.entity.rfc3413.mibvar module is now obsolete by pysnmp.entity.rfc3413.oneliner.mibvar featuring basically the same features but within a stateful, dedicated object.
- Auth & target configuration container classes moved to their separate modules at oneliner API.
- The notificationType parameter of AsynNotificationOriginator.sendNotification made defaulted to reflect its optional nature.
- Oneliner UsmUserData, UdpTransportTarget, Udp6TransportTarget instances are not hashable anymore as they are intended to act more like a data structure than object.
- Built-in debugger now supports negating debugging categories.
- An async/getgen.py example script added.
- Fix to MIB data reading routine to make it working with possible Windows end-of-line's.
- Fix to CommandGenerator's SNMPv3 engine autodiscovery algorithm when retryCount is administratively set to 0.
- Fix to NotificationOriginator to make it communicating a single sendPduHandle to an application even when multiple INFORMs are triggered and processed by a single call by way of transport tagging feature.
- Fix to rfc2576:processIncomingMessage() to take SecurityModel into account when lookup up SecurityName by CommunityName. This allows mixed SNMPv1/v2c communication with the same target.
- Fix to internal MessageProcessing and SecurityModel timers so they become
dependant on system timer resolution.
- Fix to v1.PDUAPI.setDefaults() method that used to set wrongly typed
time-stamp component.
- Fix to IPv6 address handling to prevent system from crashing whilst
running Python3.
- Fix to SNMPv2 exception objects translation into SNMPv1 PDU and NEXT
OIDs calculation.
- Fix to MibTree class to properly report noSuchObject & noSuchInstance
SNMP special values.
- Fix to libsmi2pysnmp tool to make it working again in Python < 2.7
- Fix to exception handling at decodeMessageVersion() caller to prevent
ASN.1 parsing errors crashing the whole app.
- Fix to GenericTrap type processing at rfc2576:v1Tov2c() which used to
  crash the whole SNMP engine.
- Fix to [possibly uninialized] pyasn1 objects printouts at
  MibInstrumController.__indexMib()
- Fix to maxSizeResponseScopedPDU calculation at rfc3414/service.py.
- Dedicated 'withmib' example set is obsolete and removed.
- Another SNMP proxy example app added (1to3.py).
- Fix to MIB modules loading code to make it using __import__() properly.
  This also makes pysnmp working again with Python 3.3rc0.
- Typo fix to snmpInASNParseErrs MIB instance object.
- Typo fix to errind.EngineIdMismatch class and its instance.

Revision 4.2.2, released 2012-04-21
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- Oneliner CommandGenerator can now limit the number of SNMP table
  rows returned by nextCmd()/bulkCmd() methods.
- Oneliner CommunityData configuration object can now be initialized
  with community name only, security name will be chosen automatically.
- Oneliner LCD configuration routines reworked towards clarity. The
  side-effect of this change is that repetitive oneliner call with the same
  securityName and different configuration options will only honor
  the first settings. Previous implementation would override older settings.
- Transport dispatcher now provides its own time expressed in
  fractions of second. SNMP engine uses this notion of time for
  handling requests timeout to make packet flow time bound
  to async I/O core operations rather than to real time.
- The libsmi2pysnmp tool improved to handle incomplete SMI v1->v2
  conversion performed by smidump. The remaining core SMIv1 modules
  excluded from the core MIB set.
- The pyasn1 constraint and enumeration objects put into ASN1-*
  MIB modules what appears to be more in-line with SMI. Existing
  MIB modules as well as libsmi2pysnmp tool corrected accordingly.
- SMIv1 MIB modules (including RFC1155 and RFC1213) were moved to
  pysnmp-mibs as pysnmp is SMIv2-based.
- The MibBuilder.importSymbols() now takes optional kwargs and
push them into MIB modules globals(). This is to facilitate
passing user information, such as DB connection handler, to MIB
module namespace so it could be used by ManagedObjects implementations.
- When running on Python3, SMI will re-raise exceptions with the original
traceback for easier diagnostics.
- Out of PYTHONPATH MIB paths now supported.
- Added pyasn1 decoder failures diagnostics in debug mode.
- Fix to non-MT-safe class attributes at SNMPv3 MP & SEC modules.
- Fix to ContextName handling in bytes form whilst running Python3. Data
mismatch error would return otherwise.
- Fix to SNMPv3 MP peer engine ID discovery not to learn and use
user-specified ContextEngineId.
- Fix to socket.error processing at Py3 on Windows.
- Fix to oneliner GETNEXT/GETBULK implementation to properly support
ignoreNonIncreasingOIDs option.
- Fix to setEndOfMibError()/setNoSuchInstanceError() at v1 PDU not to
loose errorIndex.
- Fix to api.v2c.getVarBindTable() to ignore possible non-rectangular GETBULK
response tables.
- Fix to oneliner getnext/getbulk response table rectangulation procedure
to gracefully handle an empty column condition.
- Fix to legacy MibBuilder.getMibPath() to prevent it from missing
.egg-based components in path.
- Fix to oneliner configuration routine that used to implicitly
tag SNMPv1/v2c auth and transport LCD rows what resulted in
huge delays when processing incoming messages with large number
of peers configured.
- Fix to UDP6 transport handling at rfc2576 security module.
- Fix to SnmpEngineID value autogeneration (used to fail on Mac).
- SNMPv2-SMI.ObjectType.__repr__() fixed to do a repr() on its components.
- All SNMPv2-SMI.MibNode-based objects, once exported to a mibBuilder, will
carry an embedded label symbol.
- Explicit repr() calls replaced with \'%s\'
- Fix to error processing at GETNEXT & GETBULK apps response handlers.
- Fix to libsmi2pysnmp to make it supporting long (256+) list of function
params.
- Fix to libsmi2pysnmp to support inheritance of MIB types.

Revision 4.2.1, released 2011-11-07

- Support string OIDs at one-liner API.
- Code quality of libsmi2pysnmp tool improved, MIBs re-built.
- SNMP-PROXY-MIB & SNMP-USER-BASED-SM-3DES-MIB added
- v1arch bulkgen.py example added
- Major overhaul for Python 2.4 -- 3.2 compatibility:

+ get rid of old-style types
+ drop string module usage
+ switch to rich comparation
+ drop explicit long integer type use
+ map()/filter() replaced with list comprehension
+ apply() replaced with var-args
+ dictionary operations made 2K/3K compatible
+ division operator made 2K/3K compatible
+ sorting function now operates on key
+ iterators returned by some funcs in py3k converted to lists
+ exception syntax made 2K/3K compatible
+ tuple function arguments resolved to scalars to become py3k compatible
+ BER octetstream is now of type bytes (Py3k) or still string (Py2k)

Revision 4.1.16d, released 2011-09-22
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- Fix to SNMPv1 Trap PDU agentAddress setter shortcut method.

Revision 4.1.16c, released 2011-08-14
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- Missing module import fixed in privacy subsystem

Revision 4.1.16b, released 2011-08-13
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- Oneliner CommandGenerator can now optionally ignore non-increasing OIDs.
- Default CommandResponder now skips non-compliant (Counter64) values when responding to a v1 Manager.
- Fix to state information handling at CommandResponder app.
- Fix to Twisted reactor shutdown condition.
- Fix to distutils dependencies syntax.

Revision 4.1.16a, released 2011-03-17
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- Extended Security Options (3DESEDE, AES192, AES256) privacy protocols implemented.
- The error-indication codes moved from literals to objects for reliability and clarity
- Fix to v1.TrapPDUAPI.getVarBinds() to address PDU component at the right position.
- Fix to rfc1902.Bits initialization from named bits sequence.
- Fix to MIB builder by-extension module filtering code to cope with .pyw files.
- Sync versions of oneliner apps split off async implementation for clarity.
- Randomize initial in various numeric sequences.
- MsgAndPduDsp expectResponse parameters passing reworked.
- GetNext/GetBulk response processing logic moved to getNextVarBinds()
- Changes towards performance improvement:

  + all dict.has_key() & dict.get() invocations replaced with modern syntax
    (this breaks compatibility with Python 2.1 and older).
  + introduce the MibInstrumController.readVarsFast() method (which skips
    the “testing” phase of MIB value readin) for dealing with internal
    configuration (LCD).
  + default debug.logger is now just a zero value instead of an object
    what saves big on frequent calls
  + SNMPv2-SMI columnar indices <-> index values conversion code optimized.
  + pre-compute and re-use some of ASN.1 structures.
  + avoid setting PDU defaults to save on unnecessary initialization.
  + skip ASN.1 types verification where possible.
  + at oneliner Command Generator, avoid looking up pure OID arguments
    at MIB as it's pointless but takes time.
  + cache MIB columnar objects instance ID <-> symbolic index representation
    mapping

Revision 4.1.15a, released 2010-12-13
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- SNMP Proxy example added.
- End-of-MIB condition detection reworked what caused backward
  incompatibility at v1arch GETNEXT API. Previous pysnmp versions
  used value = None in var-binds as returned by getVarBindTable() API method. This version uses rfc1905 exception values (v2c/v3)
  or pyasn1 Null (v1).
  Built-in GETNEXT/GETBULK apps now do not require user to track
  end-of-mib conditions anymore -- this is now done automatically.
- CommandResponder API now supports async mode of operation.
- SNMP exception values now exported from rfc1905 module, and made
  pretty printable.
- Lexicographic walking mode is now supported at oneliner CommandGenerator.
- ContextEngineId&ContextName parameters passing implemented at
  v3arch oneliner API.
- Multiple instances of the same transport domain now supported.
- Initial snmpEngineId value generation improved not to accidentally
  collide within an administrative domain.
- MibTableColumn instances now build value-to-column-instance map
  to speedup by-value search.
- SNMPv2-CONF::AgentCapabilities macro implemented.
- The libsmi2pysnmp tool handles some more MACROs.
- Void access control module implemented to let apps disabling [default] VACM.
- Allow standard SNMP apps to choose access control method to use.
- Twisted-based CommandResponder example added.
- Fix/rework of Twisted GETNEXT/BULK CommandGenerator callback API to
make it simpler and uniform with other CommandGenerators
- Fix to SNMPv3 security module to store peer SNMP engine timeline
  only if taken from an authenticated message. Prior to this fix
  SNMP engine was not been protected from spoofing.
- Fix to $SMIPATH initialization at build-pysnmp-mib.
- Fix to maxSizeResponseScopedPDU calculation.
- Fix to Next/Bulk CommandGenerators to catch a non-increasing OID
  error condition (what prevents looping).
- Fix to Opaque value tagging at rfc1155.Opaque type.
- Fix to handle (fail gracefully) zero-length user password.
- Fix to SNMP error propagation at Twisted driver (SF tracker ID #3054505).
- Fix to Agent-role snmpEngineId discovery procedure that allows
  authenticated ReportPDU generation.
- Fix to SNMPv1 PDU handling at CommandResponder & NotificationReceiver
  apps.
- Fix to CommandResponder app to skip Counter64 SMI values when responding
  to SNMPv1 Manager.
- Fix to protocol translator code (rfc2576) to handle Counter64 type
  in v2c-to-v1 PDU translation.
- Fix to non-response var-binds translation in rfc2576.v2ToV1().
- Fix to wrong exceptions used in pysnmp/entity modules.
- Fix to noauth/nopriv security module so that it would not crash SNMP
  engine if called accidentally.
- Fix to CommandResponder not to return out-of-range errorIndex along
  with genErr
- Fix to GETBULK CommandResponder to do a by-column MIB walk, not by-raw.
- Fix to getVarBindTable() API function logic.
- Fix to example Manager scripts to use errorIndex when available.
- Fix to dummy encryptData()/decryptData() API
- Fix to oneliner GETBULK table collection code to make it stripping
  uneven rows off table tail.

Revision 4.1.14a, released 2010-07-15
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- Fix to maxSizeResponseScopedPDU calculation at USM security module: now
  more precise and robust against screwed values on input.
- Fix to MIB loading logic that used to load same-name modules at
  distincts search paths on each loadModules() call.
- Fix to AsynsockDispatcher.runDispatcher() to make use of optional
  non-default select() timeout value.
- AbstractTransportDispatcher now allows user application registering
  multiple timer callbacks each with dedicated call period.
- Asynsock mainloop default idle period reduced to 0.5 sec for better
  timer resolution.
- Fix to SNMPv1->SNMPv2c error status handling at proxy module. This
  defect may have caused an infinite loop on a multiple var-bind
  SNMPv1 GetNext operation.
- Fix to contextName processing at config.addV1System -- typo rendered passed contextName not committed into LCD.
- Fix to unknown ContextName exception handling at CommandResponder App.
  - config.addVacmUser() now accepts an optional contextName what makes it usable for configuring multiple contextName-bound bases of Managed Objects to SnmpEngine.
- MP pending states cache management re-worked so that SNMP engine will now handle an unlimited number of pending request/responses.
- Fix to SNMP discovery procedure: include ContentName in SNMP discovery messaging.
- Many fixes to AES crypto code that makes it actually working.
- Fix to SNMPv2-SMI createUndo operations.
- Fix to INFORM sending error handling at oneliner.
- Fix to mismatched response PDU handling at CommandGenerator application.
- Debug category 'app' (for Application) added to facilitate Standard SNMP Applications debugging.
- The retryCount semantic of CommandGenerator application changed to include sole retries and do not include initial request. Thus, retryCount=1 will now send up to two packets, not just one as it used to be.
- Debugging printout now escapes non-printable characters.

Revision 4.1.13a, released 2010-02-09

- UDP over IPv6 transport implemented.
- Fix to MIB tree walking code that used to fail on table columns where indices have identical leading parts.
- SNMPv1/v2c snmpCommunityTransportTag-based imcoming message filtering implemented (rfc2576).

Revision 4.1.12a, released 2009-12-03

- API versioning retired (pysnmp.v4 -> pysnmp).
- MIB loading mechanics re-designed to allow ZIP import.
- MIB loader supports code objects (py[co])
  - Installer now uses setuptools for package management whenever available.
- The libsmi2pysnmp tool improved to build constraints of more than 256 items (Python has a limit on the number of function params).
- Missing SNMPTrap PDU API implemented at proto.api.v2c, RFC2576 proxy code reworked.
- Fix to sysUpTime OID at SNMPv2 TRAP PDU.

Revision 4.1.11a, released 2009-08-21

- Twisted integration implemented.
- Attempt to use hashlib whenever available.
- Fix to oneliner Manager code on < Python 2.4.
- Let NotificationReceiver and CommandResponder Apps browsing request details (transport information at the moment) at SNMP engine.
- Fix to config.addV1System() to allow multiple systems to co-exist in LCD.
- Fix to wrongly succeeding user-parameters-by-community-name searching code in rfc2576 processIncomingMsg() method.
- Do sanity checking on PYSNMP_MODULE_ID, Groups and Notifications in libsmi2pysnmp (SF bug #2122489).
- Fix to oneliner Notification Originator that sometimes used to send multiple requests at once.
- Oneliners LCD names generation code reworked to avoid accidental clashes.
- Fix and re-work of sysUpTime value management in LCD.
- Fix to pending inform request data caching in mpmod/rfc2576.py -- previous code led to cache data corruption on multiple outstanding requests.
- In SMI configuration wrapper functions, catch access to non-configured entries and raise an exception.
- Allow multiple callback timer functions in all transport dispatchers.
- Fix to libsmi2pysnmp code to preserve more underscored object names and to guess the right type between indistinguishable ObjectGroup & NotificationGroup
- Fix to MibScalarInstance value setting logic - previous code failed when modifying the same OID multiple times within a single SET operation.
- Minor usability improvements to tools/build-pysnmp-mib.
- Made MIB objects unexport feature operational.

Revision 4.1.10a, released 2008-05-25
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- Internal MIB indexing method __indexMib() unmangled to facilitate setting up mutex there for sharing MIB stuff between threads.
- Fixed broken IpAddress value handling in SET operation.
- Broken MibBuilder.unloadModules() method now works.
- Use getLabel() SMI object method when building MIB tree (in builder.py) in addition to direct attribute access for clearer object protocol.
- The MIB building tools updated to match significantly improved smidump tool (libsmi version > 0.4.5).
- Made libsmi2pysnmp tool optionally building MIB text fields into pysnmp MIB code (enabled by default) and MibBuilder conditionally loading them up (disabled by default).
- SnmpEngine and MsgAndPduDispatcher constructors now optionally take msgAndPduDspr and mibInstrumController class instances respectively to facilitate these objects sharing within a process.
- Unique integers, for various parts of the system, are now generated by a nextid.py module. This fixes possible issues with duplicate request IDs and handlers.
- Built-in MIBs re-generated to include text fields.

Revision 4.1.9a, released 2007-11-28
- UNSTABLE ALPHA RELEASE.
- At onliner CommandGenerator, close transport on destruction to prevent socket leak. Implicit async transports registration at default asyncore's socket map has been disabled to avoid side effects.
- Fix to rfc2576.v1ToV2c() PDU converter to perform noSuchName error code translation.
- Fixes to Notification PDU conversion code at rfc2576 in part of snmpTrapOID handling.
- Fix to nonRepeaters object use as sequence slicer (must be int) at cmdrsp.CommandResponderApplication
- Make AsynsockDispatcher using its own socket map by default for threading safety. This will break asyncore apps that rely on pysnmp sharing the same socket map with them. A solution would be to either set asyncore map to pysnmp (AsynsockDispatcher.setSocketMap()) or pass pysnmp map (AsynsockDispatcher.getSocketMap()) to asyncore.
- Fix to response timeout roundup bug at CommandGenerator and NotificationOriginator code.
- Oneline configuration classes made hashable to prevent memory leaks when committing them into CommandGenerator/NotificationOriginator internal repository.
- Security information is now released properly in all MP modules. This might fix a significant memory leak.
- Typo fix to rfc3411 confirmed class PDU members.

Revision 4.1.8a, released 2007-08-14

- UNSTABLE ALPHA RELEASE.
- SMI/dispatcher timeout conversion multiplier is actually 100 (1/100 sec) rather than 1/1000. This fix affects timeouts specified through SMI.
- __repr__() implemented for UdpTransportTarget, CommunityData, UsmUserData in oneliner module.
- Automatically initialize table index values on table management operations (SF bug ID #1671989).
- Fix to carrier code: ignore BADFD socket error as it may happen upon FD closure on n-1 select() event.
- Fix to MibBuilder.setMibPath() to preserve previously loaded modules intact. Otherwise loadModules() called after setMibPath() might fail with 'MIB file not found in search path' exception.
- Fix to oneliner classes that now invoke unconfiguration methods on destruction. This might have caused memory leaks.
- Automatically initialize SNMP-USER-BASED-SM-MIB::UsmUserSecurityName columnar object instance on creation, as stated in DESCRIPTION (SF tracker ID #1620392).
- Fix to USM timeframe arithmetics (SF bug #1649032).
- VACM shortcuts merged into universal add/delVacmUser() to let notifications and requests to co-exist for the same user.
- At oneliners, build LCD tables keys from a hashed mix of input parameters to make sure these automatic entries won't interfere or exceed constraints on keys values.
- Made use of notificationType parameter of the sendNotification method in NotificationOriginator applications. This parameter used to be ignored in the past. Note, that previously used (and ignored) syntax has been changed in an incompatible way.
- Allow plain Python values in setCmd() and sendNotification() methods in CommandGenerator and NotificationOriginator applications respectively.
- Multi-target oneliner API-based example script added.
- Ignore more socket errors in datagram-type async socket code.
- AES cipher now supported (rfc3826).
- Fix to messed up tagIDs of noSuchInstance and noSuchObject types.
- SET Command Responder fixed to obscure access to non-existing variables by returning notWritable error (SF bug #1764839).
- AsynsockDispatcher.setSocketMap() method added to facilitate pysnmp transport integration into third-party asyncore-based applications.
- Fix to errorIndex generation at CommandResponder application, the value should be a one-based.

Revision 4.1.7a, released 2007-02-19

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- UNSTABLE ALPHA RELEASE.
- Low-level debugging facility implemented.
- Support UdpTransportTarget timeout and retries parameters in oneliner API.
- Fix to snmpTrapOID construction at ...proxy.rfc2576.v1ToV2() function.
- Fix to MibViewController.getNodeName() to take MIB module name into account (SF bug #1505847).
- Do explicit check for Counter32, Unsigned32, TimeTicks, Counter64 value types in MibTableRow index conversion and in TextualConvention.prettyPrint() methods (SF bug #1506341). Handle Bits in indices as RFC2578 suggests.
- Apply read-create column status to libsmi2pysnmp-generated code whenever MIB text specifies that (SF bug #1508955).
- Honor and apply DISPLAY-HINT specification when building TextualConvention class at libsmi2pysnmp.
- Managed Objects Instances files (smi/mibs/instances/) are now double-underscore prefixed to make them imported explicitly by these prefixed names. They used to be imported as a side-effect of Managed Objects files import what is way too hackerish.
- The libsmi2pysnmp now supports future libsmi bugfix that would generate "ranges" subtree along with the legacy and ambiguous "range" one.
- SMI support for fixed-length string indices implemented (SF bug #1584799, #1653908).
- Managed Object Instances may now have smiRead, smiWrite, smiCreate methods to support specific value mangling. These methods, if present, would be invoked from SNMP [Agent] core instead of conventional clone() method. The reason is to separate trivial value duplication from specific Instance value mangling that may have Agent-specific side effects (such as RowStatus).
- MIB table row destruction now works (SF bug #1555010).
- LCD unconfiguration functions for oneliners implemented (SF bug #1635270).
- unloadModules() and unexportSymbols() implemented at MibBuilder
- Notification type PDU proxy code fixed to produce symmetrical conversion.
- Various SNMP engine-internal caches expiration implemented.
- SMI-level access control now takes effect only if AC object is passed to MIB instrumentation API.
- LCD management code now uses generic MIB instrumentation features.
- Fix to oneliner manager code to have individual UdpSocketTransport instance per each SnmpEngine. Multithreaded apps might fail otherwise. (SF bug ID #1586420).
- Exclude the PYSNMP_MODULE_ID symbol from MIB view index, as it may get resolved into OID label instead of actual MIB object name.
- Memory leak fixed in indices.OidOrderedDict implementation.
- Fix to VACM shortcuts to let notifications and requests to co-exist for the same user otherwise.
- Fix to ...oneliner.cmdgen.UsmUserData to support non-default ciphers.
- USM now uses local notion of snmpEngineBoots/Time when authoritative and cached estimate otherwise. Also, a security fix applied to to USM time-window verification (SF bug #1649032).
- Fix to notification objects resolution code at NotificationOriginator.sendNotification()
- Do not raise securityLevel for USM error reports that lacks user information, as these reports could never be ciphered (SF bug #1624720).
- Non-default BULK PDU params now actually applied.
- SnmpEngineID default value generation algorithmic function changed to allow multiple SNMP engines running on the same host.
- Documentation updated.
- A handful of minor fixes applied (SourceForge tracker IDs #1537592, #1537600, #1537659, #1548208, #1560939, #1563715, #1575697, #1599220, #1615077, #1615365, #1616579).

Revision 4.1.6a, released 2006-05-25
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- UNSTABLE ALPHA RELEASE.
- pysnmpUsmSecretAuthKey and pysnmpUsmSecretPrivKey length increased up to 256 octets. There seems no limit on this in RFC, though.
- A workaround for probably broken Agents: SNMPv3 Manager code defaults ContextEngineId to SecurityEngineId whenever ContextEngineId is not reported by authoritative SNMP engine on discovery.
- Use empty PDU in engine-discovery report at mpmod/rfc3412.py.
- MibBuilder.loadModules() now fails on missing MIB files.
- MibBuilder.exportSymbols() now accepts unnamed objects (likely Managed Objects Instances)
- SNMPv2-SMI.MibScalarInstance objects now support create*/destroy* Management Instrumentation methods to pass Columnar Object creation and removal events. MibTableColumn class invoke these methods accordingly.
- Fix to AsynNotificationOriginator.asyncSendNotification() callback formal parameters
- Initial VACM configuration implemented according to rfc3415 Appendix 1
- tools/buildmibs.sh split-up and re-implemented as tools/build-pysnmp-mibs and pysnmp-mibs/tools/rebuild-pysnmp-mibs for better usability. These and libsmi2pysnmp scripts made installable.
- Types/Notifications/Groups exportSymbols() call chunking implemented in tools/libsmi2pysnmp
- Initial values specified to pyasn1 types to comply with latest pyasn1 API.
- Documentation improved
- Minor fixes towards Python 1.5 compatibility

Revision 4.1.5a, released 2005-11-04

- UNSTABLE ALPHA RELEASE.
- Multi-lingual SNMP Trap/Inform Applications completed; examples added
- SMI model re-designed to make a clear separation between Managed Objects and their specification (AKA Agent and Manager side)
- SNMP SET Application support completed
- Minor, though backward incompatible, changes to one-liner API
- Many bugfixes

Revision 4.1.4a, released 2005-08-16

- UNSTABLE ALPHA RELEASE.
- SHA-based authentication fixed and privacy implemented
- ...oneliner.cmdgen.UsmUserData constructor now takes authProtocol and privProtocol parameters in a backward incompatible manner.

Revision 4.1.3a, released 2005-07-28

- UNSTABLE ALPHA RELEASE.
- rfc3413 applications API changes (related to callback function behaviour).
- TransportDispatcher now provides "jobs" interface to clients for better control of dispatcher's execution.
- Many minor fixes.
Revision 4.1.2a, released 2005-07-12
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- UNSTABLE ALPHA RELEASE.
- Top-level application classes renamed into longer, self-describing names for clarity.
- CommandResponder & NotificationOriginator applications now use stand-alone SnmpContext for application registration.
- Many minor fixes (inspired by testing on WinXP)

Revision 4.1.1a, released 2005-06-29
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- UNSTABLE ALPHA RELEASE.
- SNMPv3 code first published
- SNMP engine and applications implemented on library level
- Major re-design towards SNMPv3-style API.

Revision 4.0.2a, released 2005-03-01
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- Adopted to slightly changed asyncore API (as shipped with python 2.4)

Revision 4.0.1a, released 2004-11-18
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- Minor bug/typo fixes, mostly in example/ scripts.

Revision 4.0.0a, released 2004-11-15
-------------------------------------

- UNSTABLE EARLY ALPHA RELEASE.
- Major re-design and re-implementation.
- Rudimental API versioning implemented to let incompatible package branches to co-exist within the same Python installation.
- SMI framework designed and implemented. This framework provides 1) various access to MIB data 2) a way to implement custom MIB instrumentation objects. There's also a tool for building SMI classes from libsmi(3) output (smidump -f python).
- ASN.1 subtyping machinery implemented. Now dynamic ASN.1 instances subtyping and querying becomes available. Previously, this has been done through Python classes inheritance what proved to be a wrong concept.
- ASN.1 codecs framework re-designed and re-implemented aimed at a more consistent design and better performance. Highlights include abstract codec interface and serialized data caching (at encoder).
- Asn1Item constraints machinery re-implemented based on Mike C. Fletcher's design and code. Now various constrains are implemented as stand-alone
objects serving interested Asn1Object derivatives through some abstract
protocol (that's probably the Decorator design pattern).
- ASN.1 tagging facility re-implemented along the client-server design
  pattern. Besides this seems to be a more appropriate design, it allows
  an easier way for dynamic subtyping.

Found in path(s):
* /opt/cola/permits/1155352659_1618955941.59/0/etingof-pysnmp-v4-4-9-0-gc393c0c-tar-gz/etingof-pysnmp-
c393c0c/CHANGES.txt
No license file was found, but licenses were detected in source scan.

if mibBuilder.loadTexts: snmpUsmHmacSha2MIB.setDescription("Definitions of Object Identities needed for the
use of HMAC-SHA2 Authentication Protocols by SNMP's User-based Security Model. Copyright (c) 2016 IETF
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c393c0c/pysnmp/smi/mibs/SNMP-USM-HMAC-SHA2-MIB.py
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c393c0c/README.md
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Further development

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Although PySNMP is already a mature software and it is being used at many
places, the ultimate goal of the project is to implement most of the useful
features that SNMP standards can offer. What follows is a list of most
prominent missing features that PySNMP developers are planning to put their
hands on in the future.

PySNMP library

++++++++++++++

#. Built-in MIB parser. PySNMP uses a data model of its own to work with
information contained in MIB files. To convert ASN.1-based MIB texts
into Python modules, an off-line, third-party tool is employed. As it
turns out, this approach has two major drawback: one is that PySNMP
users may need to pre-process MIB texts to use them with their

---
PySNMP-based applications. Another is that LibSMI's Python driver seems to miss some information carried by MIBs. Thus the solution would be to write another MIB parser and code generator which would produce PySNMP compliant Python code right from MIB text files all by itself.

**Done:** see `PySMI project <http://snmplabs.com/pysmi/>`_ in conjunction with the latest PySNMP codebase.

#. Reverse MIB index. The variable-bindings received by the system whilst in Manager role could be post-processed using the information kept in MIB files to include human-friendly OIDs names, tables indices and values representation. However, there is currently no provisioning in the PySNMP system for locating and loading up MIB files containing additional information on arbitrary OIDs. So the idea is to maintain an OID-to-MIB index to let PySNMP load relevant MIB automatically on demand.

#. Stream sockets support. Currently, PySNMP transport subsystem only supports datagram-type network sockets. That covers UDP-over-IPv4 and UDP-over-IPv6. However, SNMP engine can potentially run over stream-oriented protocols what would let it support TCP-over-IPv4, TCP-over-IPv6 and SSL/TSL transports. Neither of these is currently implemented with PySNMP.

#. AgentX implementation. We anticipate many uses of this. For instance, having AgentX protocol support in pure-Python would let us write AgentX modules in pure-Python and attach them to high-performance Net-SNMP Agent. Or we could build and maintain a fully-featured, stand-alone PySNMP-based Agent so that users would write their own AgentX extensions what would comprise a complete SNMP Agent solution at lesser effort.

#. A DBMS-based SMI. Currently implemented SMI takes shape of live Python objects that let user hook up his own handler on any existing Managed Object Instance. That's flexible and working approach in many cases, however sometimes, for instance when Management Instrumentation is inherently DBMS-based, it may be more efficient to move the entire SMI/MIB subsystem into a database. PySNMP engine would talk to it through its simple and well defined SMI API.

Stand-alone PySNMP-based tools
+++++++++++++++++++++++++++++

#. SNMP Proxy Forwarder. That would be a stand-alone, application-level proxy service supporting all SNMP versions, multiple network transports, Command and Notification SNMP message types. Its anticipated features include extensive configuration facilities, fine-grained access control and logging.

**Done:** see `SNMP Proxy Forwarder <http://snmplabs.com/snmpfwd/>`_.

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Open Source Used In Secure Network Analytics (Stealthwatch) 7.4.0 25593
#. SNMP Trap Receiver. We see this application as a simple yet flexible SNMP TRAP collector. It would listen on network sockets of different types receiving SNMP TRAP/INFORM notifications over any SNMP version and putting all the details into a database and possibly triggering external events.

#. Database backend for SNMP Simulator. We have already built a tool for simulating SNMP Agents based on a snapshot of their Management Instrumentation state. Current implementation uses a plain-text file for keeping and possibly managing the snapshot. Many users of the Simulator software requested a value variation feature to be supported so that simulated Agents would look live, not static. We consider this variation and also dependencies features would be best implemented as a relational database application. So we are planning to put some more efforts into the Simulator project as time permits.

**Done:** since `snmpsim-0.2.4 <http://snmplabs.com/snmpsim/>`_

If you need some particular feature - please, `open a feature request <https://github.com/etingof/pysnmp/issues/new>`_. Once we see a greater demand in particular area, we would re-arrange our development resources to meet it sooner.

You could greater speed up the development of particular feature by sponsoring it. Please get back to us to discuss details.

Contributions to the PySNMP source code is greatly appreciated as well. We require contributed code to run with Python 2.4 through the latest Python version (which is 3.7 at the time of this writing). Contributed code will be redistributed under the terms of the same `license <http://snmplabs.com/pysnmp/>`_ as PySNMP is.

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* /opt/cola/permits/1155352659_1618955941.59/0/etingof-pysnmp-v4-4-9-0-gc393c0c-tar-gz/etingof-pysnmp-c393c0c/pysnmp/carrier/twisted/dispatch.py
1.4266 tornado 4.5.3
1.4266.1 Available under license:

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https://git.tukaani.org/xz.git
Comment:
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    To: Jonathan Nieder <jrnieder@gmail.com>
    Subject: Re: XZ utils for Debian
    Date: Sun, 19 Jul 2009 13:28:23 +0300
    Message-Id: <200907191328.23816.lasse.collin@tukaani.org>

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html
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OW2

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

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Apache

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

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MortBay

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

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

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
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  jar/javassist/SerialVersionUID.java
* /opt/cola/permits/1150996738_1617746800.79/0/javassist-3-18-2-ga-sources-9-
  jar/javassist/tools/rmi/ObjectNotFoundException.java
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  jar/javassist/bytecode/Bytecode.java
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  jar/javassist/compiler/ast/BinExpr.java
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  jar/javassist/.CtBehavior.java
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  jar/javassist/ClassMap.java
* /opt/cola/permits/1150996738_1617746800.79/0/javassist-3-18-2-ga-sources-9-
  jar/javassist/tools/rmi/StubGenerator.java
* /opt/cola/permits/1150996738_1617746800.79/0/javassist-3-18-2-ga-sources-9-
  jar/javassist/scopedpool/ScopedClassPoolRepository.java
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  jar/javassist/bytecode/stackmap/TypedBlock.java
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SNMP4J - ConsoleLogAdapter.java

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.getOrElse(_ => throw new椑).

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SNMP4J - SecurityProtocols.java

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SNMP4J - Counter32.java

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SNMP4J - LogFactory.java

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